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Subject: Re: WHY?????????

Posted by [danpaul88](#) on Sun, 28 Dec 2008 14:17:51 GMT

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You don't need to unlink everything to resize something, assuming everything is linked to an origin bone like it is on most WW models you can simply resize the origin bone and everything else will scale with it.

When you make it smaller you also have to update the settings in LevelEdit to update the length of the suspension (won't need to be as long now that it's smaller), and possibly update the transition zones to fit the new size, but this step is probably unnecessary when making it smaller.

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