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Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Slave](#) on Mon, 10 Dec 2007 20:47:48 GMT

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I dont know how to animate really.

I just assumed that if I named and set everything right in the gmax file, it would cooperate with the existing animations.

I'm having the same issue when exporting the sample sniper rifle in the modtools folder.

So maybe if someone is willing to help, I could send that person the gmax file to get it fixed. If so, gracias.

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