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Subject: Re: Scaling models

Posted by [Altzan](#) on Fri, 17 Oct 2008 18:27:47 GMT

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No, wait... it looks crappy even before I scaled it.

OK, I'll be up front. I'm using a program called LeoCad which is like Gmax but with Lego blocks (yes. virtual lego blocks). It can export models to 3ds format which I imported into gmax. Is importing the problem? Should I just use 3ds max? I wouldn't know where to get it though...

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