

---

Subject: Cinematic Problem

Posted by [SomeRhino](#) on Wed, 14 May 2003 00:19:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I used a free look camera and exported it's transform, and it works without crashing. Since only the transform is exported, I wouldn't expect it to cause anymore problems than using, say, a box's transform.

---