Luthanick

Use both analog sticks to move the camera and use the triggers to rotate the camera.

Press Y to switch to the custom camera, click the right stick to make the camera controllable. Camera will stay in place if you click the right stick a second time.

GVDS is Game Variable Data Source

Optional You can set this up to work on a second XBox controller and leave out the Y and RStick Down switches. Change the interval trigger to always on and change all GVDS from Controller:Main to Controller:Second.

All Reset in Checkpoint Restart boxes are unchecked.

Object Position Event- Reset When Disabled box is unchecked.

Under Advanced Physics in the Camera's Object Properties menu, the Reset Position In Checkpoint Restart box is unchecked.

Two Input Operator AND

Interval Trigger 1 Tick

Generic Filter Equals Comp Value Two: 0.00

Two Input Operator Divide Op 1: Brake Op 2: Brake

Two Input Operator Divide Op 1: Gas Op 2: Gas

GVDS Brake Value

GVDS Gas Value

Generic Filter Equals Comp Value Two: 0

Two Input Operator Divide Op 1: GVDS Op 2: 3

Two Input Operator Divide Op 1: GVDS Op 2: 7

Generic Filter Equals Comp Value Two: 0

Set Value Event Decrease

Set Value Event Increase

Variable Data Source 0.00

Operand 1

Operand 2

Comparison Value 1

On True

On False

Value

Enabled

I'll explain this column here: The other columns are basically the same but for the other directions of the analog sticks.

GVDS Left Stick Horizontal Value

GVDS Left Stick Vertical Value

GVDS Right Stick Horizontal Value

GVDS Right Stick Vertical Value

Two Input Operator Divide Op 1: GVDS Op 2: 8

Two Input Operator Divide Op 1: GVDS Op 2: 8

Two Input Operator Divide Op 1: GVDS Op 2: 2

Two Input Operator Divide Op 1: GVDS Op 2: 2

Set Value Event Increase

Set Value Event Increase

Set Value Event Increase

Set Value Event Decrease

Variable Data Source 0.00

Variable Data Source 0.00

Variable Data Source 0.00

Variable Data Source 0.00

Position X

Position Z

Yaw

Pitch

Bank

Use as Game Camera

Enabled

Object Position Event should have both local boxes checked.

Object Position Event

Custom Camera

The GVDS card gives a value from -3 to 3 based on the analog stick's vertical position. If you press the stick all the way down it will read -3, all the way up is 3, just slightly up is 1, etc. not pressing up or down it will read 0.

This divides the value from above by two. This is here because the camera moves too fast, imo, if you use the values from the GVDS. Dividing them makes the values smaller which makes the camera move less each tick.

This just updates the data source used to hold the pitch of the camera. If you wanted inverted controls (like it should be, cough cough) then set this to increase. Left it the same as the editor camera for less confusion.

Because the OPE uses local movement, this needs to start at 0, which means no movement at the start. Changing this data source will change the pitch of the camera.

All the other columns (except the messy one for the triggers) do the same thing as this column, but for the yaw, position x, and position z of the camera. Hope this helps a bit.

Right Stick - Push Down

Generic Filter 0.00 = 0.00

Set Value Event Set 0.00

Set Value Event Set 1.00

Variable Data Source 0.00

NEW ADDITION: This blue line will disable the camera from moving when you switch back to the default camera.

Controller - Y State: Disabled

Generic Filter 0.00 = 0.00

Set Value Event Set 0.00

Set Value Event Set 1.00

Variable Data Source 0.00

On Press

On False

On True

Comparison Value 1