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Subject: Animating Aggregates

Posted by [Sanada78](#) on Sun, 03 Aug 2003 16:46:00 GMT

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I'm creating an animated model that destructs when all health have gone. I want to use some aggregates to activate at certain parts of the animated destruction sequence and then are deactivated once a certain frame has passed. Something like Aggregate~001 to activate at frame one then deactivate on the next frame then Aggregate~002 activate on the next frame.

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