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Subject: Crazy ass fish eye problem :P

Posted by [Anonymous](#) on Thu, 05 Dec 2002 07:02:00 GMT

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Yup. Cinematics, wayyyyyy to hard to explain right off the bat here, you would have to animate the hovercraft in Renegade, then create a text script with all sorts of interesting cinematic parameters in it... I am working on this kinda stuff, but I am awaiting a chinook drop in gMax and how to properly view it in the w3d viewer...

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