
Subject: Vehicle camera editing
Posted by [r34ch](#) on Fri, 09 Nov 2007 15:02:10 GMT
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Ok bare with me here, i've not done any modding for renegade apart from some mapping in renX.

Basically i want to edit a vehicle camera position so that in game the camera is higher than it currently is when driving it.

Also i want to change how the angle of the barrel reacts to the mouse movements, so instead of the barrel aiming straight where i point the cross-hairs, it aims at an greater angle so when you fire it fires above the target.

Any feedback at all is much appreciated

Subject: Re: Vehicle camera editing
Posted by [mrÅ£Å\\$Å-z](#) on Fri, 09 Nov 2007 16:46:46 GMT
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theres a "Camera.ini" there you can change it very easy i think it was in "Always.Dat", you need to open it with XCC mixer. Then copy the edited cameras.ini in youre renegade/data folder. But online it dont work, serverlist wont load.

Subject: Re: Vehicle camera editing
Posted by [Gen_Blacky](#) on Fri, 09 Nov 2007 19:46:18 GMT
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MadRockz wrote on Fri, 09 November 2007 10:46theres a "Camera.ini" there you can change it very easy i think it was in "Always.Dat", you need to open it with XCC mixer. Then copy the edited cameras.ini in youre renegade/data folder. But online it dont work, serverlist wont load.

if its in a pkg it will

Subject: Re: Vehicle camera editing
Posted by [mrÅ£Å\\$Å-z](#) on Fri, 09 Nov 2007 20:58:14 GMT
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yea

Subject: Re: Vehicle camera editing
Posted by [Jerad2142](#) on Fri, 09 Nov 2007 21:26:56 GMT

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For the barrel part, you can just tilt the Barrel bone in RenX upward so its always aiming that degree above where you are aiming.

Subject: Re: Vehicle camera editing
Posted by [Brandon](#) on Fri, 09 Nov 2007 21:33:47 GMT
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If you have a RenX model you can simply move your object. Camera in RenX/gmax = X,Y,Z = 0,0,0
