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Subject: Re: Help with Exdeath's boned E3 models  
Posted by [Spice](#) on Thu, 04 Jan 2007 06:10:10 GMT  
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Aye, it's great to see them being used!

On the animation slider, change it to frame two and re-export the model. That should fix your problem.

I'm not sure how I missed this posted when I check the forums yesterday. I could rig them up, write a tutorial while I'm at it.

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