

---

Subject: Size

Posted by [rswar](#) on Fri, 11 Apr 2003 08:22:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

what is the Size used for renegade models ???

---

---

Subject: Size

Posted by [snipefrag](#) on Fri, 11 Apr 2003 10:09:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

if your making a map and you want to find a scale you can use a box that is roughly the correct size, it needs to be.

Length: 1

Width: 1

Height: 1.8

But, i dont do modeling really... so if thats not what you want then hopefully someone else will help you.

---

---

Subject: Size

Posted by [Sir Phoenixx](#) on Fri, 11 Apr 2003 12:29:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The Renegade Public Tools come with a couple models from each type of model (weapon, vehicle, character, building, map etc.), just merge/import them into your map in renx and resize yours so it fits it.

---

---

Subject: Size

Posted by [rswar](#) on Sat, 12 Apr 2003 06:54:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

is ther a way to quike change the size of the compleet model?

---