
Subject: Re: Vehicle entry points, need help!
Posted by [Jerad2142](#) on Fri, 20 Mar 2009 14:59:11 GMT
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Reaver11 wrote on Fri, 20 March 2009 08:41 Thanks for all the help Danpaul and Jerard!

I finally got in the tank at the moment I have placed it on a cargoblocker wich sticks just a bit out of the ground. I still have to make a custom camera for this tank. Here's a pic of me driving in it.
(Well not much more to see then the tank)

Modifying cameras.ini doesn't really work unless it replaces the one in always.dat, GDI_Orca is the camera that extends furthest from the vehicle, and the camera extends from 0,0,0, so if you can't get the camera to have a good view point, move the vehicle down the z axis in RenX. Reexport, then move all the enter positions as well.
