Subject: Re: Resize a model without RenX Posted by Veyrdite on Fri, 20 Jun 2008 07:50:03 GMT View Forum Message <> Reply to Message

Those bones were resized in RenX/3dsmax Ferk. He probably wants to know how to resize tiles or vehicles. EDIT: Spider-man-bone

File Attachments
1) s_a_human.w3d, downloaded 82 times

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