
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 476 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 \(mesh names will be lost\)](#)