Subject: view angles
Posted by tehNuker05 on Fri, 20 May 2005 10:02:14 GMT
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is there any script or ingame function so i can adjust the viewangles of the localplayer (or any other player)?

Subject: view angles
Posted by Obelisk on Fri, 20 May 2005 15:10:25 GMT
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I'm not sure theres are script but You could extract cameras.ini from always.dat and change it around.

Subject: view angles
Posted by Oblivion165 on Sun, 22 May 2005 02:18:15 GMT
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Hmm i always wanted to make Camera's like in Duke3d. Possible with a move camera script.

Subject: view angles
Posted by tehNuker05 on Sun, 22 May 2005 08:20:48 GMT
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where can i find this move script?

i tried Force_Camera_Look() from scripts.dll and it seems to work, but in the comment its said that it only works with bhs.dll.
is there any "lower-level" method?

Subject: view angles
Posted by laeubi on Sun, 22 May 2005 08:41:53 GMT
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Because you can use this for your advantage in MP, Westwood blocks the use of camera.ini