

ISXEQ2 - Feature - New #2254

Me.Pitch - Camera Angles

2023-11-28 12:26 AM - Kannkor

Status:	Implemented	Start date:	2023-11-28
Priority:	Normal	Due date:	
Assignee:	Amadeus	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			

Description

Looking for more information about camera angles, specifically the vertical axis. I *think* that's called pitch?

For example, am I looking "down", "straight", or "up"? (I'm mostly just after a number if it exists some where, I can use a number to do what I want).

There are some slash commands, which I'm not sure how to use or even if they are helpful in any way shape or form.

`/camera_recenter`

(resets your camera angle to the center if you have it moved up or down, ONLY works in 1 st person)

The following I know nothing about, other than they seem to exist

`/camera_f`

`/camera_velocity`

`/camera_vel_ms`

`/camera_local_pos`

`/camera_position`

History

#1 - 2023-12-14 01:22 AM - Amadeus

- Status changed from New to Implemented

Added in 20231212.0004