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Subject: custom animation question

Posted by [GrayWolf](#) on Fri, 27 Apr 2007 23:49:07 GMT

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I made a character and I want him to have custom animations. I know how to pretty much do everything but I have no idea how to see how many frames are in the default animation and what is going on during what frame. I tried importing them into w3d viewer but It just shows some textures and never shows the animations or number of frames.

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