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Subject: Setting up with LinkedXform

Posted by [Slash0x](#) on Mon, 21 Feb 2005 00:32:18 GMT

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- The mesh has to be applied to the WWSkin.
- Use the "Bing to a spacewarp" (drag from object to WWSkin) and then the dots of fun start to show up on the screen.
- And don't forget to add the "bones" while selecting the WWSkin under the edit tab...

Beyond that, it's self-taught...easy really.

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