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Subject: IK Chains/Exporting

Posted by [bigwig992](#) on Sat, 03 Apr 2004 05:27:00 GMT

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I was playing with the skeleton bones tonight, and I applied the IK chain limb solver to some of the bones, it makes animation soooo much easier. So I come to the question, is it possible to export bones normally after making a whole animation with the IK chain limbsolver? Select the skeleton bones and export? I'd love to know, because then I could make many animations, and I'd have so much more fun with characters.

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