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Subject: Re: My new map issues

Posted by [Jerad2142](#) on Tue, 07 Nov 2006 18:51:16 GMT

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Fine I'll answer it then, to make the animation take more time you must change it in Renx (Make the frame count larger example: 10=>100) and then adjust the animation to match the frame count. Then export it and change the number of frames in the export screen to match.

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