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Subject: RenX - protected models?

Posted by [rrutk](#) on Tue, 08 Apr 2008 18:14:37 GMT

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I have a strange RenX problem.

I actually try to fix some old models.

Some of them I'm able to change, for instance to scale down, with no problems.

With others - I'm not able to scale them or to move them.

In RenX it LOOKS LIKE the are moved or scaled, but in the w3d-file and ingame they are like before....nothing changed???

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Subject: Re: RenX - protected models?

Posted by [R315r4z0r](#) on Tue, 08 Apr 2008 19:53:46 GMT

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I've had this problem with models I have made on my own, they aren't "protected."

Unfortunately I don't know how to fix it... as I am not really a vehicle modeler.

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Subject: Re: RenX - protected models?

Posted by [Reaver11](#) on Tue, 08 Apr 2008 22:06:27 GMT

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As you pm'ed me ->

[http://www.renegadeforums.com/index.php?t=msg&goto=294982&rid=22815&srch=renx+scale#msg\\_294982](http://www.renegadeforums.com/index.php?t=msg&goto=294982&rid=22815&srch=renx+scale#msg_294982)

When creating a vehicle you make an origin bone this particular bone after the origin bone is in place you can only scale it through the origin bone. So you have to resize the origin bone not the tank not the world box.

If you want to resize particular sections then you will have to unlink the origin bone and resize those parts and after it relink them.

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Subject: Re: RenX - protected models?

Posted by [rrutk](#) on Wed, 09 Apr 2008 15:40:04 GMT

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I dont get this special one scaled.

its an animated model.

not with the origin and not with something else.

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