

To set up a laser cam:-

- 1) Create a new script, file to use is obj\paris4\lasercam.sma
- 2) Set the script on the lasercam object
- 2) Set up an event group to initialise the laser cam :-

All message targets are 'this'

Send NM_ACTIVELIST (when a new version of WorldEdit comes out, this will appear as NM_USERINIT, which is much more sensible) with a 2 digit packed parameter:-

Left hand value is 0, right hand parameter sets the camera's sweep angle (in degrees, min 45). The camera's sweep is offset from the object's initial Z rotation (in Maya), and uses the object's initial Z rotation as the centre of the sweep. A sweep of 90, and an initial z rotation of 100 would give a patrol range of 55 to 145 degrees (initial rotation - sweep/2) -> (initial rotation + sweep / 2).

Left hand value is 1, right hand value is the pause time at the end of each sweep (in frame ticks, 60 = 1 second).

Enjoy....

PS

When a laser camera spots Lara, it sends itself NM_USER0. This can be bound to to create 'consequences'....