
Subject: Editing Cameras.ini for a New vehicle View

Posted by [Spice](#) on Thu, 08 Jul 2004 11:46:42 GMT

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Ive been messing around with cameras.ini for about 2 hours now and cant get this right. Im using the gunboat model and Ive set the physics so its like a watercraft, The only problem is though when I enter the vehicle , the view appears inside and is screwed up. At first I thought it need to be reboned which I started. Then SK informed me that I needed to edit the Cameras.ini file. Which I have and I got it to work but my problem is I have to enter the vehciel in 3rd person view and when im outside of a vehicle my view is GTA like.

<http://www.n00bstories.com/image.fetch.php?id=1384420830>

Ive edited this file everywhich way and now im stumped... Any Idea's?

Subject: Editing Cameras.ini for a New vehicle View

Posted by [Cpo64](#) on Sat, 10 Jul 2004 08:18:26 GMT

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Subject: Editing Cameras.ini for a New vehicle View

Posted by [WNxCABAL](#) on Sat, 10 Jul 2004 10:58:03 GMT

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hmm, In the level editor if you click mod on a vehicle and find the profile name and look for it in the cameras.ini you can edit that vehicles camera profile there.

But if the name isn't in the cameras.ini, you might have to create a new profile or set it to an excisting one.

thats only my opinion though, don't take my word for it

Subject: Editing Cameras.ini for a New vehicle View

Posted by [CnCsoldier08](#) on Sat, 10 Jul 2004 17:00:34 GMT

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In LE just go to the vehicle preset, press Mod, and find the Profile option. Change it to something wide, since you're using the gunboat..something to like GDI_Orca, or something similar.
