Subject: Resize a model without RenX
Posted by ErroR on Thu, 19 Jun 2008 09:06:19 GMT
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I think it has be asked before but i didn't find in search! So is there any way to rescale a model without RenX (eg: Level Edit) ???

Subject: Re: Resize a model without RenX
Posted by mrÃ£Ã§Ä·z on Thu, 19 Jun 2008 14:52:53 GMT
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Not in LE

Subject: Re: Resize a model without RenX
Posted by HeavyX101- Left on Thu, 19 Jun 2008 19:13:52 GMT
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You could resize chars in LE
Have a look at what i did
here

File Attachments
1) haha.jpg, downloaded 738 times

Subject: Re: Resize a model without RenX
Posted by Veyrdite on Fri, 20 Jun 2008 07:50:03 GMT
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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 183 times
```

Subject: Re: Resize a model without RenX
Posted by ErroR on Fri, 20 Jun 2008 09:49:19 GMT
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actually i want really small harverster like RC

Subject: Re: Resize a model without RenX
Posted by Veyrdite on Fri, 20 Jun 2008 09:58:58 GMT
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ErroR wrote on Fri, 20 June 2008 19:49actually i want really small harverster like RC
You may just have to import the harvester w3d file, re-material it, resize it and then finally export the model again.

Subject: Re: Resize a model without RenX
Posted by ErroR on Fri, 20 Jun 2008 11:35:32 GMT
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if u import it it's much trouble all bones die all the model separates in shells O.o

Subject: Re: Resize a model without RenX
Posted by Veyrdite on Fri, 20 Jun 2008 23:31:05 GMT
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ErroR wrote on Fri, 20 June 2008 21:35if u import it it's much trouble all bones die all the model separates in shells O.o
The horrible consequences of the W3D importer.

Subject: Re: Resize a model without RenX

Posted by ErroR on Tue, 24 Jun 2008 18:20:21 GMT

ok i found the humvee in gmax format and resized it(very small) i exported it and it looks like needed in w3d viewer but in game it looks like this
how can i fix this :S ?

Subject: Re: Resize a model without RenX
Posted by Muad Dib15 on Tue, 24 Jun 2008 21:10:58 GMT

Remote control Mod ftw.

plz relez wen dun.

Subject: Re: Resize a model without RenX
Posted by ErroR on Wed, 25 Jun 2008 09:11:55 GMT

Muad Dib15 wrote on Wed, 25 June 2008 00:10Remote control Mod ftw.

plz relez wen dun.

lol thats just an idea

Subject: Re: Resize a model without RenX
Posted by Reaver11 on Wed, 25 Jun 2008 10:13:07 GMT

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 ^^

Subject: Re: Resize a model without RenX
Posted by ErroR on Wed, 25 Jun 2008 13:06:57 GMT

sry i don't really know boning and don't have time right now working on something else so can u please do it for me

resize it to the dimensions of a remote control toy car please.
i ttached the original humvee gmax file

File Attachments
1) v_gdi_humvee.gmax, downloaded 183 times

Subject: Re: Resize a model without RenX
Posted by ErroR on Sat, 28 Jun 2008 11:23:03 GMT
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I know how to link and unlink please somebody help and don't point to stupid tutorials WHICH I
DON"T UNDERSTAND! please resize it to a rc toy size i get a headache when i try to bone
something.