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Subject: [HELP] Working Cameras  
Posted by [Brandon](#) on Thu, 27 Dec 2007 22:31:12 GMT  
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I'm using the RMV\_Camera\_Behavior script and when an enemy unit is sighted it beeps and all but the camera won't move back and forth nor will it look at the enemy target. Help please?

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Subject: Re: [HELP] Working Cameras  
Posted by [Scrin](#) on Thu, 27 Dec 2007 22:42:42 GMT  
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Webmas7er wrote on Thu, 27 December 2007 16:31 I'm using the RMV\_Camera\_Behavior script and when an enemy unit is sighted it beeps and all but the camera won't move back and forth nor will it look at the enemy target. Help please?  
beep? you mean you got voice (.wav sound) notification when you sighted enemy unit?

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Subject: Re: [HELP] Working Cameras  
Posted by [Ethenal](#) on Thu, 27 Dec 2007 22:56:25 GMT  
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Reborn has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

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Subject: Re: [HELP] Working Cameras  
Posted by [Genesis2001](#) on Fri, 28 Dec 2007 04:04:09 GMT  
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Ethenal wrote on Thu, 27 December 2007 15:56 Reborn has working cameras on MP-Gaming's OmegaAOW server. I'm sure he'd be glad to help you out.

Good luck catching Reborn.... :\

~MathK1LL

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Subject: Re: [HELP] Working Cameras  
Posted by [Brandon](#) on Fri, 28 Dec 2007 04:05:55 GMT  
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Never mind, I figured out what I did wrong. I took off a weapon ID messing up everything, I fixed the problem and now my cameras work the way I wanted.

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Subject: Re: [HELP] Working Cameras  
Posted by [cpjok](#) on Fri, 28 Dec 2007 04:17:01 GMT  
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i am trying to find out how to do this for my map the ppl asked me to add camras

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Subject: Re: [HELP] Working Cameras  
Posted by [IronWarrior](#) on Fri, 28 Dec 2007 18:11:45 GMT  
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Ethenal 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.

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Subject: Re: [HELP] Working Cameras  
Posted by [Ethenal](#) on Fri, 28 Dec 2007 18:40:52 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.

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Rofl, my bad. I could've sworn that Reborn made those, but I guess I'm wrong. >.<

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Subject: Re: [HELP] Working Cameras  
Posted by [Brandon](#) on Fri, 28 Dec 2007 22:05:41 GMT  
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And to avoid my mistake don't get rid of the weapon ID or the camera won't rotate.

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Subject: Re: [HELP] Working Cameras  
Posted by [mrÅ£Å\\$Å-z](#) on Fri, 28 Dec 2007 23:53:24 GMT  
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Quote:(I made the maps, added all the crap inside the maps, though not the mod on them, credits for them goes to Zunnie)

Zunnie Pwns.

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

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Subject: Re: [HELP] Working Cameras  
Posted by [Brandon](#) on Sat, 29 Dec 2007 00:58:54 GMT  
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When you buy a building back (after it is destroyed) those switches become your means of buying characters/vehicles.

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Subject: Re: [HELP] Working Cameras  
Posted by [IronWarrior](#) on Sat, 29 Dec 2007 02:47:35 GMT  
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cnc95fan wrote on Fri, 28 December 2007 17:57IronWarrior 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.

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

You need to update your scripts to 2.9.2 or above, as they can only be poked by players with these scripts.

The big consoles allow you to re-build destroyed buildings for 14k. (must re-enter the server for the PT's to work again or use the switchs below)

Lone switchs next to MCT's will buy you a tech/hotwire.

Switches at the rear of the Hand of Nod and inside the Barracks will buy you different characters.

The set of switches inside the War and Air, will buy you vehicles.

The switch at the Ref docking area, will build a driveable supply truck which can be used to have tiberium.

Full information can be found here: <http://www.multiplayerforums.com/index.php?showtopic=561>

Scripts 2.9.2 or 3.4.4 can be downloaded here: <http://www.game-maps.net>

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