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Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 22:14:00 GMT

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quote:Originally posted by steggyd:I'm not sure what you're saying Doctor. I don't think a teapot is going to correct anything. Seriously though, I am exporting them as hie... omg, I can't seem to spell taht right now, but hie... models. Anyone have any ideas? I know there are tons of you who have put vehicles into mods, what is the key to getting the right size?teapot... sphere... anything other than the vehicle so you know it's a new file... then you can say... oh... it's not scaled right regardless... if you don't see a teapot... or whatever you put in then you know it's not getting the new file.

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