Subject: New Renagde Feature! Cameras!!!!
Posted by YazooGang on Sat, 20 Dec 2008 20:49:23 GMT
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Ok, i thought about making a new feature for C&C Renegade.
Well, basicly 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
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Dont think its possible

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by YazooGang on Sat, 20 Dec 2008 21:01:57 GMT
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i'm currently trying out stuff, i wil check...

Edit: does enyone 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
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test cinematic ?

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by Gen_Blacky on Sat, 20 Dec 2008 23:01:21 GMT
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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

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

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Subject: Re: New Renagde Feature! Cameras!!!!
Posted by YazooGang on Sun, 21 Dec 2008 03:42:57 GMT

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

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

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
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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 174
times

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by havoc9826 on Sun, 21 Dec 2008 07:13:45 GMT
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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 185 times

Subject: Re: New Renagde Feature! Cameras!!!!
Posted by saberhawk on Sun, 21 Dec 2008 10:51:57 GMT
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'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
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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
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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
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cnc95fan wrote on Sun, 21 December 2008 10:51Stank isn't doing stealth textures though

Maybe because no one is in it...