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Subject: Maximum Animation frames

Posted by [NeoSaber](#) on Mon, 11 Aug 2003 05:41:53 GMT

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Once I mis-spelled the animation name and it took me three days to realize it. If that's wrong the animation won't work. That actually brings me to another point. You don't need the animation name unless you are loading the animation from a seperate file. Just leave the animation name blank if the model and animation are in the same .w3d as it appears you've done with your targets model.

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