Subject: Old Reborn cyborg view
Posted by **Dealman** on Tue, 25 Mar 2008 20:54:24 GMT
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Hey, some of you maybe remember the 'Old Reborn' and the Cyborn which had an special view.

You bought the Cyborg and got a view inside the cyborgs 'helmet/head'. With an animated red screen if I remember right.

I wonder if that would be possible to do for vehicles. Thanks for letting me know.

Sincerely,
Dealman.

Subject: Re: Old Reborn cyborg view
Posted by **Canadacdn** on Tue, 25 Mar 2008 20:56:52 GMT
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I don't think so. The special 'view' in the old Reborn beta was just a large 1st person weapon model that covered your view.

Subject: Re: Old Reborn cyborg view
Posted by **Dealman** on Wed, 26 Mar 2008 11:47:23 GMT
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Yes, I know that. And I know that it's done in that way.

But isn't there a way to manage the camera position on vehicles. Like some script or something?

Subject: Re: Old Reborn cyborg view
Posted by **Reaver11** on Wed, 26 Mar 2008 12:27:56 GMT
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;
; Cameras.INI
;
; This .INI file defines the camera profiles

[Profile_List]
0=Default
1=Normal
2=Sniper
3=First_Person

```
[Default]
Name=Default
TranslationTilt=12.6
ViewTilt=5.5
Distance=1.8
Height=1.6
FOV=75
LagForward=0.2
LagLeft=0
LagUp=0.5

[Normal]
Name=Normal
TranslationTilt=2.5
ViewTilt=5.5
Distance=2.0
Height=2.0
FOV=75

[Sniper]
Name=Sniper
TranslationTilt=0
ViewTilt=0.0
Distance=0
FOV=4

[First_Person]
Name=First_Person
TranslationTilt=0
ViewTilt=0.0
Distance=0
FOV=70
```

Find the camera .ini and edit it (I duno if the server will like you for that)

Subject: Re: Old Reborn cyborg view
Posted by danpaul88 on Wed, 26 Mar 2008 12:38:37 GMT
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FYI: cameras.ini is NOT server side.

Subject: Re: Old Reborn cyborg view
Posted by Dealman on Wed, 26 Mar 2008 22:34:16 GMT
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danpaul88 wrote on Wed, 26 March 2008 13:38FYI: cameras.ini is NOT server side.

You know if you somehow can adjust the camera for vehicles, or for just a specific vehicle.

I'll need this for my mod. So it might be possible to do as it'll be client sided?

Subject: Re: Old Reborn cyborg view
Posted by danpaul88 on Wed, 26 Mar 2008 23:02:09 GMT
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Indeed, it would work client side. To change it for a specific vehicle you can just add an additional entry (make sure to add it to the list at the top too, with a unique number) and then in the Profile setting for the vehicle settings in LevelEdit enter the name of the camera you created (EG: GDI_Orca would use the GDI_Orca camera setup).

Subject: Re: Old Reborn cyborg view
Posted by Dealman on Thu, 27 Mar 2008 11:05:14 GMT
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Ok, so it would work to make like an VTOL (In this case it's the Thunder from TA), well place the camera like inside the cockpit.

Also to make it stay there when it hoves, go up,down,left or right to follow inside the cockpit.

Also would it be possible to assign an key to change camera view on vehicles. Like you do with characters, first person and 3rd person view?

Subject: Re: Old Reborn cyborg view
Posted by danpaul88 on Thu, 27 Mar 2008 11:42:24 GMT
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You can't change the camera without spawning a whole new preset object, and you can't do that without the driver appearing to hang in air for at least a short time while before putting them back in. We tried it with AR, and if you use a script to put the driver in the new vehicle instantly it crashed the engine, presumably because it had not finished doing whatever initialisation it needed to do on the vehicle object. So we had to introduce a short delay, which caused the infantry to appear outside the vehicle briefly, which looked stupid to say the least.

So we decided to make changes to what we did so we didn't have to switch presets.