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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 04:08:00 GMT  
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I was in RenX and I must have hit the wrong button, but now the veiw is seen through this wacky ass fish eye veiw. Can someone tells me how to disable Fish Eye?

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 05:00:00 GMT  
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Say you have an aircraft carrier offshore. Is it possible to have the GDI\_Vehicle\_Hovercraft transport vehicles from the ac to the shoreline?If so please explain.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 05:38:00 GMT  
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Under viewport properties, change the perspective field of view. Normally it's at 45, but I bump it up to 75 sometimes to get close to the Renegade FOV, but I don't know the exact number for it. [ December 05, 2002, 05:38: Message edited by: SomeRhino ]

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 07:00:00 GMT  
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thx

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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, wayyyyy to hard to explain right off the bat here, you would have do 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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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 07:29:00 GMT  
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Right on! I'm in no rush, just looking ahead a little.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 15:56:00 GMT  
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Ok, if you get your model and create an animation of it landing on your beach in RenX, then delete all of the terrain and have only the hovercraft left. Then I should have figured out how to export animations by that point and I will be able to help you create your text scripts

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Thu, 05 Dec 2002 21:20:00 GMT  
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Will it be intitated by a trigger/script zone or just a looping animation of the transport from ac to shore?If you can make an example when you've got it all figured out it'll be alot easier. Like I said it may be a few weeks before I get to it. I'm focusing on the interior of the ac right now.Thnx for taking the time to help out.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:32:00 GMT  
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heh, use the aircraftcarrier as a WarFactory.When you buy a vehicle it gets dropped off by a hovercraft instead of being created in the normal WarFactory =].I think if the Chinook vehicle transportation and hovercraft vehicle transportation was created in Renegade for use I'd say a 'yes' and 'no' script should be made. If not I could see n00bs taking peoples vehicles without their concent and getting them destroyed.and if it were made my idea for a map would be much more promising. To bad I don't make maps though =/ , I'll have to continue bugging someone to make it for me. (my computer I believe crashes to when I attempt to do anything in GMax and If the map got too big I couldn't upload it =/)

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 08:35:00 GMT  
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Hmmm, hovercraft a bit tricky. Depends on how you want it.Basicly, do you want it to transport normal vehicles from the aircraft carrier to the shore, or do you want it so when you buy a vehicle a transport with that vehicle comes to the shore?

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 11:05:00 GMT  
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quote:Originally posted by NameHunter:Hmmm, hovercraft a bit tricky. Depends on how you want it. Basicly, do you want it to transport normal vehicles from the aircraft carrier to the shore, or do you want it so when you buy a vehicle a transport with that vehicle comes to the shore? When you purchase a vehicle, the hovercraft brings it to the shore.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 13:12:00 GMT  
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quote:Originally posted by generalfox: quote:Originally posted by NameHunter:Hmmm, hovercraft a bit tricky. Depends on how you want it. Basicly, do you want it to transport normal vehicles from the aircraft carrier to the shore, or do you want it so when you buy a vehicle a transport with that vehicle comes to the shore? When you purchase a vehicle, the hovercraft brings it to the shore. I ment what he wanted.....For that, all you have to do is make a new building controller that uses a modded c130 text script. In the script, just make the hovercraft play an animation of it going from the carrier to the shore, when it gets to the shore make a vehicle that is attached to the hovercraft, and then deattached. The vehicle's name should be Cargo so it makes the vehicle bought at the PT.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 18:02:00 GMT  
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No, I have gdi starting on the ac. I hope to get vehicle construction going in the cargo bay. I want it so a vehicle can pull up on the vehicle transport and maybe a 5-10 sec delay before it ferries the vehicle to the shore, 5-10 second delay, then comes back and waits.

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Fri, 06 Dec 2002 20:48:00 GMT  
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Oh, I get what you are going for... What you could do is ride your vehicle onto the hovercraft, and when you are at the very center it runs a cinematic script where you lose control of your vehicle, and when it reaches shore it automatically drives onto the shore and returns control to you...

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Subject: Crazy ass fish eye problem :P  
Posted by [Anonymous](#) on Sat, 07 Dec 2002 05:18:00 GMT  
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