Subject: Re: Hand positions problrm
Posted by PermaGrin on Tue, 06 Mar 2007 21:00:34 GMT
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Try hitting the animate button first then moving the bones. I know when I first got back to messing with RenX after a long time away, I was wondering why the meshes wouldnt move when I moved the bones. Then I toggled the animate button and everything worked as I remembered it.