UPBGE
Podążanie za kamerą

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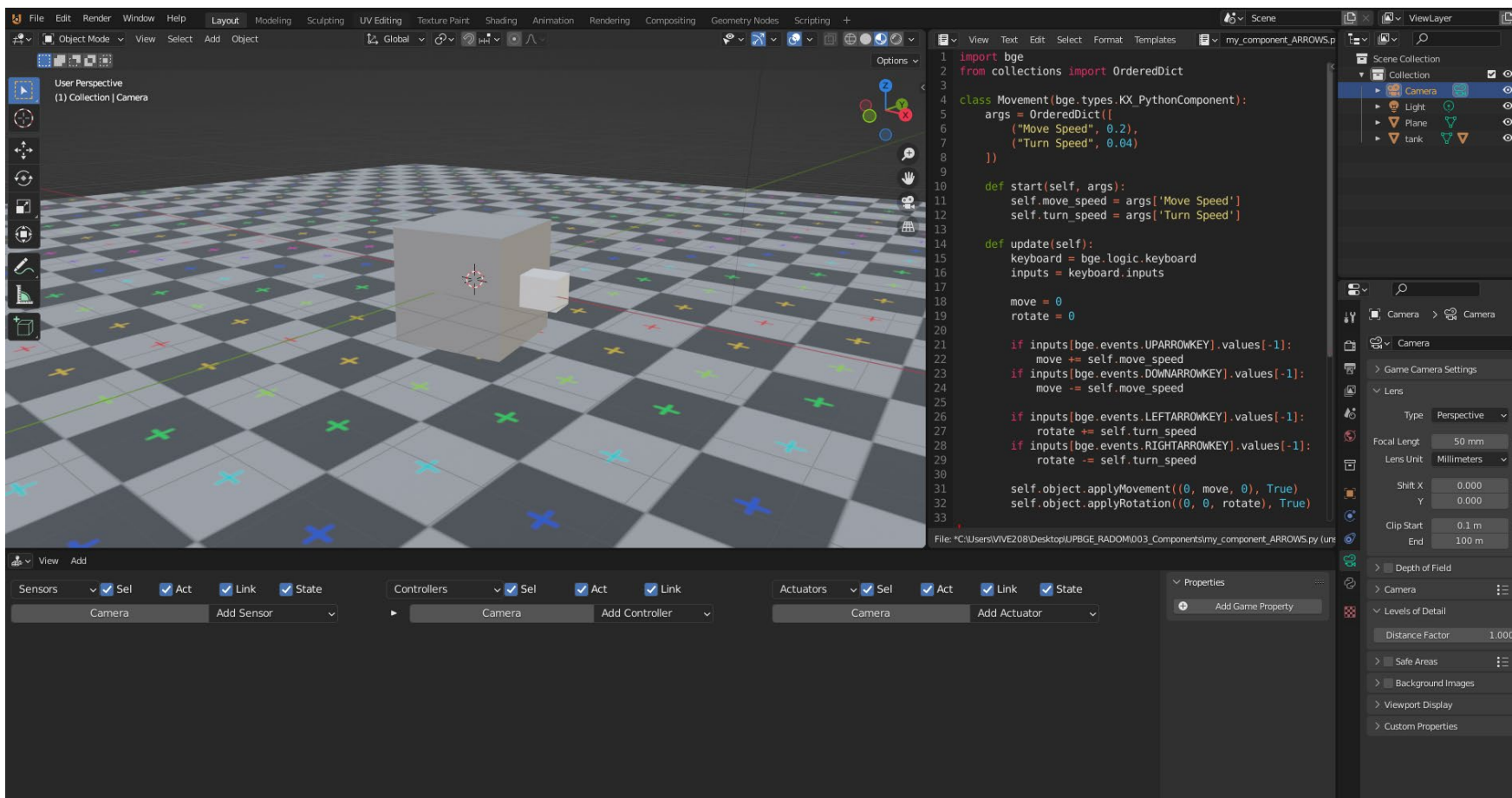

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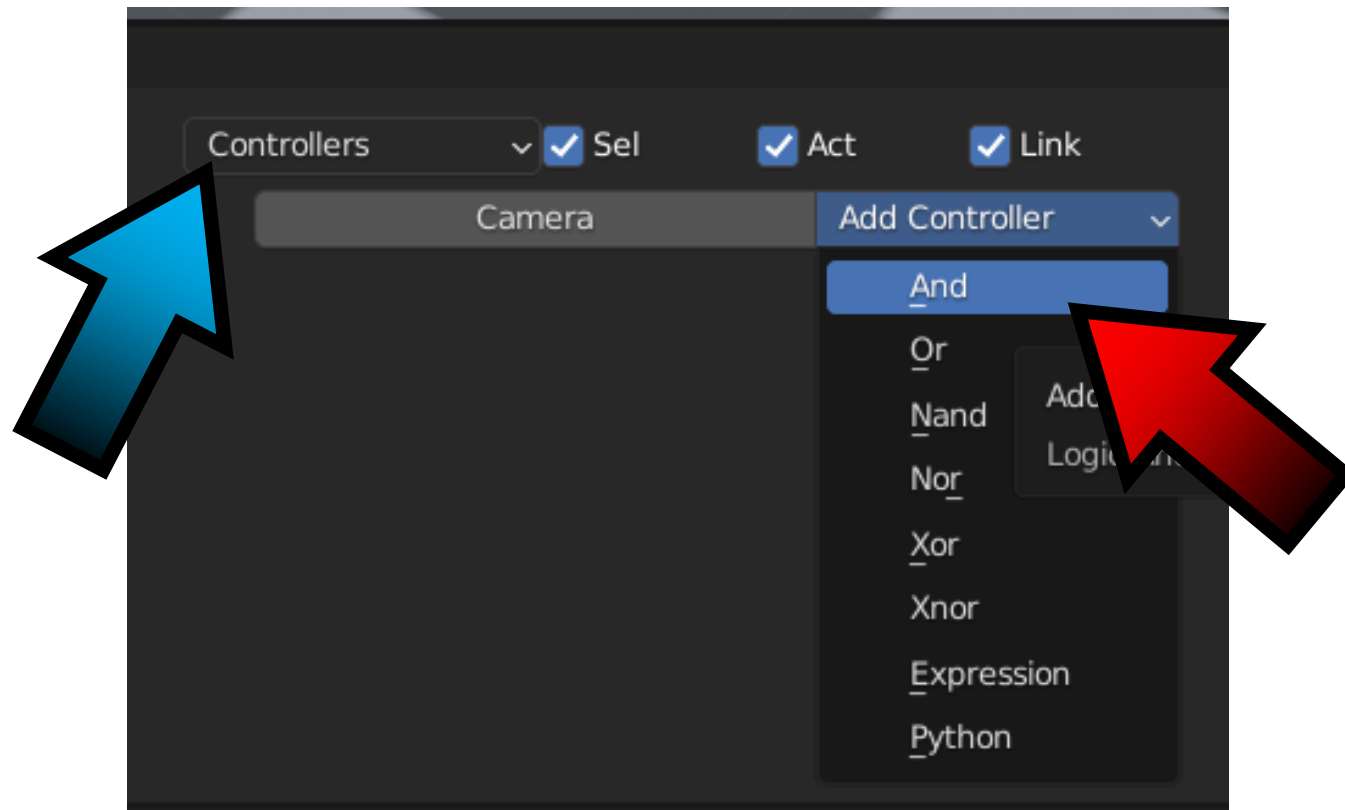
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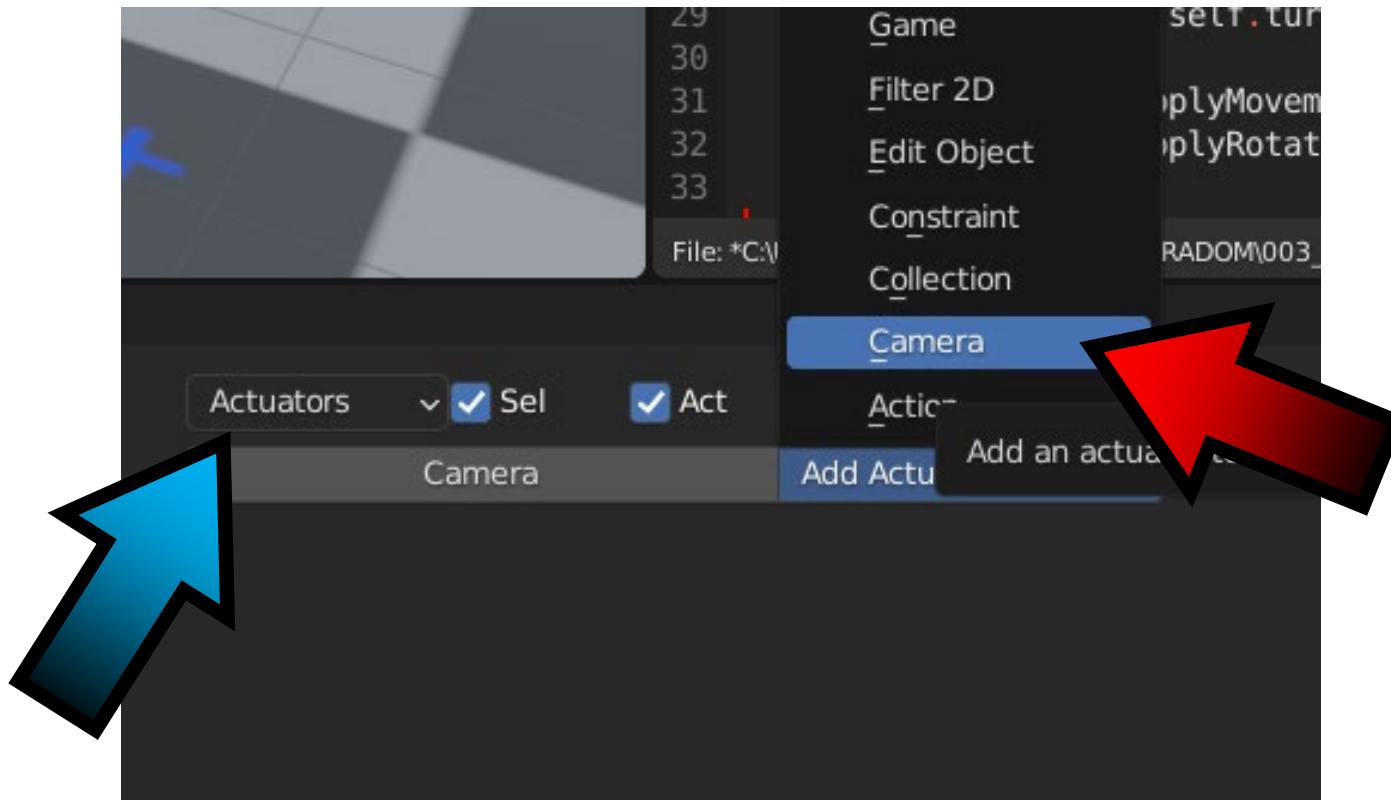
OTWÓRZ POPRZEDNI PLIK

DLA WYBRANEJ KAMERY WYBIERZ
SENSOR ALWAYS
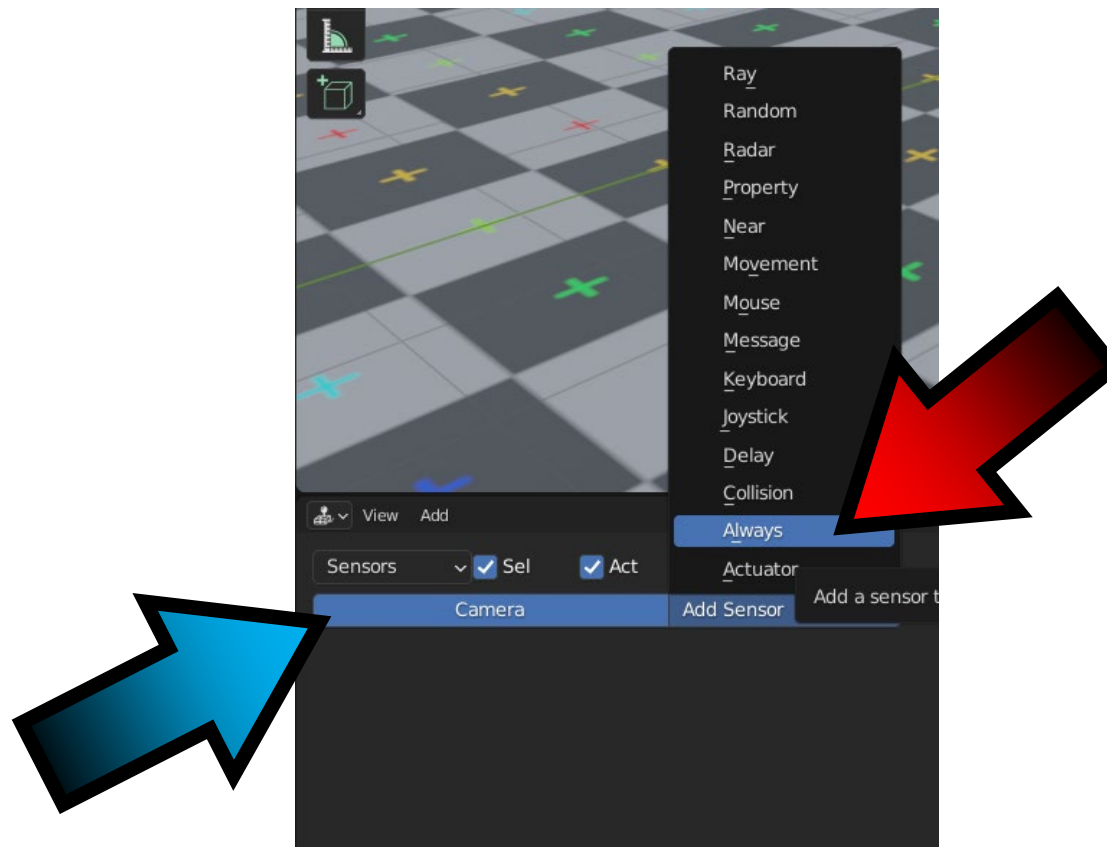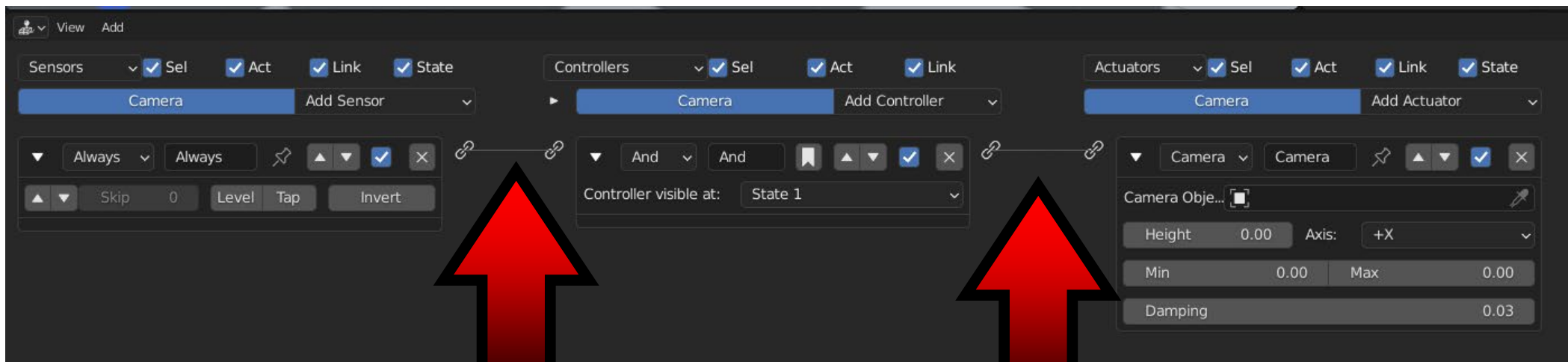
NASTĘPNIE DLA CONTROLLERS ZAZNACZ AND

DLA ACTUATORS
WYBIERZ
CAMERA
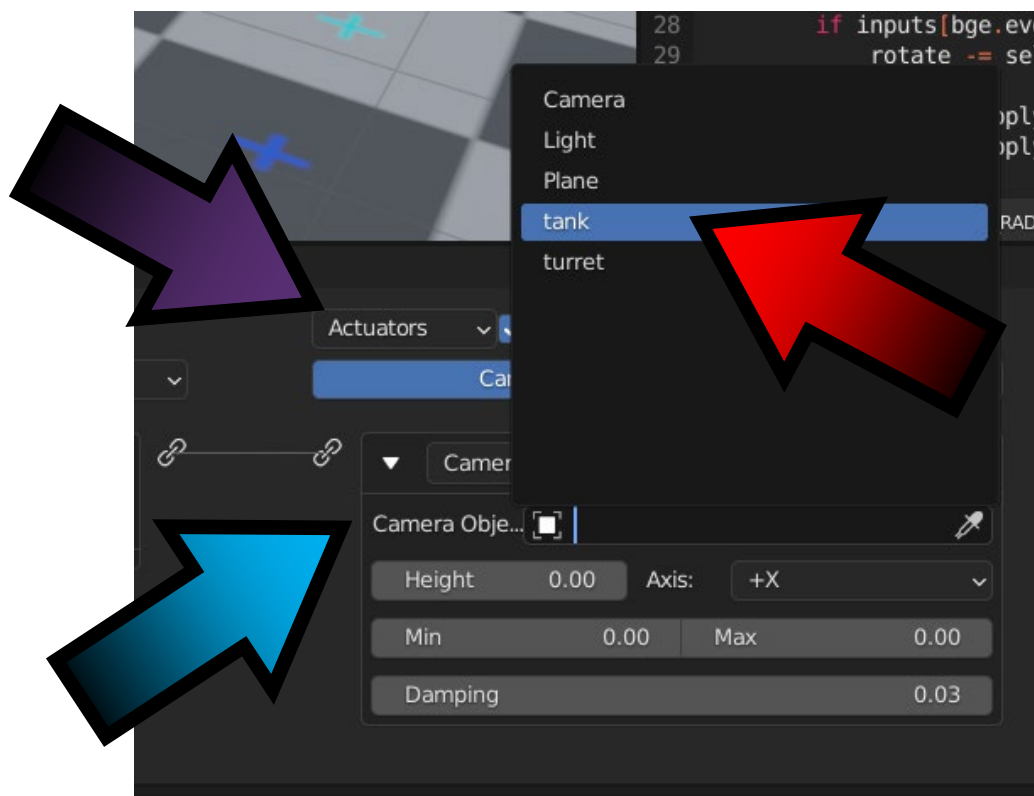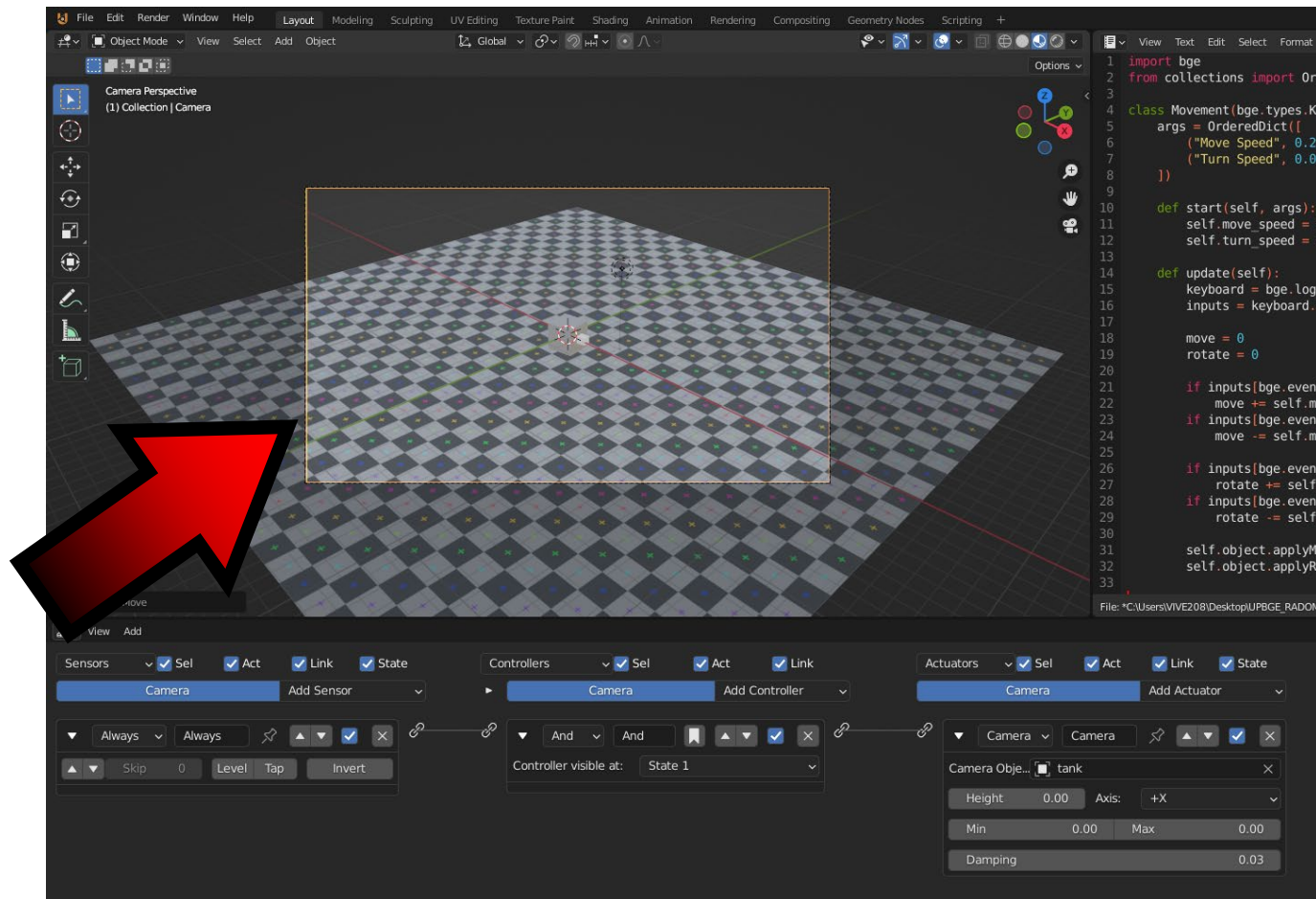
POŁĄCZ
JAK WCZEŚNIEJ

W ACTUATORS DLA CAMERA OBJECT WYBIERZ TANK

USTAW
WIDOK KAMERY

URUCHOM GRĘ
JESTEŚMY WEWNĄTRZ TANK
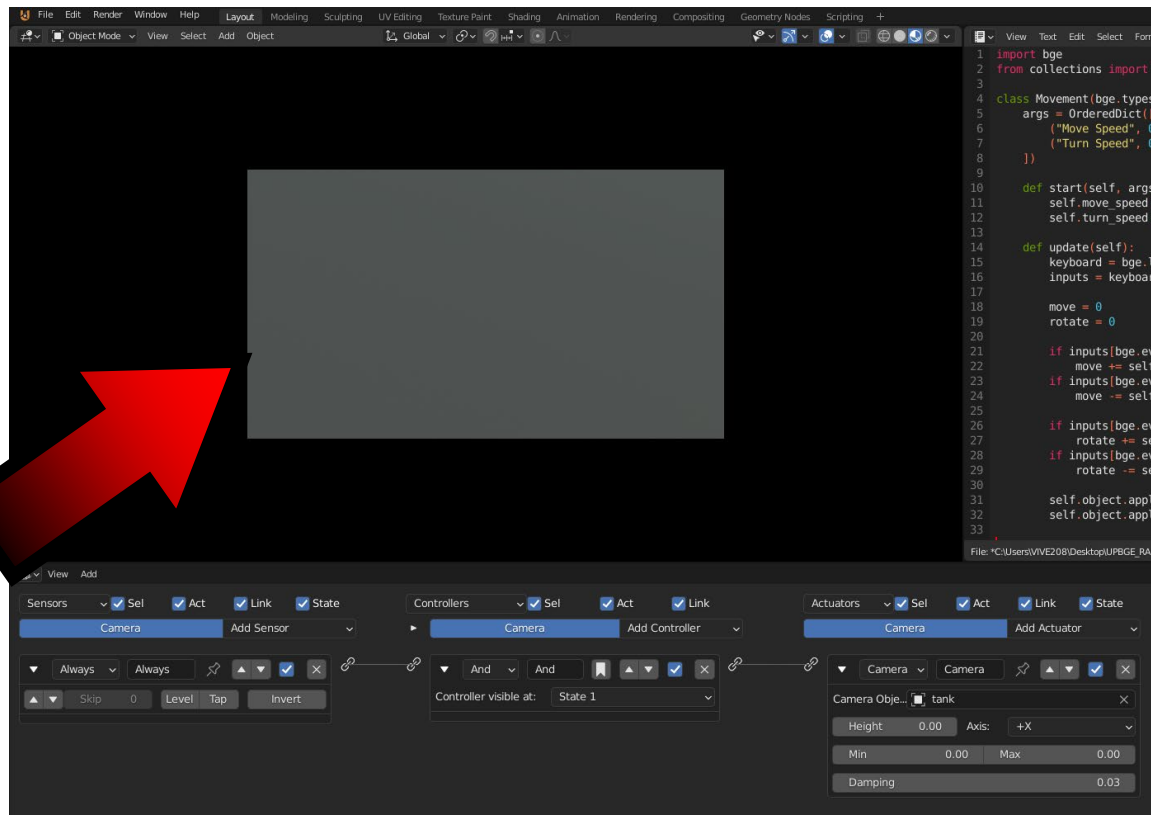
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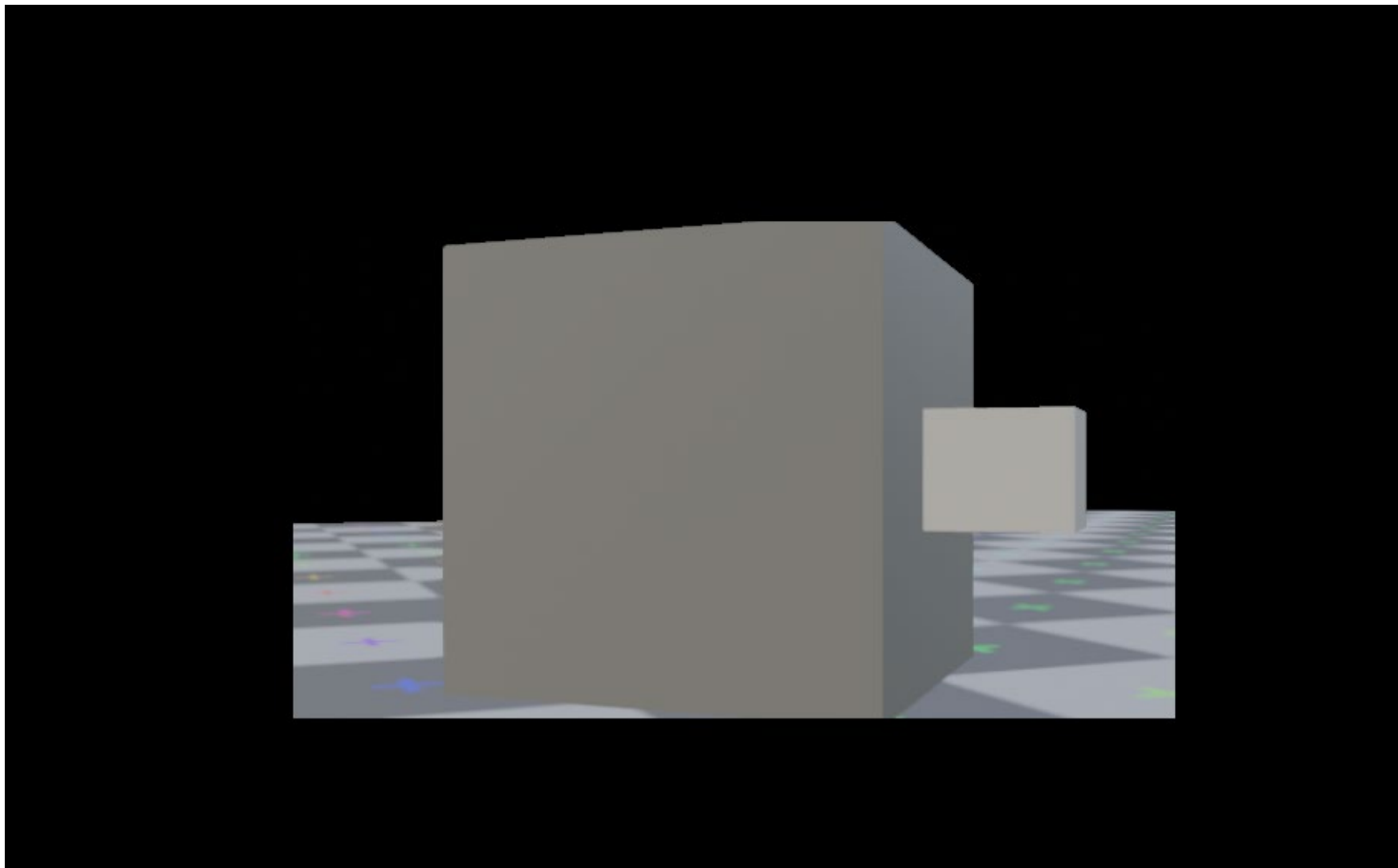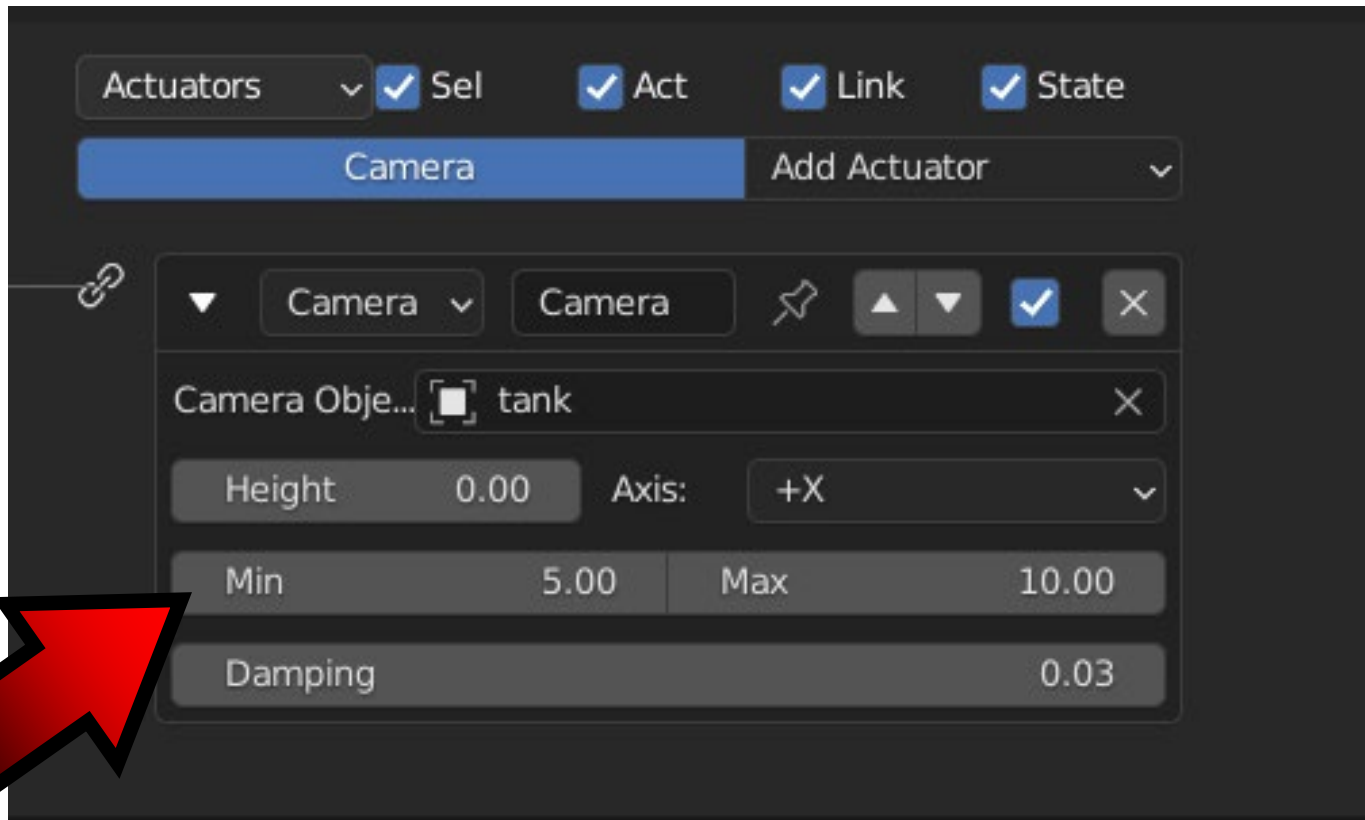
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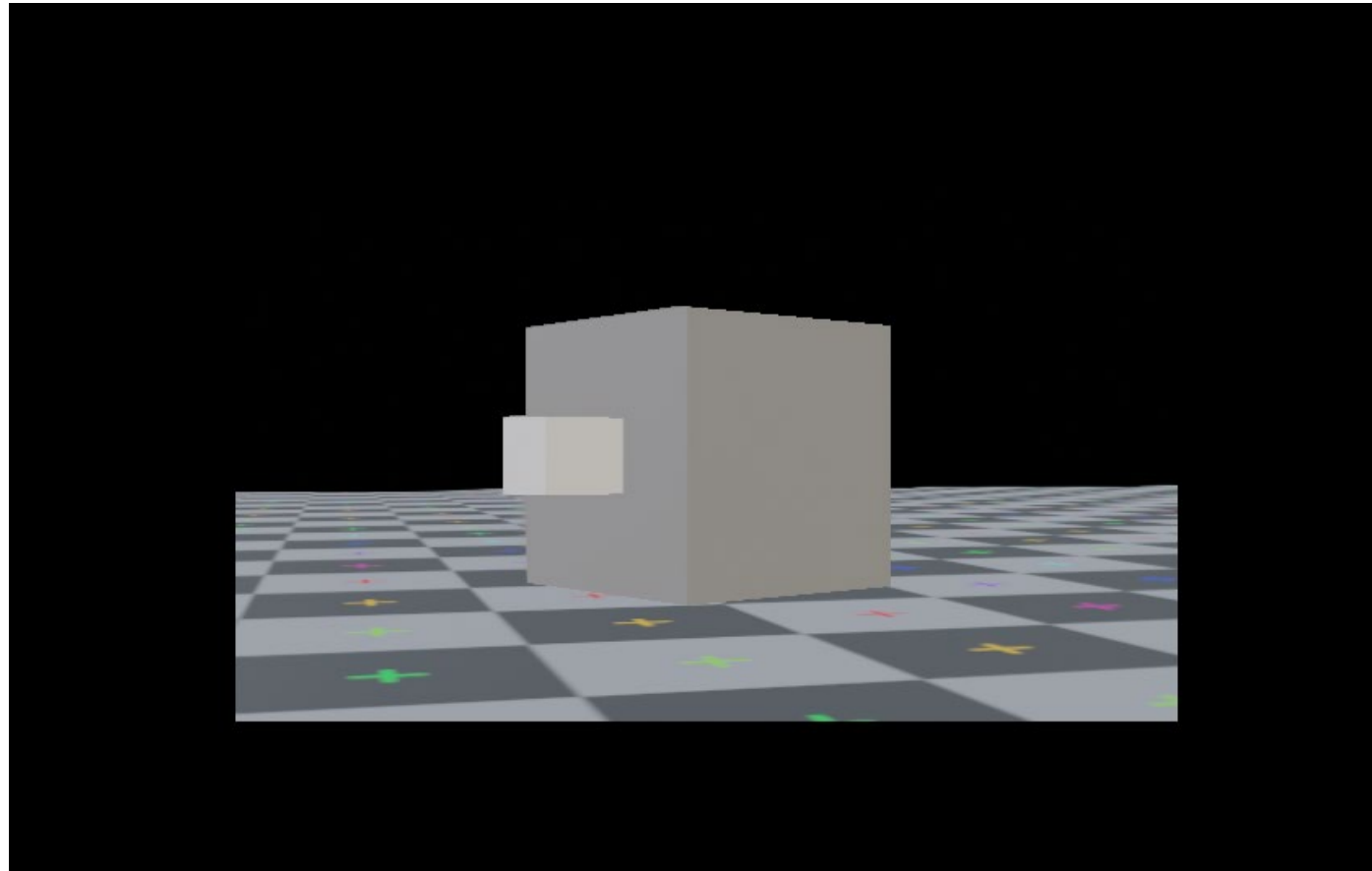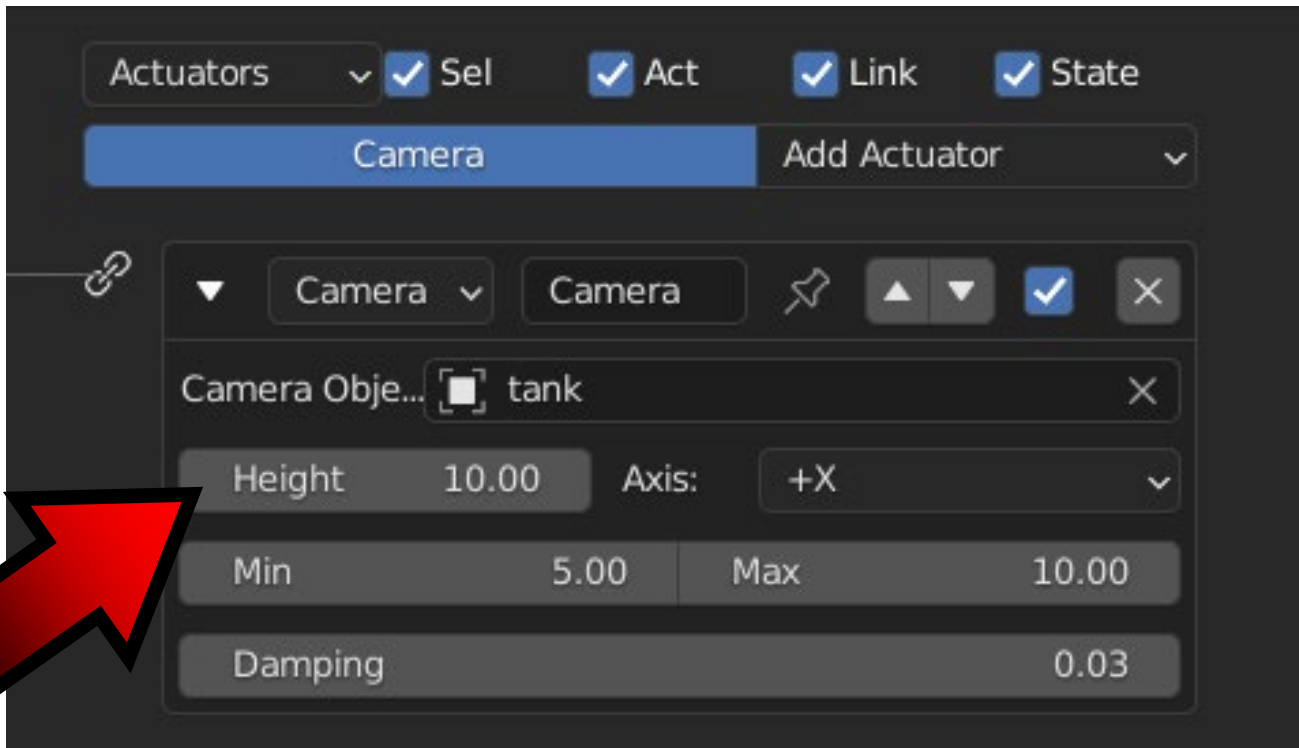
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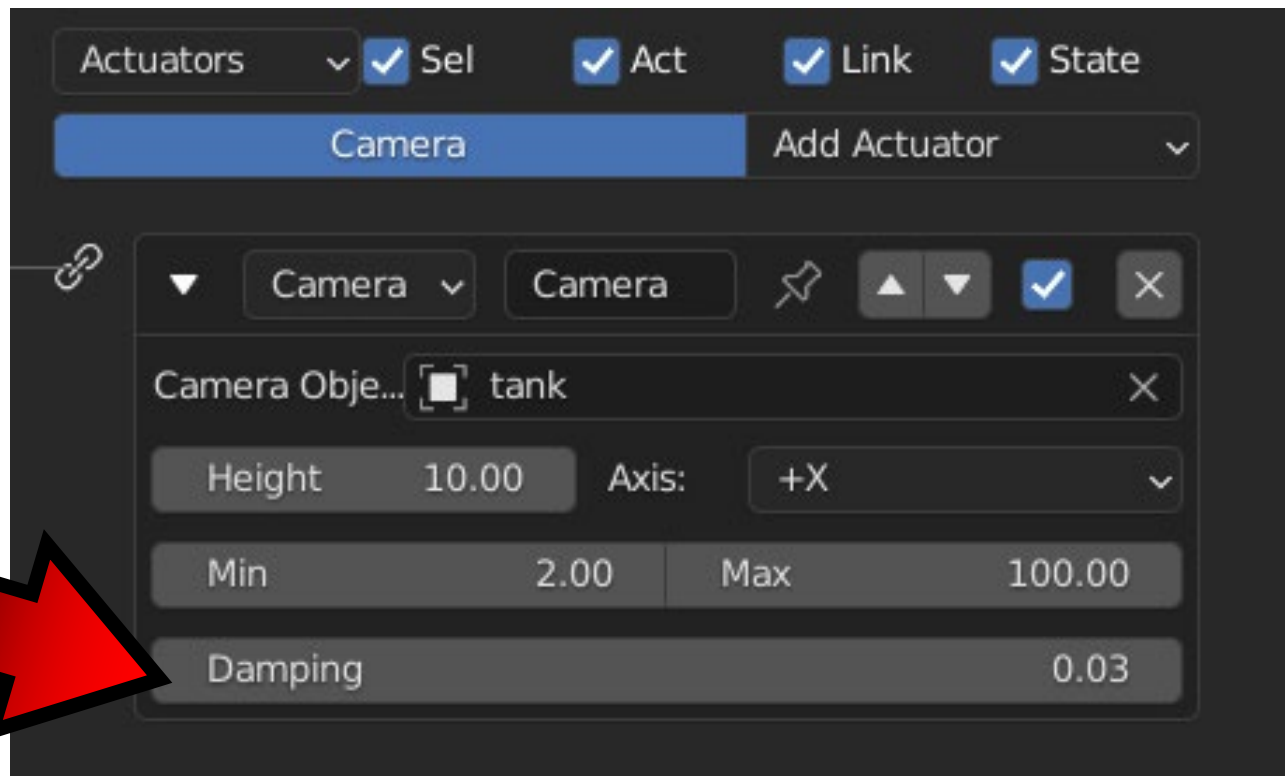
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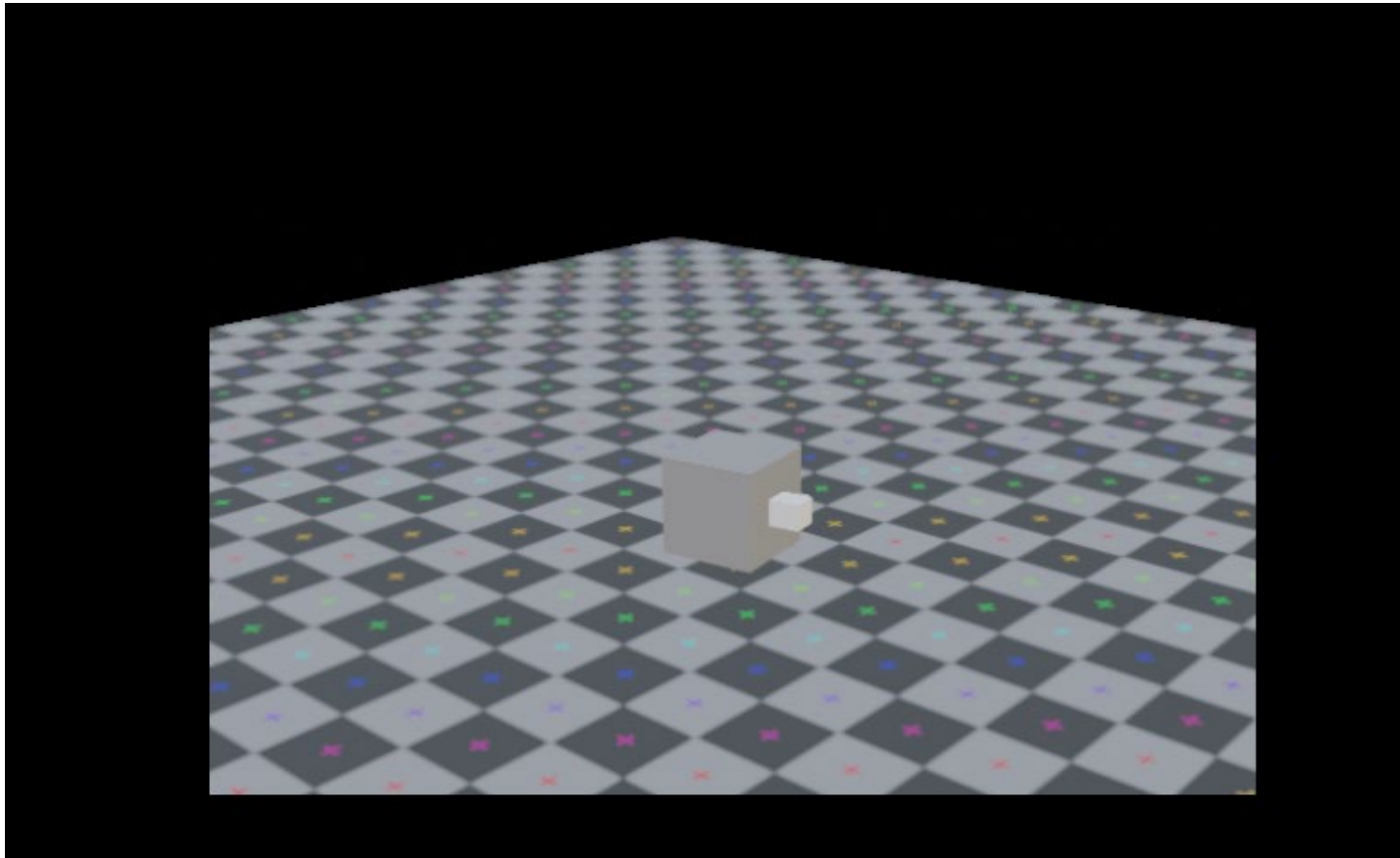
PARAMETR DAMPING
SŁUŻY DO TŁUMIENIA

W TEN SPOSÓB MOŻESZ
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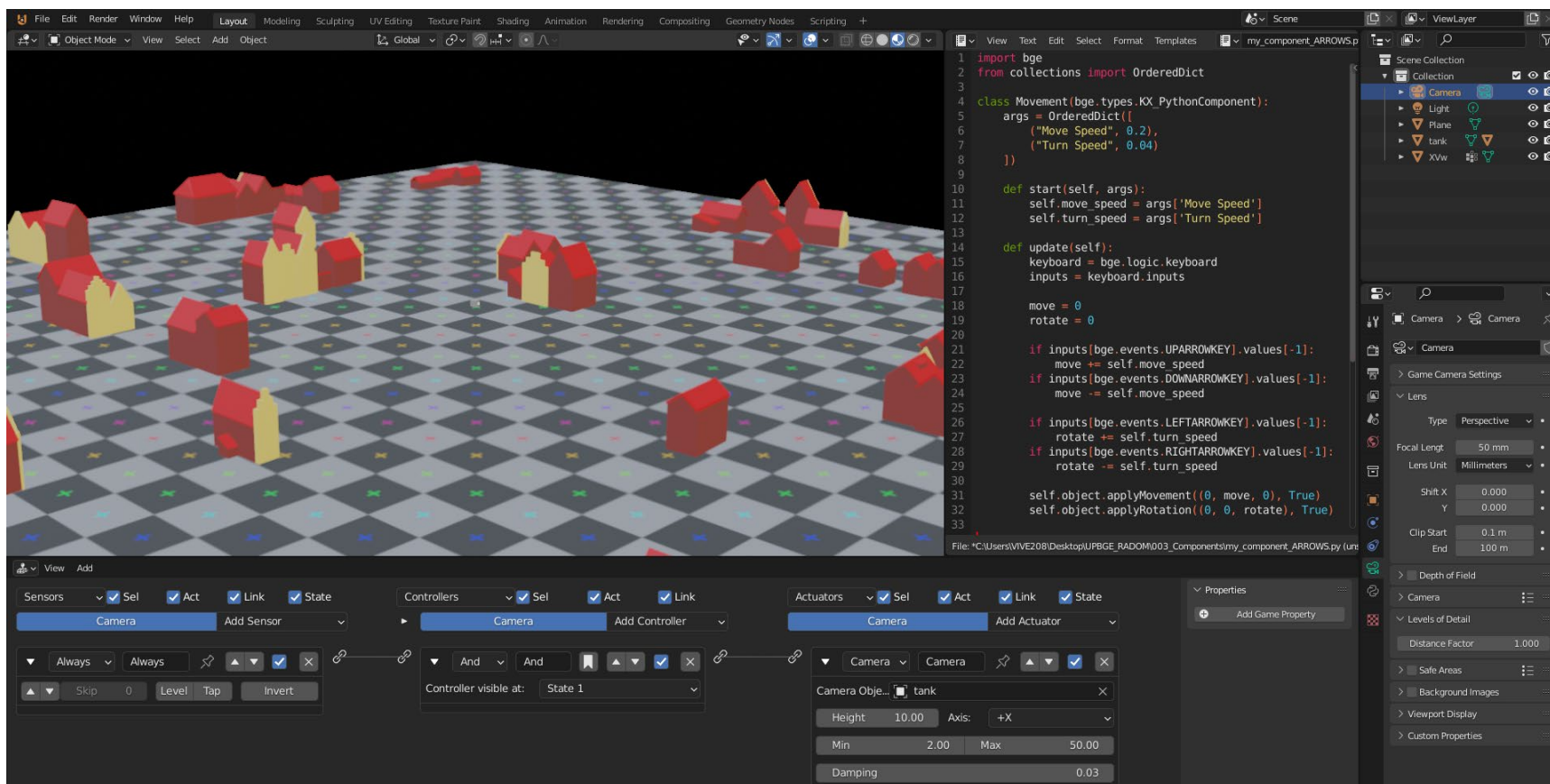
DZIĘKUJĘ ZA UWAGĘ

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