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Subject: scaling to exact measurements (Renx)  
Posted by [Gen\\_Blacky](#) on Sun, 13 Apr 2008 08:10:59 GMT  
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So basically I had scaled down a piece of mesh i was working on and then i found something wrong with it. I want to scale the new fixed mesh to exactly the same size old broken mesh was. How do i do this ?

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Subject: Re: scaling to exact measurements (Renx)  
Posted by [danpaul88](#) on Sun, 13 Apr 2008 09:26:03 GMT  
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You can't, scaling is based on changing it to be a % of the existing size. Your best bet would be to get it as close as possible with trial and error and then manually move some of the vertices to the correct location if they are slightly out.

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Subject: Re: scaling to exact measurements (Renx)  
Posted by [Muad Dib15](#) on Sun, 13 Apr 2008 20:12:57 GMT  
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I have that problem with one of my models. I decided to merge it onto one of my maps to see how out of proportion it was, and it took up half the field.

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