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Subject: Reversing an animation

Posted by [R315r4z0r](#) on Mon, 20 Oct 2008 21:29:56 GMT

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I'm trying to make flag animation, but every time I try, it always turns out running more realistically backwards than it does when it goes forwards. How can I change it to run the animation backwards? Or can I just fix it in RenX?

I'm using RenX, not 3Dsmax.

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