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Subject: Can I use scaling in animations?

Posted by [R315r4z0r](#) on Wed, 17 Dec 2008 22:33:27 GMT

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I made this animation for a hologram and different segments pop up at different times. I made it in Renx using the scale tool a bunch of different times and it works when I play it back frame by frame.

But when I exported it and watched it in the W3D viewer, all of the parts where it was supposed to increase/decrease in size, it didn't.

Does that mean I can't use any scaling in an animation? Or if I can, how can I get it to work?

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