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Subject: Getting Animated Models To Work

Posted by [laeubi](#) on Sat, 13 Sep 2003 21:09:18 GMT

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If you run Leveldit the goto: Hirachy

there you'll see your Model and a [+] click on this [+] and you'll see a: modelName.modelName

Click on that and you'll see your animation.

Check that you have exported as Hirachy Animated Model, using only bones animations (mean only animated the WHOLE mesh/object instead of vertices) or using WWskin instead.

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