Subject: Resizing the vehicles???
Posted by Anonymous on Thu, 23 Jan 2003 18:51:00 GMT
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quote:Originally posted by steggyd:How exactly are vehicles sized? I merged a vehicle I made with the gmax file of the Nod Buggy, and my vehicle is smaller in gmax than the Nod Buggy. However, when I put it in lvl editor or the game it is larger. I tried scaling it down, and it always comes out the same size. What is it that makes the vehicle the size that it is in-game?are you sure it's not calling that same vehicle from assets somewhere? didja rename it to something new? throw a simple teapot in the export so you can see if it's the same or not.