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Subject: What settings create a 3+ frame animation in gmax?

Posted by [Oblivion165](#) on Sun, 17 Apr 2005 16:49:05 GMT

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CommandoSRNo, that's a different thing. He wants to know how to make an animated texture. What you're showing is hiding/showing meshes according to damage state.

Yeah, i just was showing it as a useable alternative.

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