Subject: Re: Disappearing animated object Posted by Gen_Blacky on Mon, 25 Jul 2011 05:32:28 GMT

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AABox This mesh is to be used as an axis aligned collision box. "worldbox"

OBBox Use this if youre exporting a bounding box area. Checkmark "Hide". "boundingbox"

bounding box its whats suppose to cover the animation area sorry if I confused you before.

File Attachments

1) HGLIFT.zip, downloaded 137 times