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?