Posted by Sn1per74* on Tue, 12 Aug 2008 18:42:28 GMT
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danpaul88 wrote on Tue, 12 August 2008 13:09Just animate it as usual using the animation tools in gmax/3ds max and export it as a hierarchical animated model.
Yeah... duh... just export it as a hierarchalicalichical model from gmax... everyone knows that