
Subject: First Person View for Vehicles?

Posted by [WNxCABAL](#) on Fri, 09 Jul 2004 14:49:04 GMT

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yes, say for example the Hummer:

[GDI_Hummvee]

Name=GDI_Hummvee

Distance=0.3

Height=0.7

FOV=75

TranslationTilt=0

ViewTilt=0

anything below 1 in distance & height will make the camera practically on board instead of it being from a distance.

If you was to place this into a mod/map, you look in the level edit folder and find your mod folder and look for the ini files, just overwrite the cameras.ini which you downloaded with the one in that folder and when you export your mod package or mix map (i think mix works also) you have your first person view.

You can also place the cameras.ini in the data folder, but renguard unfortunately doesn't allow it.
