[FBX Import Tips and Tricks](http://creator.imvu.com/index.php/fbx-tips/)

[FBX Import Questions and Answers](http://creator.imvu.com/index.php/fbx-faq)

[FBX Import Web Pages](http://creator.imvu.com/index.php/fbx-import/)

* Start by deriving from Furniture (12908)
* Load the file: **3ds Furniture Animated SeeSaw-v01.FBX**
* Add an action as follows
  + **Trigger**: stance.Idle
  + **Type**: Room
  + **# ensembles played**: 0
  + **After playing:** Pick same Ensemble
  + For **Skeletal Animation**, select: Take%20001.xaf

You should see the seeSaw swinging up and down, after applying changes.