
Subject: Change Camera Angle Script Zone?

Posted by [WNxCABAL](#) on Sun, 27 Mar 2005 14:58:56 GMT

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Is it possible to have a script that when somebody enters a script zone, it makes what ever object is in the zone change its camera settings until it leaves the zone?

For Example, if somebody was to be in a GDI APC and they entered the script zone, it would change the camera view from [GDI_APC] to say, [GDI_Orca]. Then when it exits, it returns back to its factory setting?

Cheers,

Andy
