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Subject: Maximum Animation frames

Posted by [MonkeyPhonic](#) on Mon, 11 Aug 2003 12:07:48 GMT

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270 keyframes in a 600 frame anim? eek theats a lot. There are ways of making things stay still between movements, tho how you do it is different depending on wether it's rotational or linear movement.

pm me for my messenger name and I'll talk u through some ways of tidying up ur animation tracks

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