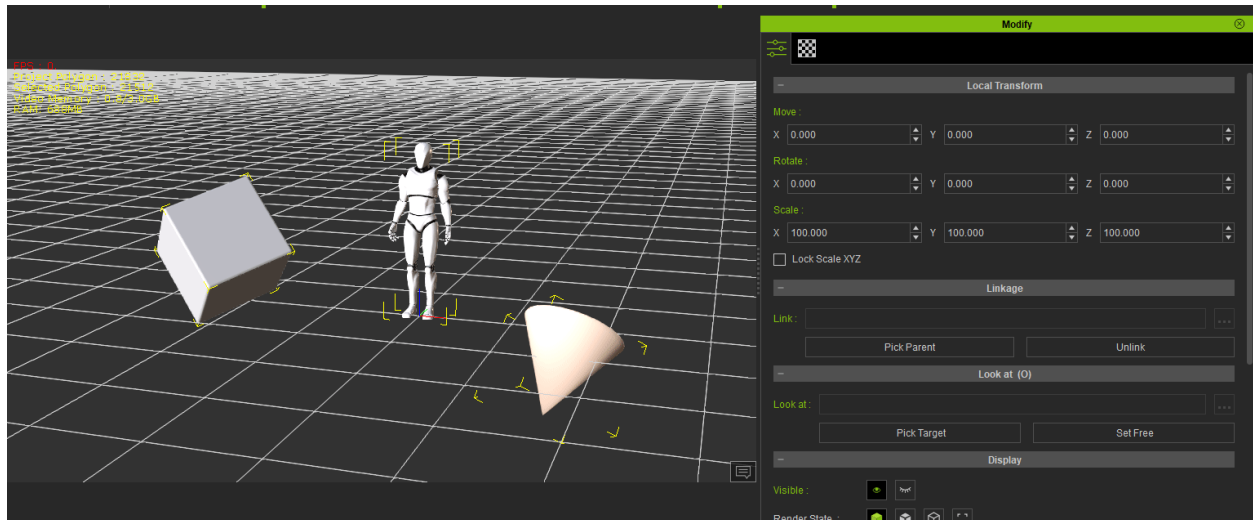
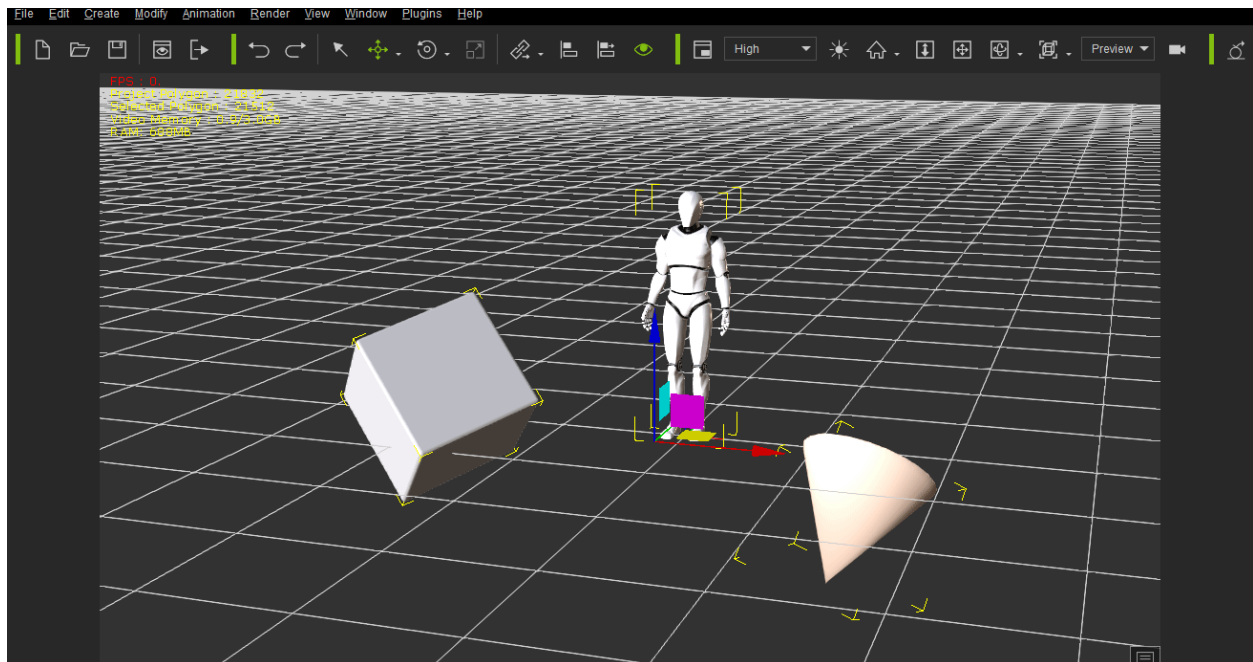


Why is it when I multi-select some objects and characters and input values into Modify > Local Transform there is no effect on the character?

Currently, iClone characters do not support features of Transform > Scale (we will continue to enhance the usability of this feature for the future).



Furthermore, the RTS gizmo for multi-selected items can only be used in world space with the rotation pivot set to the parent. We will work to provide better RTS integration in future version updates.



Why is it when I multi-select some objects and characters and input values into Modify > Local Transform there is no effect on the character?

Reallusion FAQ

<https://kb.reallusion.com/Product/52598/Why-is-it-when-I-multiselect-some-objects-and-characters-and-i>