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Subject: extending?

Posted by [Poskov](#) on Fri, 03 Apr 2009 11:09:48 GMT

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Is there ANYWAY to stretch and manipulate the lengths and widths of w3ds in gmax?

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Subject: Re: extending?

Posted by [ErroR](#) on Fri, 03 Apr 2009 12:33:24 GMT

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um. i think u can right click> convert to editable mesh> vertex > select vertexes and move them or scale

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Subject: Re: extending?

Posted by [MGamer](#) on Fri, 03 Apr 2009 14:24:05 GMT

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or you can use the scale tool

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Subject: Re: extending?

Posted by [ErroR](#) on Fri, 03 Apr 2009 14:59:16 GMT

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um, yeah to scale all the model

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Subject: Re: extending?

Posted by [Di3HardNL](#) on Fri, 03 Apr 2009 15:37:43 GMT

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yeah scale it on a specific angle (z, y or x) then it only gets bigger/smaller in width, length or height.

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Subject: Re: extending?

Posted by [Poskov](#) on Sat, 04 Apr 2009 11:10:16 GMT

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Are you guys sure?

I tried 'scale' and it just made the model bigger or smaller, not longer or shorter. I even tried restricting the movement to the x-axis, yet still the same.

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Also, I remember somebody said that you couldn't stretch stuff in gmax.

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