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Subject: Re: How to add multiple animations to one w3d?

Posted by [Veyrdite](#) on Sun, 23 Sep 2007 00:47:27 GMT

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Sorry, no edit button any more.

I'm wrong.

1: you export it as the skeleton as the anim W3D not gmax file

2: Only one animation possible with this setup

3: thats not how ww did it

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