Dolly Track Usage

1 - Create a Dolly Track:

Right Click in **Hierarchy** > **Custom GameObject** > **Dolly Track**;
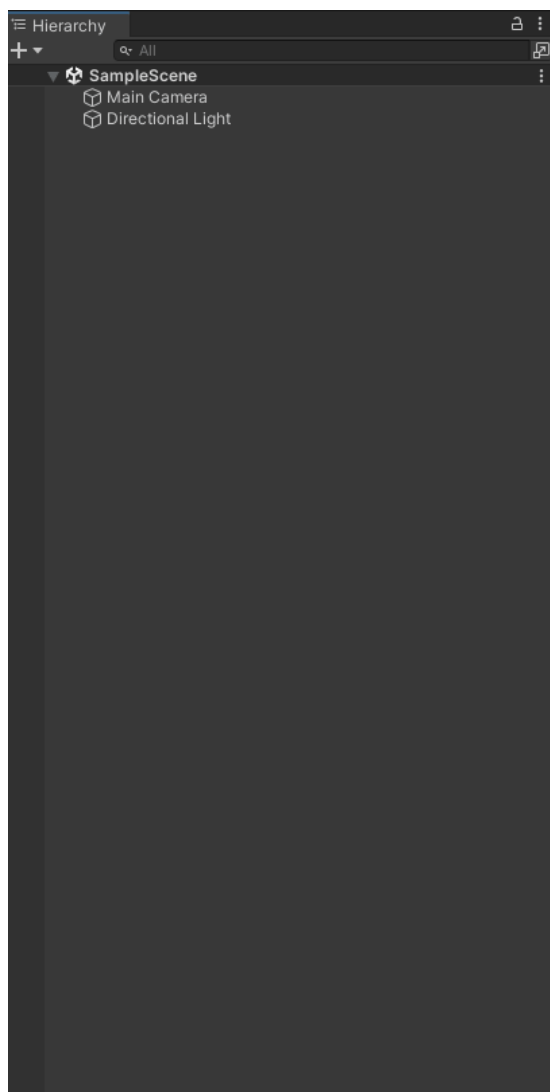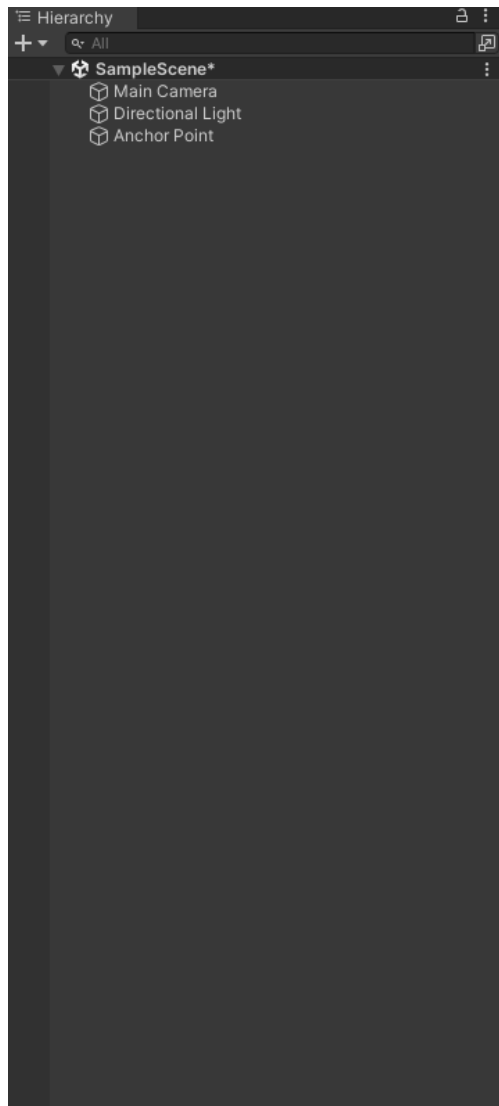
2 - Manipulate Dolly Track:

Manipulate the dolly track **only from** is **waypoints**, you can **not** move it's own transform.
For the rest it is a standard Cinemachine dolly track so you can find more details of the component at Cinemachine documentation here.


3 - Create an Anchor Point:

Right Click in **Hierarchy** > **Custom GameObject** > **Anchor Point**;

4 - Link Dolly Track to Anchor Point:

Every dolly track can be anchored to two anchor points, one for the first waypoint and one for the last waypoint. To perform the linking, it's sufficient to drag the reference of the anchor point target into the appropriate field in the dolly track inspector, as shown in the figure.
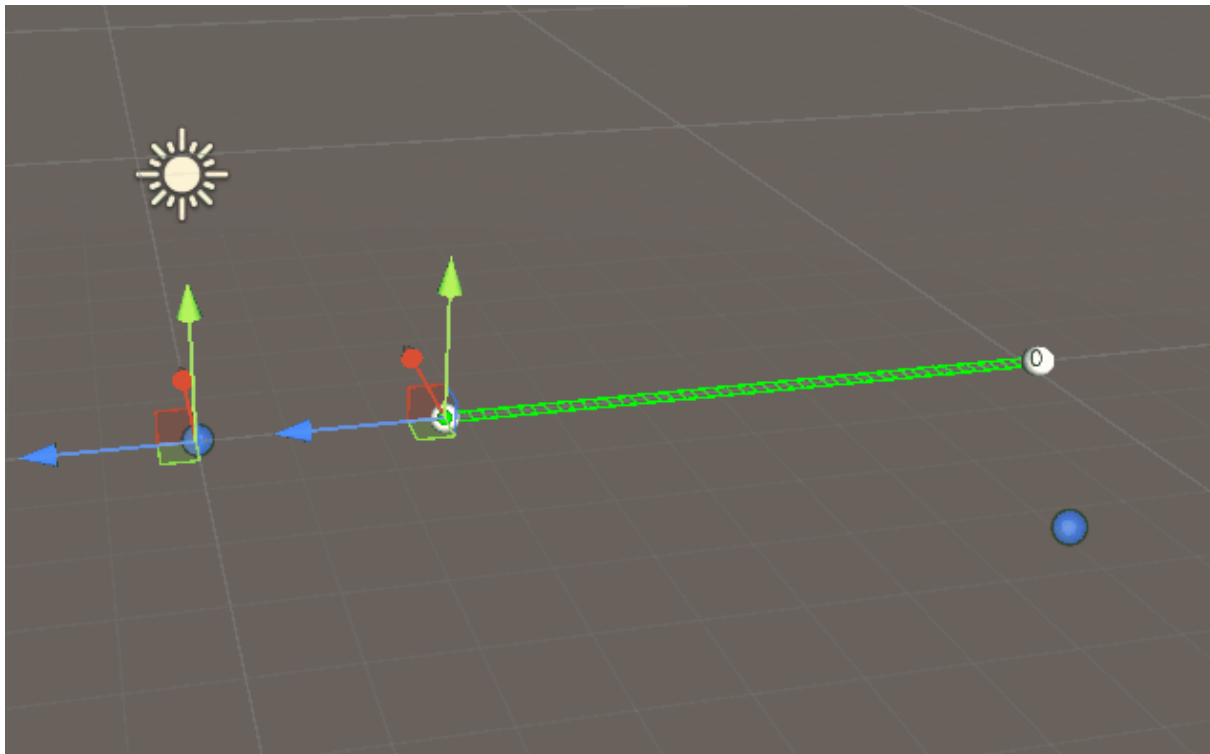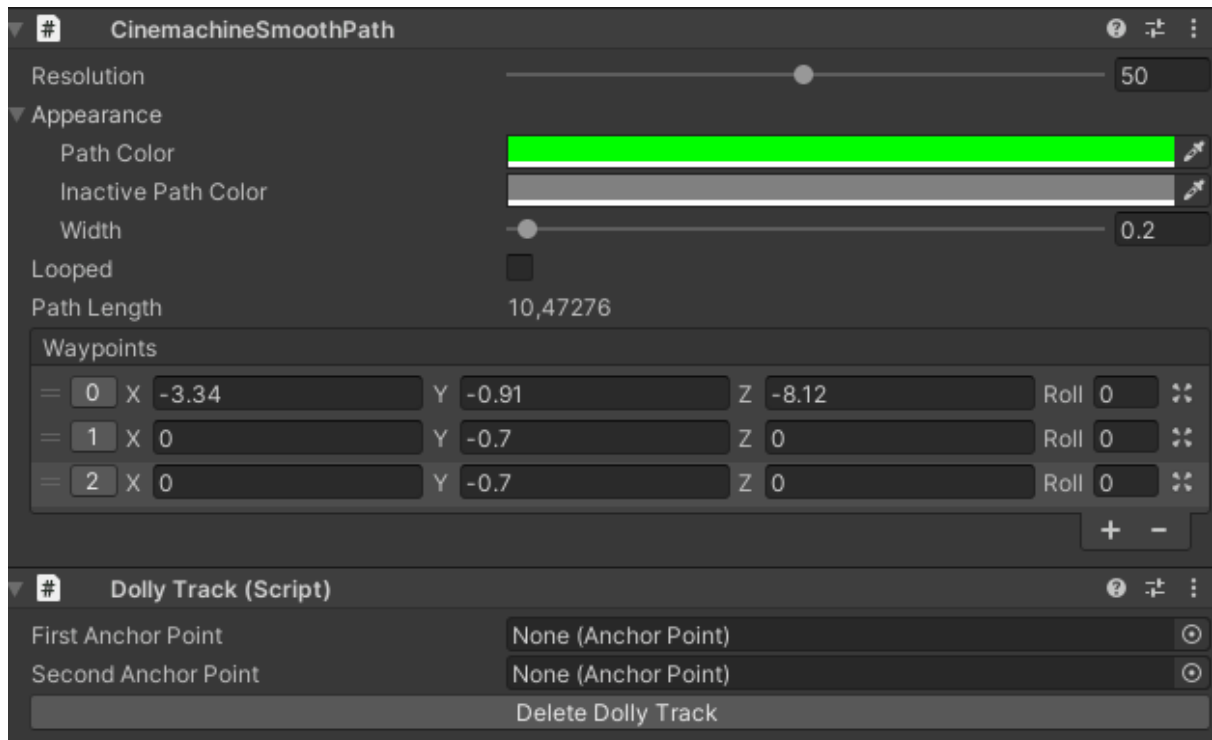
5 - Important Notice:

Do no delete dolly track directly from Hierarchy or by delete key, but use instead the dedicated button in the dolly track Inspector you want to delete