
Subject: RMV_Camera_Behavior
Posted by [IronWarrior](#) on Mon, 11 Jun 2007 03:45:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Has anyone ever used this script and its values?

RMV_Camera_Behavior

If so, please reply and tell me how you used it and how to use the values.

Thank you.

Subject: Re: RMV_Camera_Behavior
Posted by [BlueThen](#) on Mon, 11 Jun 2007 03:53:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why not experiment?

Subject: Re: RMV_Camera_Behavior
Posted by [_SSnipe_](#) on Mon, 11 Jun 2007 03:59:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

on single player level edit fiels open the last mission ones up click on a nod camera and those are filled out already check it out

Subject: Re: RMV_Camera_Behavior
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:02:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I use it all the time on Renhalo. Angle is the angle in which the camera "swivels" there is another value that has to do with time delay and one other I think (I am not sure of them all because I am at a hotel right now, they had a free computer so I though I would come on and check this site).

Subject: Re: RMV_Camera_Behavior
Posted by [IronWarrior](#) on Mon, 11 Jun 2007 10:39:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

bluethen wrote on Sun, 10 June 2007 22:53Why not experiment?

Am lazy and re-mixing maps over and over is a bitch and as it was 4am, I made this topic, went to bed, woke up to see any replys.

Jerad Gray wrote on Mon, 11 June 2007 00:02I use it all the time on Renhalo. Angle is the angle in which the camera "swivels" there is another value that has to do with time delay and one other I think (I am not sure of them all because I am at a hotel right now, they had a free computer so I though I would come on and check this site).

Hmm, well I have been using it, it works fine with values set to 0,0,0,0 (targets enemy and tracks and beeps alot).

But am interested in the value known as alarm ID, am thinking if you linked to that one of the M6_Alarm_Switch (whatever its called) maybe you can turn the alarm off or it makes that big alarm sound that happens in SP.

As am not lazy right now, I go open the mission file up and check it out.

Just wanted to see if I could had got any quick replys without all the hard work, after all, this is what these forums are for, share the knownage or whats pretty commen in Renegade, hide the knownage, protect it well, lol.

Subject: Re: RMV_Camera_Behavior
Posted by [IronWarrior](#) on Mon, 11 Jun 2007 12:46:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah well, I tested the scripts in one of my maps, it works nice. (copyed the setup from M06.mix) but for some odd reason, the alarm sound is only played the once, I swear in the mission, the alarm would sound forever untill you died, pressed the switch to turn it off, or killed the mct for the alarm.

Hmm.

OffTopic, we really need to be able to edit our own posts here...

Subject: Re: RMV_Camera_Behavior
Posted by [_SSnipe_](#) on Mon, 11 Jun 2007 16:55:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

maybe should try the setup on the m08.mix they have more and better and try to look for a dave aorrow that gives off sound or somthing manybe? lol idk

Subject: Re: RMV_Camera_Behavior
Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 10:46:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

how did u get alarm to work anywys?

Subject: Re: RMV_Camera_Behavior

Posted by [IronWarrior](#) on Tue, 12 Jun 2007 14:28:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

joe937465 wrote on Tue, 12 June 2007 05:46how did u get alarm to work anywys?

Make a Daves Arrow call it Alarm_Controller or whatever you want.

Then add M06_Alarm_Controller to it.

Then go back to the Camera or Ceiling Gun and add/edit the value "Alarm_ID" and add the ID of the Daves Arrow with the M06_Alarm_Controller.

Soon as the camera or Ceiling Gun spots an enemy, an loud alarm sound will be played, like you heard in single player.

But, I found out it only works the once when it spots you, in single player it would sound none stop untill you stopped it by using the switch.

I tried to use the M06_Alarm_Switch, but it didnt work, dont know why, I had it set up like right.

Subject: Re: RMV_Camera_Behavior

Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 17:04:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

ummm we need to figure out how to make it stop when it dont see u anyone got any ideas?
