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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"

OBBBox Use this if youre exporting a bounding box area. Checkmark "Hide".  
"boundingbox"

bounding box its whats suppose to cover the animation area sorry if I confused you before.

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### File Attachments

1) [HGLIFT.zip](#), downloaded 66 times

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