
Subject: Re: Disappearing animated object

Posted by [Gen_Blacky](#) on Mon, 25 Jul 2011 05:32:28 GMT

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AABox This mesh is to be used as an axis aligned collision box.

"worldbox"

OBBox Use this if you're exporting a bounding box area. Checkmark "Hide".

"boundingbox"

bounding box it's what's supposed to cover the animation area sorry if I confused you before.

File Attachments

1) [HGLIFT.zip](#), downloaded 157 times
