
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.

File Attachments

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