
Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Nassepossu](#) on Tue, 11 Dec 2007 16:53:42 GMT
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Oh lol.. The original poster of this topic had the same question I had.

I moved clip 2 meters lower so you can't see it and then setted it to move by teleport so you can't even see it move.
