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Subject: How to export terrain with animation

Posted by [NeoSaber](#) on Tue, 22 Jul 2003 16:59:05 GMT

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Titan1x77So i export it seperately...or my whole map as Hierarchical animated model?

Keep them seperate, if you make your whole map an animated model then Vis will never work. An animated model either gets completely rendered or it doesn't get rendered at all. It won't have parts disappear like terrain does.

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