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Subject: renx scale

Posted by [renalpha](#) on Sun, 07 Aug 2011 23:10:19 GMT

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Hello guys,

When i used to build maps i ran out of a scale problem.

How can i setup the correct scale before creating a map in renx?

Im looking forward to a reply, thanks!

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Subject: Re: renx scale

Posted by [Jerad2142](#) on Wed, 10 Aug 2011 20:15:49 GMT

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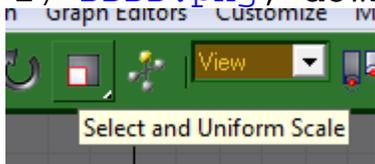
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If you mean you ran into a scale problem, RenX has a rescale tool built in.

Note: game standards for people is 2 meters tall.

### File Attachments

1) [DDDD.png](#), downloaded 344 times



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Subject: Re: renx scale

Posted by [zunnie](#) on Wed, 10 Aug 2011 20:22:24 GMT

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I always merge a building into the scene and scale the terrain around it.

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