Subject: Re: Old Reborn cyborg view
Posted by danpaul88 on Wed, 26 Mar 2008 23:02:09 GMT
View Forum Message <> Reply to Message

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).