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Fly-through information

GLOB_FRAME_NR   **N_**   **current frame number in animation**

valid only for animation, 0 for still images

GLOB_FIRST_FRAME   **O_**   **first frame index in fly-through**

valid only for animation, 0 for still images

GLOB_LAST_FRAME   **P_**   **last frame index in fly-through**

valid only for animation, 0 for still images

GLOB_EYEPOS_X   **K~**   **current camera position (x)**

valid only in perspective projection for both animation and still images

GLOB_EYEPOS_Y   **L~**   **current camera position (y)**

valid only in perspective projection for both animation and still images

GLOB_EYEPOS_Z   **M~**   **current camera position (z)**

valid only in perspective projection for both animation and still images

GLOB_TARGPOS_X   **N~**   **current target position (x)**

valid only in perspective projection for both animation and still images

GLOB_TARGPOS_Y   **O~**   **current target position (y)**

valid only in perspective projection for both animation and still images

GLOB_TARGPOS_Z   **P~**   **current target position (z)**

valid only in perspective projection for both animation and still images

GLOB_SUN_AZIMUTH   **sun azimuth**

according to the settings in the Sun... dialog box

GLOB_SUN_ALTITUDE   **sun altitude**

according to the settings in the Sun... dialog box