Subject: First Person View for Vehicles?
Posted by htmlgod on Fri, 09 Jul 2004 13:49:53 GMT
View Forum Message <> Reply to Message

I remember a while back I saw a 'first person camera view' for vehicles (http://www.renegademods.com/modules/mydownloads/viewcat.php?cid=4). I never actually got it working, but I was wondering if it was possible. I think it might be worth investigating, just for the sake of having something interesting for mods that were interested in using it. Does anyone know how to make vehicles use a first person camera angle?

Subject: First Person View for Vehicles?
Posted by WNxCABAL on Fri, 09 Jul 2004 14:49:04 GMT
View Forum Message <> Reply to Message

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 overrite 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 unfortunatly doesn't allow it.

Subject: First Person View for Vehicles?
Posted by Spice on Fri, 09 Jul 2004 19:40:39 GMT
View Forum Message <> Reply to Message

its very intresting messing with this file. I edited a alot a 2 nights ago. I got some pretty neat results. Such as ... Getting the third preson view up so close it looks like 3rd person view but with more movement when you walked , Bringing my view up to about GTA view   changing it so you can aim under yourself. Alot others. Some might be usefull some might not be.

Subject: First Person View for Vehicles?
Posted by WNxCABAL on Fri, 09 Jul 2004 19:59:31 GMT

I was messing around with Reborn's Cameras.ini a few days ago along with a game.exe which has a 9900 view distance and I extended the distances and heights in the cameras.ini to like 100 or 200 and it made it look like C&C Strategy view

Kinda cool, but it kinda got a little wierd after abit as the infantry looked a little like ants

I won't be doing that again   :twisted:

Subject: First Person View for Vehicles?
Posted by Slash0x on Sat, 10 Jul 2004 08:16:15 GMT

C&C 3D, lol.

Subject: First Person View for Vehicles?
Posted by icedog90 on Sat, 10 Jul 2004 20:01:19 GMT

C&C 64 was in 3D. (C&C for Nintendo 64).