Subject: Maximum Animation frames
Posted by Halo38 on Mon, 11 Aug 2003 01:24:18 GMT
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MonkeyPhonichas it got anything to do with the number of keyframes?

.... I have 270 key frames....... Dam thats alot.......

I wasn't sure how to make the targets hold still when they pop out so i made them jitter on the spot between very small co-ordinates so it looks like they are still.

could this be the problem...?