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Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 18:46:00 GMT

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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?

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