
Subject: Re: Resize a model without RenX
Posted by [Veyrdite](#) on Fri, 20 Jun 2008 07:50:03 GMT
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Those bones were resized in RenX/3dsmax Ferk. He probably wants to know how to resize tiles or vehicles.
EDIT: Spider-man-bone

File Attachments

1) [s_a_human.w3d](#), downloaded 160 times
