bluethen wrote on Sun, 10 June 2007 22:53Why not experiment?

Am lazy and re-mixing maps over and over is a bitch and as it was 4am, I made this topic, went to bed, woke up to see any replys.

Jerad Gray wrote on Mon, 11 June 2007 00:02I use it all the time on Renhalo. Angle is the angle in which the camera "swivels" there is another value that has to do with time delay and one other I think (I am not sure of them all because I am at a hotel right now, they had a free computer so I though I would come on and check this site).

Hmm, well I have been using it, it works fine with values set to 0,0,0,0 (targets enemy and tracks and beeps alot).

But am interested in the value known as alarm ID, am thinking if you linked to that one of the M6_Alarm_Switch (whatever its called) maybe you can turn the alarm off or it makes that big alarm sound that happens in SP.

As am not lazy right now, I go open the mission file up and check it out.

Just wanted to see if I could had got any quick replys without all the hard work, after all, this is what these forums are for, share the knownage or whats pretty commen in Renegade, hide the knownage, protect it well, lol.