



Ultraviolet mmMod – RTCW 0.1 Build 35 Final

This is a short How To, and should help you to use the software without any knowledge.

**This mod is final now. I wont add any features by now.
Added a short How to for that mod, see below!**

CVARS:

New:

- mm_demoFreecamSpeed [0;...;100]
→ Not yet complete implemented (was only for testing purposes)
- mm_demoCrosshair [0;1]
→ Draws a Crosshair while being in cg_draw2D "0" Mode
- mm_demoPopUp [0;1]
→ Draws PopUps while being in cg_draw2D "0" Mode
- mm_drawYourOwnFragmentsOnly [0;1]
→ Shows only PopUps from Players you are currently viewing.
- mm_drawTeamkills [0;1]
→ Show Teamkills?
- mm_vapYourselfe [0;1]
→ Show vaporise messages or not.
- mm_bloodflash [0;1]
→ Draw Bloodflash or maybe not?
- mm_shadowedPopUps [0;1]
→ Draw a shadow behind PopUps?

COMMANDS:

New:

- /freecam
→ Not yet complete implemented (was only for testing purposes)
- /freecamUP
→ Moves the "cam" up by mm_demoFreecamSpeed.VALUE
- /freecamDOWN
→ Moves the "cam" down by mm_demoFreecamSpeed.VALUE
- /freecamLEFT
→ Moves the "cam" left by mm_demoFreecamSpeed.VALUE
- /freecamRIGHT
→ Moves the "cam" right by mm_demoFreecamSpeed.VALUE
- /exec_at_time
→ Allows you to exec a specific file at a specific time.
- /freecamsetpos
→ Camtrace 3D support: Recaming is now enabled in RTCW also

Changed:

- /viewpos
→ <x y z> : <y p r> : FrameNumber (needed for the exec_at_time feature)

ChangeLOG:

- 06.03.07
 - First release
- 07.03.07
 - Added OSP colorcodes (actually ET ones)
 - Fixes some cam issues
- 08.03.07
 - Removed crosshair pulse in demo playback
 - Added a demo menu to choose demos from the menu.
 - Removed the singleplayer menu.
 - Added Left Right Up Down Freecam controls.
 - Changed MAX popups from 5 to 8.
 - Cvared bloodflash.
 - Added some popup controls (teamkills and vap kills)
- 09.03.07
 - Fixed the Teamkill bug
 - Removed Blood also when not being in cg_draw2d 0 Mode.

Again: no further changes from my side! If you want other features eg: viewpoint go get me the src. I got no time to focus on all of that.

HOWTO FREECAM:

First of all I am gonna explain the freecam scripts. Start rtcw and got to a map or fire up a demo. I suggest you a map since i didnt get RTCW to recognize my mouse movement in demo mode. (thats the only thing im gonna have a look for after that rls). So now you go into freecam mode "freecam" if you are in demo Mode, otherwise just fly around.

If you use my scripts for the cams you will have mwheelup "set a point" and mwheeldown delete all points and start over binded. So go to a position where you wanna have a cam and do a "mwheelup", if you now trigger the console youll will see the output. Do this for all waypoints. My script currently only supports 20 waypoints.

When you are finished with that exit rtcw and fire camtrace up.

File -> import → choose the rtcw/cam/pos folder and camtrace will import your waypoints. By now youll have to manually adjust yaw and pitch and roll, but we are working on an ct3d update as i write.

Now adjust your cam do some basic ct3d settings and export the cam to the cameras folder.

Now NOTE: by now the campath is created correctly BUT at the end of each file you'll find a line that says: Exec "YOURCAMNAME\Cam00XX.cfg". That is wrong here. You will have to change it to
Exec "cameras\YOURCAMNAME\Cam00XX.cfg" (note that i placed the camera\ folder in front of the path).

Now after you created the cam just go to the cam directory and change the current.cfg.

```
freecam; ← gets you into cam mode
cg_draw2d 0; ← nope we do not want a hud
mm_demoPopUp 0; ← nope we do not want popups during cams
mm_demoCrosshair 0; ← nope we do not want a xhair during cams
cl_avidemo 100; ← guess you know what that is...
exec cameras/YOURCAM/cam ← specify the cam to play
```

now again go load the demo and again: if you use my binds press F3 and you will see the cam (note that it will record the cam, unless you comment the cl_avidemo out int the current.cfg). After the cam finished, press F2 to stop recording, close rtcw and hf doing the avi.

Hope that helped you a bit. HF recaming in RTCW

Note this is only a short and dirty cgame hack. So i do not guarantee for a stable release! Its useable and supports CT3D plus a small dirrrrty "freecam". Feedback is welcome.

#ultraviolet, #smireboule, #moviemakers.et

<http://myhannes.info>

<http://ct3d.twen.name>

<http://www.ultravioletproductions.co.uk/>