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Subject: My 'vette in buggy form. Plus, vehicle scaling issue still i  
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:25:00 GMT

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It is way easier to animate in 3dsmax or gmax than it is to figure it out for w3d.....but it's the figuring it out part that makes it all worth while when your project is finally finished Eric.

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