
Subject: New Renagde Feature! Cameras!!!!
Posted by [YazooGang](#) on Sat, 20 Dec 2008 20:49:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, i thought about making a new feature for C&C Renegade.
Well, basically its a camera on a building, sounds boring but lets get really into it.

Every building will have a switch button, when you enter it it will set your vision on the camera vision.
I'm not sure if this will work, but we will have to see.
I hope you all will enjoy it!

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [_SSnipe_](#) on Sat, 20 Dec 2008 20:53:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dont think its possible

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [YazooGang](#) on Sat, 20 Dec 2008 21:01:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm currently trying out stuff, i wil check...

Edit: does anyone know a script that u attach to a switch and it reads the .txt file...

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [ErroR](#) on Sat, 20 Dec 2008 21:23:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

test cinematic ?

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [Gen_Blacky](#) on Sat, 20 Dec 2008 23:01:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Commands->Attach_Script(game object here,"Test_Cinematic","text file.txt");

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [Altzan](#) on Sun, 21 Dec 2008 02:27:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

This idea sounds neat but what would you use it for? Watching the outside of the building w/o going outside?

I bet you could put a turret on top of building, no ammo and getting in/out transitions would be set really far below it, so you can go below it in the building and get in

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [YazooGang](#) on Sun, 21 Dec 2008 03:42:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Basicly, what i wanted to do is this.

1. You get in a building.
 2. There is a switch and you access it by pressing E.
 3. The .txt cinematic file is being read and it disables your camera.
 4. At this time, a model of a camera appears on the building and has an invisible box on it, called "camera" which is the one that your using to get a x,y,z of where youu need to look.
 5. after 500 frames, you get out of the cam.
-

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [Altzan](#) on Sun, 21 Dec 2008 04:12:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, that would be cool. Good Luck

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [_SSnipe_](#) on Sun, 21 Dec 2008 05:04:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

YazooGang wrote on Sat, 20 December 2008 19:42Basicly, what i wanted to do is this.

1. You get in a building.
 2. There is a switch and you access it by pressing E.
 3. The .txt cinematic file is being read and it disables your camera.
 4. At this time, a model of a camera appears on the building and has an invisible box on it, called "camera" which is the one that your using to get a x,y,z of where youu need to look.
 5. after 500 frames, you get out of the cam.
-

SO pretty much you see from a diff point of view?

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [MacKinsey](#) on Sun, 21 Dec 2008 05:05:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Why you wont try the "PlaylandScripts"?

They have a feature like that.

These Keywords could help you:

KAK_Control_AGT

KAK_Enter_AGT

KAK_Exit_AGT

KAK_Station_AGT

You can find them inside the Playland.cpp/h

The Attachment is out of the RenegadeSSMods Archive from

<http://www.renevo.com/files/folders/ren/entry680.aspx>

File Attachments

1) [Renegade_SCRIPTSDLL_PlaylandScripts.zip](#), downloaded 133 times

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [havoc9826](#) on Sun, 21 Dec 2008 07:13:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

BogdanV did a proof-of-concept of something similar at least 2 years ago, but I haven't heard anything about it since...

File Attachments

1) [CamTest2.zip](#), downloaded 151 times

Subject: Re: New Renagde Feature! Cameras!!!!

Posted by [saberhawk](#) on Sun, 21 Dec 2008 10:51:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Toggle Spoiler

'nuff said. If anybody says it's a "overhead radar map", I'm going to come, find you, and shoot you...

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [cmatt42](#) on Sun, 21 Dec 2008 16:06:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

This reminds me of the camera things in the Sole Survivor mod.

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [cnc95fan](#) on Sun, 21 Dec 2008 16:51:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stank isn't doing stealth textures though

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by [KobraOps](#) on Sun, 21 Dec 2008 18:15:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

cnc95fan wrote on Sun, 21 December 2008 10:51Stank isn't doing stealth textures though

Maybe because no one is in it...
