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Subject: custom animations

Posted by [Stallion](#) on Thu, 27 Feb 2014 20:30:43 GMT

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I figured out how to make an animation, but I have no idea how to save it in a form that I can use in I.e. or how to properly load it for my project.

Please give me the basics on how to save it in 3ds max and how to properly load it in level editor.

Thanks.

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