
Subject: Scripts

Posted by [Dante](#) on Sun, 11 May 2003 07:50:50 GMT

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again i ask how you have your camera.w3d setup...

another suggestion, use the westwood naming conventions

X3D_Test_Camera.w3d instead of camera.w3d

so your play animation would be

X3D_Test_Camera.X3D_Test_Camera

*note..

x = effects

3d = well, duh, 3d effect

that might not be right in WS terms, but this is how i define them
