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Subject: Paths

Posted by [Skier222](#) on Sat, 12 Jul 2003 13:58:05 GMT

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that for the help, but that not really wht im talking about. I want it just to follow a path in 3ds and render the movie in 3ds.

But i figred it out, i just wanted it to spin in circle. i just linked the camera to a cricle line, and made the circle have a spinning animation and it worked

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