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Subject: Animating Aggregates

Posted by [YSLMuffins](#) on Sun, 03 Aug 2003 23:58:37 GMT

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You will have to become familiar with the trackview feature in gmax as well as search for stonerook's topic on damage aggregates (bridge destruction) on this forum.

But, I'm assuming that's what you want because I had a hard time deciphering your question?

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