
Subject: camera..

Posted by [HORQWER](#) on Sun, 23 Sep 2007 21:22:35 GMT

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in some renegade videos i saw a tha they take a movie with the camera flying
can some one how knows that tell me how to do that?

Subject: Re: camera..

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 21:28:03 GMT

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Edited, or else it may be a script to make the vehicle invisible, not sure, did the video have the
player huds and ammo meters?

Subject: Re: camera..

Posted by [HORQWER](#) on Sun, 23 Sep 2007 21:36:46 GMT

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<http://www.youtube.com/watch?v=T7UENB3CBfY>

i saw it in this video

Subject: Re: camera..

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 21:41:15 GMT

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Not sure, but maybe that was just a render of the game, not actually ingame. That would explain
the perfect timing, capture, and hydraulics.

Subject: Re: camera..

Posted by [cmatt42](#) on Sun, 23 Sep 2007 21:43:19 GMT

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All you have to do is remove the HUD, switch to C4 and toss it away so you don't have a weapon
on screen.

The "camera" isn't floating, that's someone actually ingame filming it without the stuff in the way.

Subject: Re: camera..

Posted by [HORQWER](#) on Sun, 23 Sep 2007 22:46:41 GMT

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oo that might be it
but thechar is so fast

Subject: Re: camera..
Posted by [cmatt42](#) on Sun, 23 Sep 2007 22:48:38 GMT
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The infantry in APB have different speeds, yes.

Subject: Re: camera..
Posted by [trooprm02](#) on Sun, 23 Sep 2007 22:58:29 GMT
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HPhorq955 wrote on Sun, 23 September 2007 16:22in some renegade videos i saw a tha they take a movie with the camera flying
can some one how knows that tell me how to do that?

USA? Ya, hes mexican.

Subject: Re: camera..
Posted by [HORQWER](#) on Sun, 23 Sep 2007 23:05:41 GMT
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i'm not fuckin mexican , i'm russian

Subject: Re: camera..
Posted by [Ryu](#) on Sun, 23 Sep 2007 23:29:36 GMT
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trooprm02 wrote on Sun, 23 September 2007 17:58HPhorq955 wrote on Sun, 23 September 2007 16:22in some renegade videos i saw a tha they take a movie with the camera flying
can some one how knows that tell me how to do that?

USA? Ya, hes mexican.

DUM? ya, u dum.

Subject: Re: camera..
Posted by [AoBfrost](#) on Mon, 24 Sep 2007 01:21:07 GMT
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Stop being a racist and stop using so much language, your 12, not 35 divorced and emotionally scared.

Subject: Re: camera..

Posted by [Veyrdite](#) on Wed, 26 Sep 2007 07:42:08 GMT

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yes, as cmatt said toss all your c4 away. But to disable your hud you need to press f8 and type in hud 0

The score still exists though with this technique. Still remains a mystery how they filmed the video.

The chars would have been edited in le for that speed. Maybe it was hosted and a serverside mod bought a char form a modded objects.

Subject: Re: camera..

Posted by [Zion](#) on Wed, 26 Sep 2007 07:46:43 GMT

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What i predict is that even though he most likely turned off the hud, he increased the FOV to get rid of the score and whatnot.

The map is SovietAlliesTest.mix created by Eggman891. It has many edited features like, speedy characters and vehicles, nuke V2's, automammy, flying harvies etc. You can download it from the APB forums.

If you want, i can contact the recorder (One_Winged_Angel) about his technique.

Subject: Re: camera..

Posted by [rm5248](#) on Wed, 26 Sep 2007 13:29:39 GMT

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Well, he probably brought up the vehicle dialog(I forget the command now, but it is an F8 command, you can change vehicle properties like speed and bounce and stuff...) to make the tanks and stuff go fast, and how the ranger goes up very high. Then, to film it, you just remove the HUD, throw away Tanya's C4, film, and cut off the top to get rid of the score.

Subject: Re: camera..

Posted by [AoBfrost](#) on Wed, 26 Sep 2007 13:42:36 GMT

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Impossible, because using edit on vehicles just make the user seem like he is going fast, and

everyone else see's him normally, the map itself or mod made the vehicles that way.

Subject: Re: camera..

Posted by [Zion](#) on Wed, 26 Sep 2007 17:09:33 GMT

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No no no you've got it all wrong.

The map in the film is RA_SovietAlliesTest.mix made by Eggman891. He more or less modified everything there is and done it though LE and exported it to a map.

Here is a link to the map topic.

Subject: Re: camera..

Posted by [cmatt42](#) on Wed, 26 Sep 2007 22:31:43 GMT

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Dthdealer wrote on Wed, 26 September 2007 02:42yes, as cmatt said toss all your c4 away. But to disable your hud you need to press f8 and type in hud 0

The score still exists though with this technique. Still remains a mystery how they filmed the video.

No, not really.

Here's a bandtest.dll which has the 'hud' command actually remove everything in the HUD. Just replace (you might want to back it up) it with the one in your Renegade or mod folder.

removed by admin - do not release private files without permission of the creator

Subject: Re: camera..

Posted by [Sir Kane](#) on Thu, 27 Sep 2007 13:47:46 GMT

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Way to release my stuff without my permission. Fucking faggots.

Subject: Re: camera..

Posted by [_SSnipe_](#) on Thu, 27 Sep 2007 13:49:51 GMT

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ddude that video is so funny

Subject: Re: camera..

Posted by [OWA](#) on Thu, 27 Sep 2007 15:01:47 GMT

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AoBfrost wrote on Sun, 23 September 2007 22:41 Not sure, but maybe that was just a render of the game, not actually ingame. That would explain the perfect timing, capture, and hydraulics. Nope, that's wrong. Everything bar the logos and credits is all ingame footage. I was the cameraman and Eggman891 and TagDaze were the other two characters. I edited the video to make it work and there we have it.

Thanks for saying that my timing and capture is perfect though I'm sure Eggman will be pleased that you like his modified physics.

Subject: Re: camera..

Posted by [SlikRik](#) on Thu, 27 Sep 2007 19:25:55 GMT

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That film was made using a limited frame, thusly eliminating hud elements that even hud 0 can't get rid of (like credits), as well as the first person of a fast moving infantry.

Easy.

We at Rp2 (we meaning me) use a different method for several aerial shots we got.

It's a secret

Subject: Re: camera..

Posted by [BlueThen](#) on Thu, 27 Sep 2007 19:34:46 GMT

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I have a spectate mod... And no, it's not rgh. >.>

Subject: Re: camera..

Posted by [cmatt42](#) on Thu, 27 Sep 2007 22:14:03 GMT

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Sir Kane wrote on Thu, 27 September 2007 08:47 Way to release my stuff without my permission. Fucking faggots.

Way to give it to someone that then hosted it on a public website somewhere where everyone could download it and distribute it.

Subject: Re: camera..

Posted by [Sir Kane](#) on Fri, 28 Sep 2007 03:56:03 GMT

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What? Never gave permission for that either.
