
Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:18:00 GMT

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as far as scaling it down a bit.....make sure that the root transform bone is at the top of your hierarchy and that everything is linked to it in one way or another.....then select just the root transform bone and scale it down accordingly. That should get you another step closer. Eric.
