Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Tue, 15 Oct 2002 16:52:00 GMT
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i would like to know how to set up "custom" camera and apply them to new vehicules models i made.anyone?

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Tue, 15 Oct 2002 17:05:00 GMT
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I've already tried that a while ago, vehicle cam views are defined in a ini file, and seemsthat Renegade does not support new camera settings   Well, one might have solve that problem, But I dont think you can do anything about it,you have to find the closest settings that suit your needs already in there. This is the samefor the strings (i.e: Building under attack etc...) you have to use existing one you dont use andmodify them.Abjab

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Tue, 15 Oct 2002 17:48:00 GMT
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I'm guessing, but the camera has something to do with the vehicle profile. Set it to one like the APC if that's what you need and it should work properly. [October 15, 2002, 17:50: Message edited by: Ingrownlip]

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Tue, 15 Oct 2002 20:15:00 GMT
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Yep that's it vehicle profile is what you need, could'nt remeber since I have'nt been playing the level editor for a long time.You need to find the one that is the closest to what you need, since even if you create a newprofile, it wont see it, and if you modify an existing one then you'll end up messing the viewfor this one.Abjab

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Thu, 17 Oct 2002 07:48:00 GMT
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there is a mod (txt file) which changes the camera view to rts perspective

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Sat, 19 Oct 2002 01:16:00 GMT
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These are the Avaible Views (must be set in the Option under
'Profile'):0=Default1=Normal2=Sniper3=First_Person4=Interior5=Vehicle6=GDI_APC7=GDI_Hum
mvee8=GDI_Mammoth_Tank9=GDI_Medium_Tank10=GDI_Orca11=GDI_Orca_Transport12=NO
D_Apache13=NOD_Buggy14=NOD_Flame_Tank15=NOD_Harvester16=NOD_Light_Tank17=NO
D_Recon_Bike18=NOD_Stealth_Tank19=NOD_Truck20=Death21=NOD_MachineGunEmplacem
ent22=Cinematic23=NOD_Mobile_Artillery24=NOD_APC25=NOD_SSM_Launcher(Just usde the
thing behind the =)you can edit or add things to this, but it wouldn't take affekt unless you put the
modified cameras.ini in your Renegade\data folder, BUT the you can't play Online cos WW
recognice that file an sais Versions didn't match!

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Sat, 19 Oct 2002 10:09:00 GMT
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tanx for all your awnser ill check this

Subject: making vehicles is easy... but what about the cameras settin
Posted by Anonymous on Sat, 19 Oct 2002 10:19:00 GMT
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I was able to make the C-130 flyable with new camera settings.