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Subject: Re: [HELP] Working Cameras

Posted by [cnc95fan](#) on Fri, 28 Dec 2007 23:57:27 GMT

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IronWarrior wrote on Fri, 28 December 2007 12:11Ethenal wrote on Thu, 27 December 2007 16:56Reborn has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

That should be be..

Quote:IronWarrior has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

(I made the maps, added all the crap inside the maps, though not the mod on them, credits for them goes to Zunnie)

But Reborn does know this as well, he knows alot more. The cameras are really easy, nothing super special about it.

If you want them to track enemy targets, where it says "Angle" add a value of 90 or 60, whatever you want. Then, it will scan a radius of whatever you put, leaving it blank, will make it not move, unless it spots a enemy unit, good for fixed spots.

Can you explain the non-useable Generic Switches? I can't figure out what they are..

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