```
Inherit Data from:  Cylinder 1                    *

┌─ Enherit Following ──────────────────────────┐
│  ⊠ Offset          ⊠ Linear Velocity         │
│  ⊠ Center          ⊠ Angular Velocity        │
│  ⊠ Target          ⊠ Mass                    │
│  ⊠ Scale           ⊠ Elasticity              │
│  ⊠ Rotation        ⊠ Breakability            │
│                    ⊠ Rotation Order          │
└──────────────────────────────────────────────┘

                        ( Cancel )   ( OK )
```
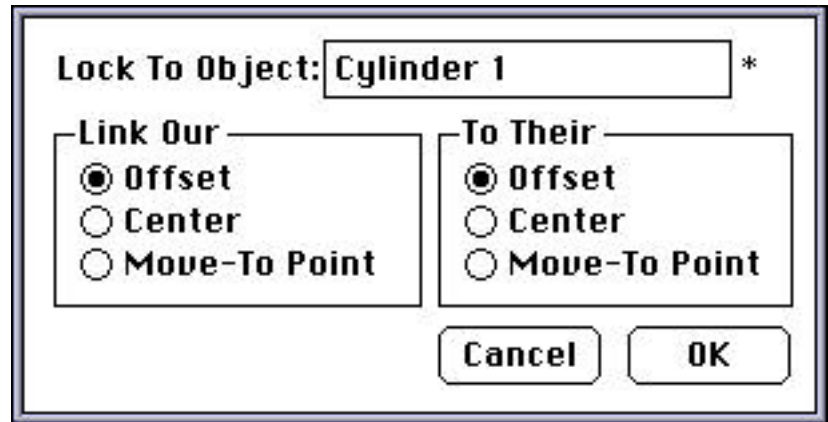
Link Motion Control Animator

The Link Animator lets you share animation data between items (objects, cameras, lights, and microphones). For example: suppose you have previously applied the Gravity Animator (acceleration in y-direction, continuously increasing Linear Velocity) to Object1. If you want some other Object2 to adopt the Linear Velocity from Object1 at a later time, then the Link animator is the right tool.

Simply apply the animator to the object, access this dialog box, enter the name of the item that you want to "Inherit Data from" (an asterisk shows to the right of the data field when the name is entered), then turn "on" the check box next to the animation data you want to adopt.

Track Motion Control Animator

The Track Animator enables objects, cameras, lights, and microphones to move in parallel with other animated items, and enables cameras, lights, and microphones to "point-at" other animated items.

For example: suppose you want to make your Camera1 "point-at" an Object1 following a spline path. You would "Link Our" Target "To Their" Center.

Simply apply the animator to the object, access this dialog box, enter the name of the item that you want to "Lock To Object" (an asterisk shows to the right of the data field when the name is entered), then turn "on" the radio button next to the animation data you want to adopt.

"Center" is replaced by "Target" for cameras, spot lights, sun lights, and directional microphones.