

Battlefield Vietnam Movie Edition v1.0

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Battlefield Vietnam Movie Edition v1.0 will give you camera ability for filming purposes.

Features

- A Camera base-unit placed within a radius of 50 meters of every flag on all official maps. These hold a 6-seats camera-unit. 3 different freecam, and 3 different arm-cams.
- Added multiple camera-seats to all vehicles.
  - BFvietnam-crew fixed the chase-cam distance for us ( ? )
  - Added chase-cam ability to soldiers
  - Adjusted menu-thumbnails, so you can see the map and light condition\*, before loading the level.
  - Adjusted ingame maps, to help you find the units

Camera base-unit



Just enter at the crate and start filming.

The contols, explained here, are based on the land/sea vehicle's configuration. You can see, which camera you're using, by the vehicle icon ( Hud 1 )

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Position 1, 2 and 3 are freecams  
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Position	Properties	Movement	Controls
1	high speed freecam	forward / backward strafe up down rotate left/right unit+eye rotate up/down eye	speed up/down turn left/right fire alternate fire mouse x-axis mouse y-axis
2	medium speed freecam	forward / backward strafe up down	speed up/down turn left/right fire alt fire

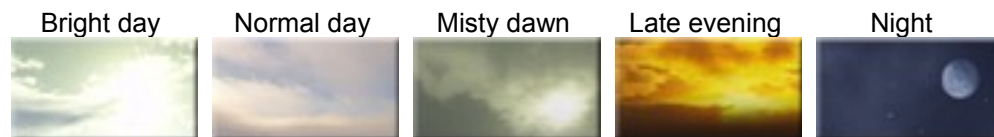
		rotate left/right unit+eye rotate up/down eye	mouse x-axis mouse y-axis
3	low speed freecam	forward / backward strafe up down rotate left/right unit+eye rotate up/down eye	speed up/down turn left/right fire alternate fire mouse x-axis mouse y-axis

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 Position 4, 5 and 6 are camera-arms, attached with their pivot point to the centre of the unit. These are the same as the ones attached to the center of all vehicles. The exact position of the ones on the vehicles can be different, depending on how many cameras the vehicle possesses.  
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Position	Properties	Movement	Controls
4	3d Orbit arm	forward / backward strafe up down rotate left/right eye rotate up/down eye endpoint**	speed up/down turn left/right fire alternate fire mouse x-axis mouse y-axis hatch up/down
5	Rolling arm	forward / backward strafe up down roll eye endpoint**	speed up/down turn left/right fire alternate fire mouse x-axis hatch up/down
6	Linear arm	forward / backward rotate up/down rotate left/right eye rotate up/down eye	speed up/down turn left/right hatch up/down mouse x-axis mouse y-axis

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\* The level's thumbnails in the main selection-menu are changed by their ingame map, and we added a little icon of the sky. This way, its easier to recognize the level and its weather.  
 Weather?  
 Yes. Light and ambiance is very important while making a movie, and roughly there are 5 different conditions in BFvietnam.



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\*\* To make a smooth stop at a certain distance from your object to film, use hatch up/down to determine the endpoint of the arm.

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IMPORTANT NOTE

When playing with AI, the game can crash when you push a bot from its seat when it sits in a vehicle-camera.

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To improve the mod, plz give us your feedback.

-= Have Fun with it and plz share the results =-

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