

Engine Scripts - Camera



Introduced in	
Version:	1.00
Description	
Description:	<p>Starts a camera that can be controlled via the keyboard.</p> <p><i>Listed are the default key assignments. To change the assignment, look up the respective action (in square brackets) in the Controls menu (e.g. Options->Controls->Buldozer controls).</i></p> <p>Movement</p> <ul style="list-style-type: none">• W: move forward [<i>Buldozer move forward</i>]• S: move backward [<i>Buldozer move back</i>]• A: move left [<i>Buldozer move left</i>]• D: move right [<i>Buldozer right</i>]• Q: move up [<i>Helicopter increase thrust</i>]• Z: move down [<i>Helicopter decrease thrust</i>]• Del: toggle floating mode (transition speed between movement changes)• Shift+Movement key: faster camera movement <p>Aim</p> <ul style="list-style-type: none">• +/- (NumPad): zoom in/out• 8: tilt upward [<i>Buldozer look up</i>]• 2: tilt downward [<i>Buldozer look down</i>]• 4: rotate left [<i>Buldozer look left</i>]• 6: rotate right [<i>Buldozer look right</i>]• Spacebar: target object or position nearest to crosshair [<i>Toggle weapons</i>]; also I (NumPad)<ul style="list-style-type: none">• Targeted position is indicated with a yellow crosshair box.• Targeted object is indicated with a red crosshair box.• Moving objects will be tracked by camera.• Once a target is active, the move left/right keys (A & D) will rotate the camera around the target• Pressing any camera movement key will cancel object/ground tracking <p>Other</p> <ul style="list-style-type: none">• G: toggles a green-tinted grid overlay (V3.3+)• H: toggles a hint box (for new camera options), shown in the upper left corner (V3.3+)• I: toggle letterbox mode (V3.3+)• L: toggle crosshair (and tracked target box) [<i>Camera crosshair on/off</i>] (has no effect in V1.40)• M: brings up the map, with further functions (V3.3+)• V: close camera (or right mouse button) (<i>Always "V" in Version 1.x, in 2.x and higher it is whatever key is assigned to the "Toggle Optics" control; "V" by default.</i>) <p>The current camera position/settings can be retrieved by pressing the fire button. This will paste information like the one below into the clipboard (which can be copied into a script via <Ctrl>-V), and into the file clipboard.txt in the application folder (%localappdata%\VBS2). This data can then be used in your own camera script.</p> <pre>;=== 11:53:52 _camera camPrepareTarget [2616.71,2530.47,0.00] _camera camPreparePos [2524.14,2515.19,6.18] _camera camPrepareFOV 0.700 _camera camCommitPrepared 0 @camCommitted _camera</pre>
Syntax	
Syntax:	vehicle exec "camera.sqs"

Parameters:	<ul style="list-style-type: none">vehicle: Object - Camera will start out at the location of this object (camera is <i>not</i> attached to this object!)
Return Value:	Nothing
Examples	
Examples:	<code>player exec "camera.sqs"</code>
Additional Information	
See also:	
Multiplayer:	
Problems:	

Notes