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Subject: Adding new a new Cameras.ini to a MIX format map?

Posted by [WNxCABAL](#) on Sun, 12 Dec 2004 20:19:42 GMT

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Title says it all really,

I am wanting to make the E3 Recon Bike First Person viewable (just as a test to see how it would work out)

I have added a new camera profile to the cameras.ini, but the LE (with mix extraction) doesn't copy along the cameras.ini.

Can anybody tell me the technique to doing this?

I have noticed that maps such as roleplay have cameras.ini, armour.ini, etc in there Mix's, so I know it is possible.

Cheers,

Andy

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