

---

Subject: WHY?????????

Posted by [ErroR](#) on Sun, 28 Dec 2008 14:04:31 GMT

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

---

Why doesn't it work.. i was told that to resize a model i have to unlink everything, resize, then link back again.. I spent all my allowed time at the pc for this NOT WORKING SHIT!

anyway here's the gmax scene. i want to make a small humvee. It is the same result as if i just resized it without unlinking/linking

old pic:

---

### File Attachments

1) [v\\_gdi\\_humvee\(small\).gmax](#), downloaded 114 times

---

---

Subject: Re: WHY?????????

Posted by [danpaul88](#) on Sun, 28 Dec 2008 14:17:51 GMT

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

---

You don't need to unlink everything to resize something, assuming everything is linked to an origin bone like it is on most WW models you can simply resize the origin bone and everything else will scale with it.

When you make it smaller you also have to update the settings in LevelEdit to update the length of the suspension (won't need to be as long now that it's smaller), and possibly update the transition zones to fit the new size, but this step is probably unnecessary when making it smaller.

---

---

Subject: Re: WHY?????????

Posted by [ErroR](#) on Sun, 28 Dec 2008 14:33:24 GMT

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

---

i'll try it, thanks

EDIT: I tried it and sadly it does not work

---

---

Subject: Re: WHY?????????

Posted by [ErroR](#) on Sun, 28 Dec 2008 16:21:42 GMT

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

---

someone please check the gmax model and say how to make it the same size in game

---