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Subject: Re: Redoing animations

Posted by [Jerad2142](#) on Wed, 14 Nov 2007 00:15:59 GMT

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Gen\_Blackx wrote on Mon, 12 November 2007 15:35no the animation is in the nod flame w3d  
Its not done with animation, you have to name the treads V\_L\_Tread and V\_R\_Tread (or some  
thing like that) and their textures have to have VPerSec="a number goes here" in them.

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