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Subject: Re: {Help}Mechs in Renegade

Posted by [CMDBob](#) on Tue, 25 Dec 2007 18:39:31 GMT

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Right I did that, got the script attached... and the animations don't work. I exported all 3 models as Hierarchical Animated Models, and made the two animation models have the main model as the skeleton. Did I do it right?

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