Subject: Making object(s) larger in RenX
Posted by Ryu on Mon, 10 Sep 2007 09:48:14 GMT

Okay, So I made a map in Hammer tool and exported the map via .DXF, And Imported the map into RenX.. But my problem is.. It's really small..
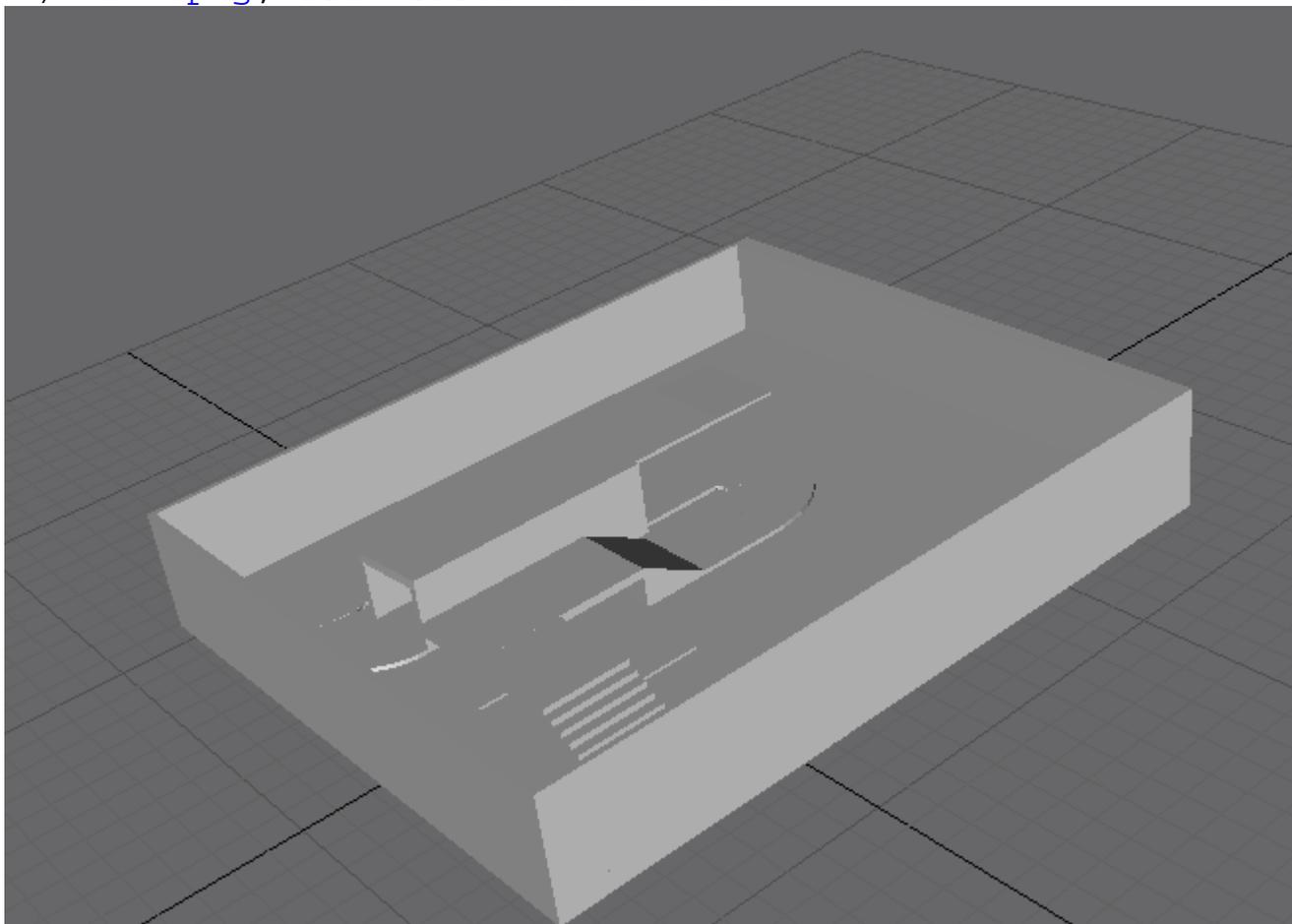
Is there a way I can expand the map via RenX? Or will I have to make the map larger in Hammer tool?

Here's the size now:

As you can see.. there are so many objects in this map (some are really small) that manually resizing them would take... forever..

File Attachments
1) renx.png, downloaded 494 times

Subject: Re: Making object(s) larger in RenX
Posted by Zion on Mon, 10 Sep 2007 10:41:51 GMT
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Select the mesh and click the Scale tool at the top. Then scale in proportion to everything.

The scale tool is located at the top of the interface, next to the rotate and move tools.

Subject: Re: Making object(s) larger in RenX
Posted by Ryu on Mon, 10 Sep 2007 11:42:27 GMT
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Woot woot! Thanks Mero.

<3 you!

Subject: Re: Making object(s) larger in RenX
Posted by Zion on Mon, 10 Sep 2007 11:54:59 GMT
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<3 you too!

Subject: Re: Making object(s) larger in RenX
Posted by Jerad2142 on Mon, 10 Sep 2007 12:31:41 GMT
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LOL, earlier in my modding experience before I found scale, I would have to remake entire complex objects because I made them the wrong size.

Subject: Re: Making object(s) larger in RenX
Posted by Zion on Mon, 10 Sep 2007 12:59:01 GMT
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Jerad Gray wrote on Mon, 10 September 2007 13:31LOL, earlier in my modding experience before I found scale, I would have to remake entire complex objects because I made them the wrong size.

Now that's dedication! I wouldn't have been bothered to continue it and left it alone until i came up with a plan. I've always known about scale though ever since i started 3 years ago.

Subject: Re: Making object(s) larger in RenX
Posted by Ryu on Mon, 10 Sep 2007 14:16:47 GMT
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Jerad Gray wrote on Mon, 10 September 2007 07:31LOL, earlier in my modding experience before I found scale, I would have to remake entire complex objects because I made them the wrong size.

Haha.. It's always best to ask first. >.<

Also.. My map failed..

Damn it.. all it needed was a go-kart and texturing! D:

Subject: Re: Making object(s) larger in RenX
Posted by Tunaman on Tue, 11 Sep 2007 04:01:45 GMT
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I was going to make a Team Deathmatch game mode for Renegade but I'd want to make my own map. :\ I tried to take a CS map with that DXRipper thing but everything turned out slid to the side.

Subject: Re: Making object(s) larger in RenX
Posted by Ryu on Tue, 11 Sep 2007 07:24:07 GMT
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Tunaman wrote on Mon, 10 September 2007 23:01I was going to make a Team Deathmatch game mode for Renegade but I'd want to make my own map. :\ I tried to take a CS map with that DXRipper thing but everything turned out slid to the side.

I made that map in SourceSDK's Hammer tool.. Hammer made a better way to reduce the amount of polys.. so it didn't work for me and RenX.. But remaking de_Dust and De_Dust 2 would be easy. >.<

Subject: Re: Making object(s) larger in RenX
Posted by Veyrdite on Fri, 14 Sep 2007 06:55:23 GMT
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If you resized it directly, go to the options tab for the meshes and click Reset XForm. Next time you resize select all the elements, vertices or Polys and resize them together. Doing it to the whole object makes all measurements on it scaled up or down.