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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

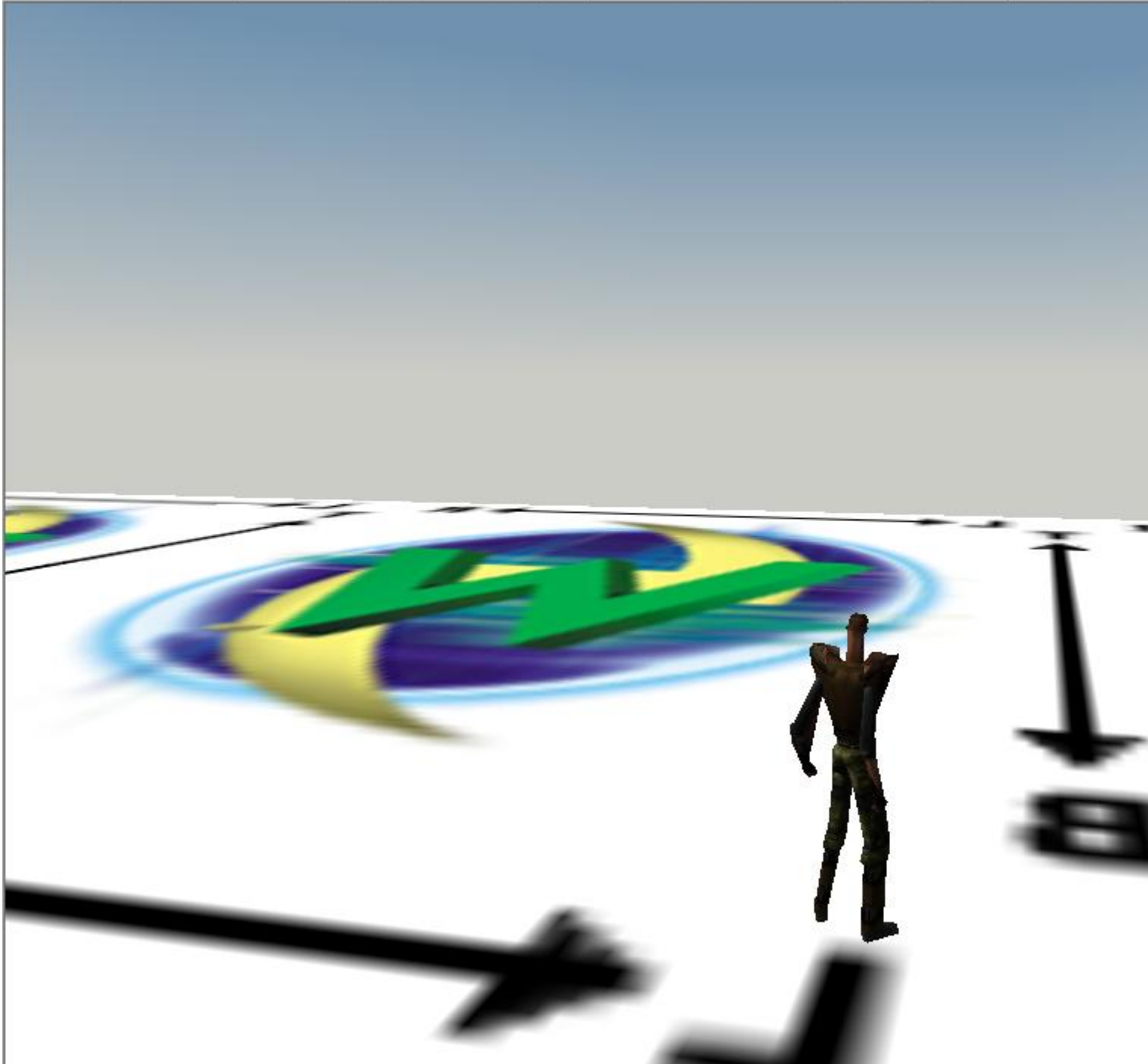
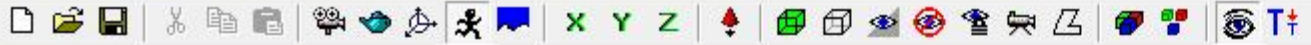
#### File Attachments

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1) [haha.jpg](#), downloaded 558 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



4 Windows Expl...

Untitled - Notepad

Game-Maps.NET ...

Command and C...