lols...

How do I move the mesh to fit the scene. I looked at the tutorials on renegadehelp.net

The one with SS already has the mesh in proper position, the video is too blury for me to see what tabs the guy is hitting when he does it.

I have 2 meshes, one with the arms at the side, and the other with the legs to wide... how do I move the limbs to fit the scenes?

Also the arms may be too long how would I shorten them without moving them away from the torso?