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Subject: Re: Decided To Finish But...

Posted by [Slave](#) on Mon, 15 Mar 2010 13:03:39 GMT

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Put the animation slider from frame 0 to 1, and model the suspension in it's most squized in position. As if it was carrying the weight of the world on it's back.

This is described in detail somewhere in the original w3d tutorials found in your mod folder.

Export and retry.

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