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

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by Titan1x77 on Sun, 12 Dec 2004 20:44:57 GMT
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The camera.ini file must be placed in the Renegade folder of the client.

Having it in a .mix doesnt work, roleplay.mix was just exported improperly.

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by WNxCABAL on Sun, 12 Dec 2004 21:24:53 GMT
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agh okay, thanks anyway.

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by laeubi on Sun, 12 Dec 2004 22:14:23 GMT
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keep in mind that a cameras.ini in data-folder will cause a 'Version mismatch'

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by WNxCABAL on Sun, 12 Dec 2004 22:29:34 GMT
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lol, ok
So only edit cameras.ini if your making a mod,
got it!

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by Titan1x77 on Mon, 13 Dec 2004 04:18:28 GMT
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No you can use it for a .mix

just set up your camera for your vehicle in the cameras.ini, then set it up in level edit and export your .mix,it will look for the camera in the ini file inside your renegade folder, just make sure to zip up your camera.ini file with the map and instructions on where to place it.

I meant using an .ini file "compiled in" the .mix doesnt work.

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by laeubi on Mon, 13 Dec 2004 07:47:39 GMT
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Titan1x77it will look for the camera in the ini file inside your renegade folder, just make sure to zip up your camera.ini file [..] I meant using an .ini file "compiled in" the .mix doesnt work.
You won't be able to play online with a modified cameras.ini
and it is even not possible for a Mod. For some wired reason Renegade just ignores it even in a PKG. (Well ok in a full conversation it might work)

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by Titan1x77 on Mon, 13 Dec 2004 08:46:24 GMT
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Are you sure?

I thought having it in the Renegade folder (not the data folder) for the client and server would work fine.

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by WNxCABAL on Mon, 13 Dec 2004 09:37:29 GMT
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Wait a tic...
That first person driving camera.ini (where all the values are set to 0)
I am sure I have played online with that when it has been in the data directory.

I do know that RG blocks it though

Subject: Adding new a new Cameras.ini to a MIX format map?
Posted by Titan1x77 on Mon, 13 Dec 2004 11:48:13 GMT
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Im sorry, the dazzle.ini file could be used in the Renegade folder.

I'll see if theres a way to use the camera.ini in a .mix