

Content Tool: Errors and their solution

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1 Import

1.1 The mesh is screwed, invisible or scaled odd

Possible cause:

1.1.1 The object is scaled

When exporting the object the global scaling of the object should be set to {1.0, 1.0, 1.0}.



This happens if you scale the whole object within the object mode in Blender. You should apply scaling only in the edit mode. If you want to scale the whole object, press [Ctrl]+[A] and scale.