Subject: Renx resize problem
Posted by Reaver11 on Mon, 05 Nov 2007 17:28:38 GMT
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Well I got a weird problem with Renx.

The 'Road to moscow' mod for generals released a flak cannon model some time ago. I decided to bone it and use it.

After the boning the model I wanted to check out the size. It was very big so I rescaled it next to a mammoth tank.

Here is a pic of the Renx size.

The basement is smaller than a mammoth tank but a bit higher only after transporting it to LE it became VERY big.
Over here a screenie ingame.

As you can see this is to big although in Renx it is as big as a mammoth tank.

Can anyone help me? I really don't know if it is a glitch or something I did wrong.

Subject: Re: Renx resize problem
Posted by danpaul88 on Mon, 05 Nov 2007 17:31:41 GMT
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That's probably due to the way you imported the mammoth into RenX. Generally I find the best way to get a decent size is to keep re-exporting it and checking it in Level Edit until you get it to the size you want.

Subject: Re: Renx resize problem
Posted by Reaver11 on Mon, 05 Nov 2007 19:37:27 GMT
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It is not the way I imported that mammoth tank to Renx. (did it trough the xref)
I tried to scale the flak cannon to x=2 y=2 z=2.

Still it is display ing the correct scale in Renx. Could it be that the original file was a 3ds? (The flak was imported through the import)

Check the screenie. I doubt if it is the way that the original flak was a 3ds because I have build the ME262 in 3ds. But I dont have 3ds anymore but the ME262 actually did scale as you can see. I scalled it according to the same mammoth tank.

Subject: Re: Renx resize problem
Posted by Jerad2142 on Mon, 05 Nov 2007 19:44:43 GMT
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Reaver11 wrote on Mon, 05 November 2007 12:37It is not the way I imported that mammoth tank to Renx. (did it trough the xref)
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Check the screenie. I doubt if it is the way that the original flak was a 3ds because I have build the ME262 in 3ds. But I dont have 3ds anymore but the ME262 actually did scale as you can see. I scalled it according to the same mammoth tank.
LOL, thats funny, but I suggest you set its scale percent down to 8% (if its currently at 100%).Chances are the mammoth take is getting linked to a bone (usually the origin bone) when you merge it with the flack cannon, and there for gets resized.

Subject: Re: Renx resize problem
Posted by crazfulla on Mon, 05 Nov 2007 19:54:21 GMT
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Heres a novel idea, don't use a Mammoth Tank for scaling! Use the fucking grid, thats what it's there for.

Customise -> Grid & Snap Settings
Set Home Grid to 1m

Customise -> Viewport Configuration
Make a Front view

Then see how big your model REALLY is.

Subject: Re: Renx resize problem
Posted by Reaver11 on Mon, 05 Nov 2007 20:06:48 GMT
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It had indeed to do with the mammot tank but rather different then I expected.

A few months I tried to make a little tiny luvely mammoth tank. Which of course didnt scale correctly.

After Jerad said:
Chances are the mammoth take is getting linked to a bone (usually the origin bone)

I started to realise I had xref'ed the origin of that mammoth tank which somehow is scale invunerable.
I mostly just xref the bones to have the job done fast without forgetting collision settings ^^

Here a nice scalled flak.
Ty guys for your help!

Subject: Re: Renx resize problem
Posted by Reaver11 on Mon, 05 Nov 2007 21:17:12 GMT
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Here is a final Ingame pic.

I decided that the barrel upside down is not a good thing
I hope you guys like it!