
Subject: Re: scaling to exact measurements (Renx)
Posted by [danpaul88](#) on Sun, 13 Apr 2008 09:26:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can't, scaling is based on changing it to be a % of the existing size. Your best bet would be to get it as close as possible with trial and error and then manually move some of the vertices to the correct location if they are slightly out.
