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Subject: Animation won't export

Posted by [Anonymous](#) on Tue, 19 Nov 2002 12:40:00 GMT

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You can't animate by moving vertices. It works in gmax, but it won't in Renegade. You have two options. 1) Use the WWSkin or 2) Remake it so that the object itself moves. I've had a lot of experience with animating after running into the same problems. I hope that helps.

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