Subject: cameras.ini

Posted by rrutk on Sun, 25 Jan 2009 19:01:11 GMT

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I tried to set a new entry into the cameras.ini for a new LE preset, but renegade doesnt recognize/use it.

some1 knows, why?

Subject: Re: cameras.ini

Posted by ErroR on Sun, 25 Jan 2009 19:18:24 GMT

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there's a edited and working cameras.ini somewhere on renegadezone.com try looking how the guy there made it

Subject: Re: cameras.ini

Posted by mrA£A§A·z on Sun, 25 Jan 2009 19:44:59 GMT

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Hmmm do anyone know how to enable Cameras.ini in a PKG Mod?

Subject: Re: cameras.ini

Posted by Genesis2001 on Sun, 25 Jan 2009 20:08:21 GMT

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What IS cameras.ini?

Subject: Re: cameras.ini

Posted by R315r4z0r on Sun, 25 Jan 2009 20:11:40 GMT

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The thing that determines where the camera is for vehicles. For example, how far away you are looking from the back of the vehicle. How high/low it is.

You can even edit it to be inside of the vehicle model.

Subject: Re: cameras.ini

Posted by Gen\_Blacky on Mon, 26 Jan 2009 03:26:52 GMT

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I know you can change it vehicles in level edit how about characters.

Subject: Re: cameras.ini

Posted by rrutk on Mon, 26 Jan 2009 11:20:57 GMT

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Cameras.ini in a PKG Mod?

got them to work.

you have to copy your cameras.ini manually into your renegade/data folder.

just like the hud.ini

Subject: Re: cameras.ini

Posted by mrãçÄ·z on Thu, 29 Jan 2009 16:45:15 GMT

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13:44Hmmm do anyone know how to enable Cameras.ini in a PKG Mod?

got them to work.

you have to copy your cameras.ini manually into your renegade/data folder.

just like the hud.ini

I know but how i enable a diffrent Cameras.ini just for my Mod?

Subject: Re: cameras.ini

Posted by rrutk on Thu, 29 Jan 2009 19:03:37 GMT

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just for the mod? dont work, because renegade load the cameras.ini at start.

but doesnt matter, if you only want to have ADDITIONAL cameras:

just make some additional entries in the ini and leave the standard entries as they are.

Subject: Re: cameras.ini

Posted by r	nrãçķz
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on Thu, 29 Jan 2009 19:08:19 GMT

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I wanna edit 1st and 3rd person view