
Subject: Scripts

Posted by [bigwig992](#) on Sun, 11 May 2003 08:05:23 GMT

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My camera w3d is a rotated cone with 301 frames of animation, trying to keep the point of the cone facing towards the "fly_bone" as it moves along. The point is perfect when it comes to tracking the fly bone. I checked "hide" then unchecked "export geometry". Then I exported just the camera bone with it's animation.
