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Subject: Re: Renx resize problem

Posted by [Jerad2142](#) on Mon, 05 Nov 2007 19:44:43 GMT

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Reaver11 wrote on Mon, 05 November 2007 12:37It is not the way I imported that mammoth tank to Renx. (did it trough the xref)

I tried to scale the flak cannon to x=2 y=2 z=2.

Still it is display ing the correct scale in Renx. Could it be that the original file was a 3ds? (The flak was imported through the import)

Check the screenie. I doubt if it is the way that the original flak was a 3ds because I have build the ME262 in 3ds. But I dont have 3ds anymore but the ME262 actually did scale as you can see. I scalled it according to the same mammoth tank.

LOL, thats funny, but I suggest you set its scale percent down to 8% (if its currently at 100%).Chances are the mammoth take is getting linked to a bone (usually the origin bone) when you merge it with the flack cannon, and there for gets resized.

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