

---

Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 18:46:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

How exactly are vehicles sized? I merged a vehicle I made with the gmax file of the Nod Buggy, and my vehicle is smaller in gmax than the Nod Buggy. However, when I put it in lvl editor or the game it is larger. I tried scaling it down, and it always comes out the same size. What is it that makes the vehicle the size that it is in-game?

---

---

Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 18:51:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by steggyd:How exactly are vehicles sized? I merged a vehicle I made with the gmax file of the Nod Buggy, and my vehicle is smaller in gmax than the Nod Buggy. However, when I put it in lvl editor or the game it is larger. I tried scaling it down, and it always comes out the same size. What is it that makes the vehicle the size that it is in-game?are you sure it's not calling that same vehicle from assets somewhere? didja rename it to something new? throw a simple teapot in the export so you can see if it's the same or not.

---

---

Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 22:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm not sure what you're saying Doctor. I don't think a teapot is going to correct anything. Seriously though, I am exporting them as hie... omg, I can't seem to spell taht right now, but hie... models. Anyone have any ideas? I know there are tons of you who have put vehicles into mods, what is the key to getting the right size?

---

---

Subject: Resizing the vehicles???

Posted by [Anonymous](#) on Thu, 23 Jan 2003 22:14:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by steggyd:I'm not sure what you're saying Doctor. I don't think a teapot is going to correct anything. Seriously though, I am exporting them as hie... omg, I can't seem to spell taht right now, but hie... models. Anyone have any ideas? I know there are tons of you who have put vehicles into mods, what is the key to getting the right size?teapot... sphere... anything other than the vehicle so you know it's a new file... then you can say... oh... it's not scaled right regardless... if you don't see a teapot... or whatever you put in then you know it's not getting the new file.

---

---

Subject: Resizing the vehicles???

---

Posted by [Anonymous](#) on Thu, 23 Jan 2003 22:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have had the same Problem, but it is just very easy:select the orgin bone and invert selction.The reize your vehicle, thats it. If that don't work, contact me at ICQ or write in my moding bord.

---