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Subject: Re: Resize a model without RenX  
Posted by [Reaver11](#) on Wed, 25 Jun 2008 10:13:07 GMT  
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What you have to do is this -> Unlink everything from the Origin bone (the rest of the links can be kept intact.)

Then resize the hummer. (worldbox chassis everything except the origin)

After you have resized it re-link everything to the origin bone. And then you should be done ^^

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