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Subject: Another Questions to Greg (sorry)  
Posted by [Anonymous](#) on Sat, 11 May 2002 15:48:00 GMT  
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That model is set up with LODs, anything not connected directly or indirectly to one of the "origin" bones will be ignored. Go to the "select by name" dialog in RenX (the arrow with the lines next to it) and enable "display subtree" to see the structure of the scene.greg

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