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Subject: Animation override on new skeletons?

Posted by [Dante](#) on Sat, 26 Jul 2003 23:06:40 GMT

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best thing to do always when finished modeling your character/dog/whatever is to then merge in the bones, worldbox, etc... from the how-to character, then just link to those bones.

then export that way, this way you know all your settings are correct and in the right place.

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