
Subject: Animation question.....

Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:03:00 GMT

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Still not doing it. I put the globe.globe in the animation field and for Nods gate Piston model, piston.pistonglobe.w3dCollision mode=noneStaticanimphysloopnothing checked offglobe.globeand same for Nodspiston.w3dpiston.piston
