
Subject: Re: Scaling models

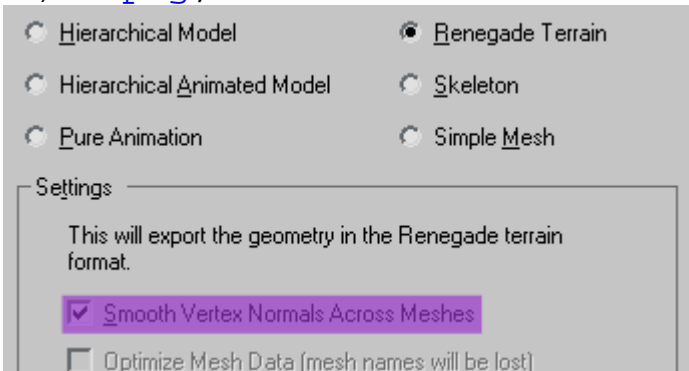
Posted by [Mauler](#) on Fri, 17 Oct 2008 17:48:45 GMT

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Well i had this problem before. Try unselecting the Option "Smooth Across Normal Meshes" before export it should work, it did for me.

File Attachments

1) [1.png](#), downloaded 592 times



Hierarchical Model Renegade Terrain

Hierarchical Animated Model Skeleton

Pure Animation Simple Mesh

Settings

This will export the geometry in the Renegade terrain format.

Smooth Vertex Normals Across Meshes

Optimize Mesh Data (mesh names will be lost)
