
Subject: Re: Resize a model without RenX

Posted by [HeavyX101- Left](#) on Thu, 19 Jun 2008 19:13:52 GMT

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You could resize chars in LE

Have a look at what i did

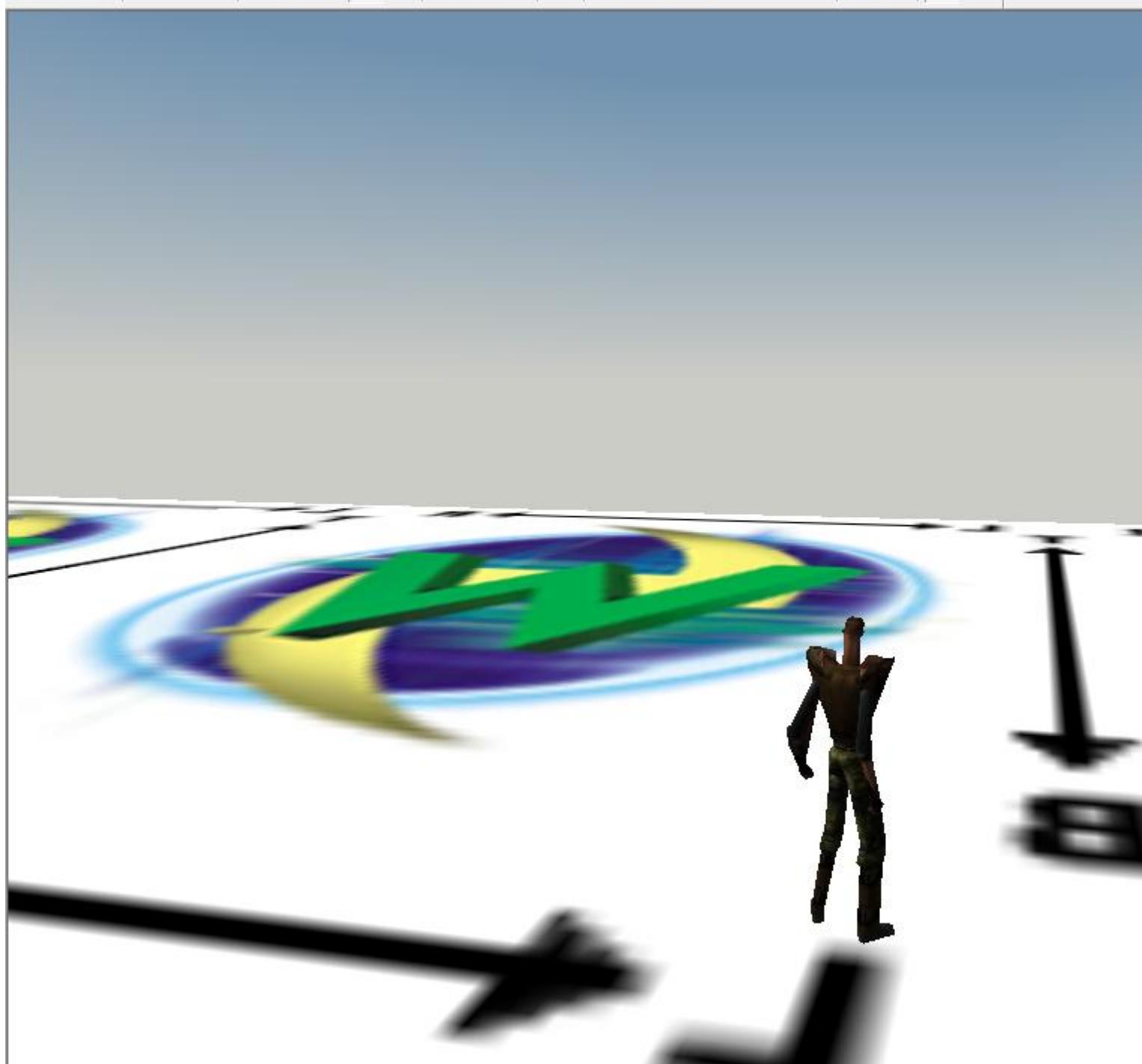
here

File Attachments

1) [haha.jpg](#), downloaded 646 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



```
TimeManager::Update: warning, frame 839 was slow (2824 ms)
DirectInput: Init
F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL
```

Ready



>>

