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Subject: Walking Mechs

Posted by [Anonymous](#) on Wed, 22 Jan 2003 18:47:00 GMT

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Yes killa, You make the animation in renx, but the issue is it will repeat the animation, never stopping. There has been some posts that havoc asked about walking... but it can't be stopped, you will end up with a Mech that walks in place. But it still looks so cool!

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