Subject: Resizing models
Posted by ErroR on Wed, 23 Jul 2008 12:18:03 GMT
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I need a tutorial on how to resize models in renx somene said i have to unlink some bones then resize then link back i have no idea how to unlink there are just too many files. please show an example or tutorial on a humvee (RC toy size   )

Subject: Re: Resizing models
Posted by cnc95fan on Wed, 23 Jul 2008 12:39:01 GMT
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I've never heard of unlinking stuff in resizing.. Just use the scale tool.. make a box to the size you want it and scale it down to the same size as the box you made.. Not difficult really.

Subject: Re: Resizing models
Posted by Reaver11 on Wed, 23 Jul 2008 13:04:32 GMT
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A boned vehicle will not resize because of the origin bone. Unlink all from the origin bone the resize all to what you want and relink everything to the origin (that RC hummer will have big bullets mayby make a new projectile for it)

Subject: Re: Resizing models
Posted by ErroR on Wed, 23 Jul 2008 16:58:14 GMT
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I plan to make it like a spy rc vehicle and it won't shoot it will blow up and i don't understand the unlink tool there are 3 origins at the humvee so please do it for me if u can

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Subject: Re: Resizing models
Posted by Reaver11 on Wed, 23 Jul 2008 21:34:12 GMT
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There are three humvee because of the LOD system.

origin.00 origin.01 etc etc

The origin.00 is the one of the highest LOD you can just delete the rest (that doesnt have the .00) or unlink and resize and relink (so you keep the LOD's for the mini hummer)

try it and if not I will take a look