



The Pits

racing realism for the PC!

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N4cam.exe Tutorial

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[View previous topic](#) :: [View next topic](#)**Author****Morse-HCR**
Car ChiefJoined: 11 Apr 2003
Posts: 86**Message**

Posted: Sat Jul 05, 2003 6:22 pm Post subject: N4cam.exe Tutorial

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First off, you have to get the program from <http://www.theuspits.com>

In the sim downloads/editing section...

Next, place the file in the folder of the track cam you want to edit.
(C:\Papyrus\N2003\tracks\atlanta\n4cam.exe)

Now onto MS-Dos...

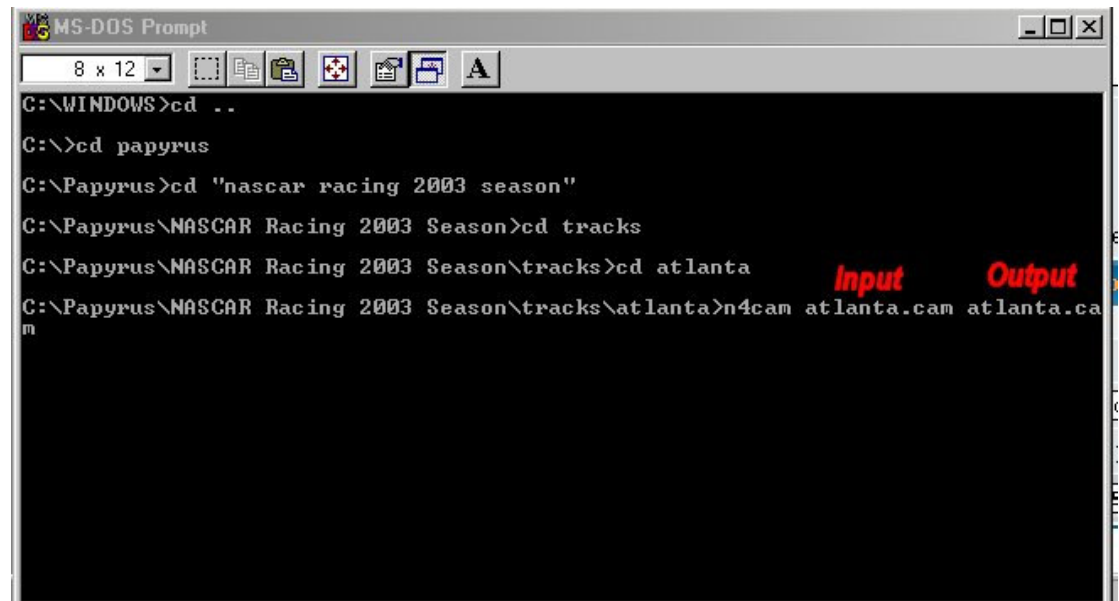
Follow the picture below to get into the atlanta track folder, or any track folder you want to edit...

Now when in the folder the n4cam.exe atlanta.cam atlanta.cam means something, not just there for looks
😄

N4cam.exe opens the editing script, atlanta.cam is the input cam, the cam file you are editing and adjusting, the second atlanta.cam is the output, the file you creating, so this can be named whatever you like, if you are new it is safe to name it perhaps, atlantatest.cam and when the cam is saved and you go into your folder you will have 2 cam files, one named atlanta.cam and one named atlantatest.cam, to get the atlantatest.cam to work, delete the old atlanta.cam or move it out and rename your file to atlanta.cam then go in game and check it out 😊

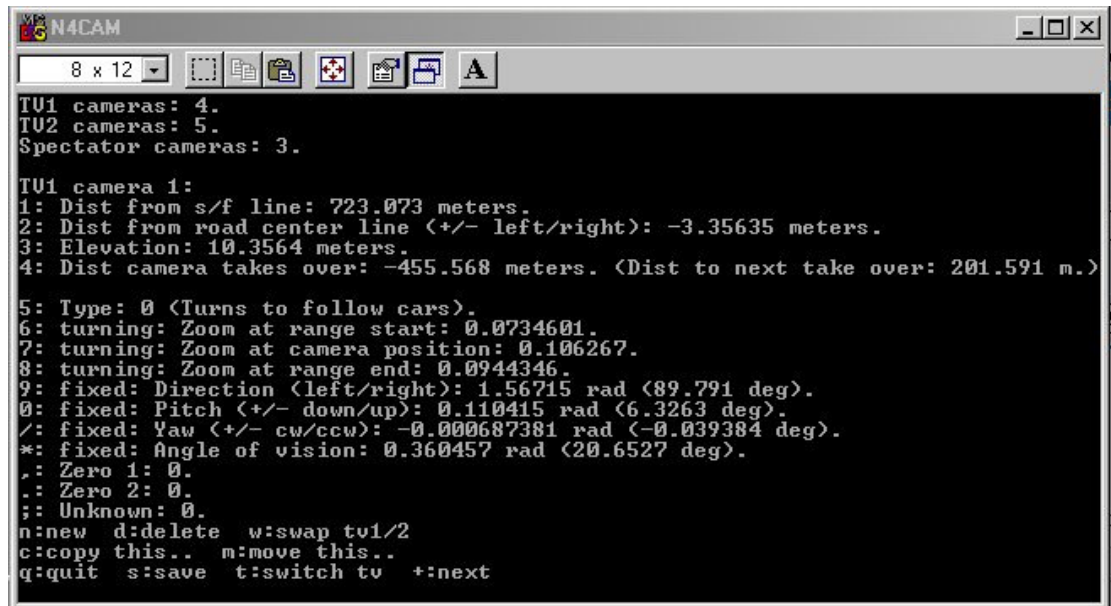
To see the changes you have made for the cam file you must exit your current replay and then reload it, so the best advice here is run 1 lap at a track, save it, then reconfigure your graphics to have it run as small as possible in a window and do it like that, so you dont have to enter and exit the game every time you make a change...remember you must save, then exit the replay, then reload the replay to see the change...

Here is how to get into your current track folder you are editing.



```
MS-DOS Prompt
8 x 12
C:\WINDOWS>cd ..
C:\>cd papyrus
C:\Papyrus>cd "nascar racing 2003 season"
C:\Papyrus\NASCAR Racing 2003 Season>cd tracks
C:\Papyrus\NASCAR Racing 2003 Season\tracks>cd atlanta
C:\Papyrus\NASCAR Racing 2003 Season\tracks\atlanta>n4cam atlanta.cam atlanta.cam
```

This is what you will see when you hit enter after that...



```

N4CAM
8 x 12
TU1 cameras: 4.
TU2 cameras: 5.
Spectator cameras: 3.

TU1 camera 1:
1: Dist from s/f line: 723.073 meters.
2: Dist from road center line (+/- left/right): -3.35635 meters.
3: Elevation: 10.3564 meters.
4: Dist camera takes over: -455.568 meters. (Dist to next take over: 201.591 m.)

5: Type: 0 (Turns to follow cars).
6: turning: Zoom at range start: 0.0734601.
7: turning: Zoom at camera position: 0.106267.
8: turning: Zoom at range end: 0.0944346.
9: fixed: Direction (left/right): 1.56715 rad (89.791 deg).
0: fixed: Pitch (+/- down/up): 0.110415 rad (6.3263 deg).
/: fixed: Yaw (+/- cw/ccw): -0.000687381 rad (-0.039384 deg).
*: fixed: Angle of vision: 0.360457 rad (20.6527 deg).
.: Zero 1: 0.
.: Zero 2: 0.
.: Unknown: 0.
n:new d:delete w:swap tv1/2
c:copy this.. m:move this..
q:quit s:save t:switch tv +:next

```

Now that the easy stuff is over, we will get into the meat of the editing in my next post, due to the complexity of each one, i'll make a new post for each cam, or each subject that takes more time. 😊

Next up: Explaining what your looking at and what it means.

To Follow: Learning the track as a clock.

Last edited by Morse-HCR on Mon Mar 29, 2004 7:28 pm, edited 2 times in total

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Morse-HCR
Car Chief

Joined: 11 Apr 2003
Posts: 86

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Posted: Sat Jul 05, 2003 10:57 pm Post subject:

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Now these three right here show how many shots each camera has.



Now as you see: TV1=4, TV2=5, Spectator=3

That just shows you how many different shots you can edit on each camera...you can add and delete them if you like but we will get to that later. 😊

Now here is what cam you are working on.



Make sure to not get confused, b/c if you are working on TV1 Shot 1 when you think you are working on TV2 Shot 1 you're gonna wonder why its not working and flip out. Trust me if the changes you are making aren't take effect, then check this immediately!

Here is your distance from the start finish line:



This shows how far you are left to right of the start finish line, positive numbers go forward around the track, negative numbers act like your in reverse going backwards on that track, this only controls how far you are on the track, not where, if that makes any sense...💡 This is your x cord. if you want to get technical 😊 a X cord that bends and follows a given line, confusin yet? lol

Consider the track not connected, just one straight line, I never use negative numbers personally, this is

how I see a track, unconnected, just a straight line, and that is how I figure distance, instead of a straight line that the program thinks but you know it curves and bends.



That is it right there above, hope that helps you with distance from the s/f line...

Now here is the distance from road center line, many of you know what centerline is and it is a house hold word now thanks to AxaptaCoder. 😊



Well this is where the camera sits compared to the track, if you want a shot on the wall you put positive numbers and it goes up the track, if you want it on the apron looking up at the s/f line as they cross daytona you put negative numbers 😊

This picture should explain, very simple but it can get confusing.



As shown, the cam would be just off center to the left and inner of the middle of the road...

Now when using this and distance from s/f line it can get tricky, the best bet isnt to jump 100 units at a time, to get the best shots just sneak up on it, 5 to 10 meters at a time when you change, otherwise you'll have trouble gettin them shots in the corners. 😊

Elevation



This is about the shortest explanation I have, positive makes you go higher, less makes you go down, you can go under the ground but then the cam starts to mess up so i usually never go below .3. 😊

Distance the camera takes over



This will be fun, but not hard, this is how you decide how long a camera follows a shot, and the odd thing is you decide how long the previous shot lasts with the next camera shot in the sequence, you always have to work backwards with these...

-455.568 means it is taking over 455 meters behind it following it to its poitn on the track then it follows for another 201.591 as the car pulls away till the next shot takes it. That is fairly simple, if you want fixed shots and such then you make it take over at about -100 then the next shot in the cam you make it take over +1 to +2...

Now onto shot types



This type of shot is your standard zoom shot, it zooms on your command, what you decide for it.



This is your fixed shot, doesn't move at all, ever, lol (i like to exagorate and not spell correctly) 😊

Hey if im here slavin away I can have some fun with it right 😊

Back to the food here,



Now this shot is primarily used for spectator shots, it follows the car but never zooms in or out, its your cross breed btwn fixed and type 0, if you want to see close up racing angles, this isnt what you want.

Now, that is all for now, I have to write up the rest, and I am trying to be specific here for your help...more to come later!

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Morse-HCR
Car Chief

Posted: Fri Jul 11, 2003 6:30 pm Post subject:

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Joined: 11 Apr 2003
Posts: 86

Now the zoom:



This is how much the zoom is at the start of when the camera picks it up, the larger the number the more zoomed it is, you shouldnt go higher than .1 ever or it will be too close, experiment with this...

Zoom#2



When the car is directly in front of the camera this is the zoom it will be, I haven't found a way to have negative zoom so .0 is about as far away as you can get. 😊 Sorry

Zoom #3



This is watching the car go away from the camera position, till the next shot picks it up! 😊

Now Values 9 - * (yea thats a value 😊) are all for fixed shots only, so if your having cams that follow the car don't worry about this, but you will probly have a fixed shot so here is how they work... 😊

Fixed Direction



Now the track is a clock, 360 degrees, a circle, this is looking to a point, not where it sits, remember that, you will be looking at the point you put in here. It looks and doesn't move, hope thats enough to explain it...

Pitch



This is the up and down look of the cam, if you want it to look up you put in negative values, like -11, but if you want it to look down at the track you put in positive integers like 5. 😊

Yaw



Now this is the tilt of the cam, if you want it leanin to the left or to the right, positive turns it right, negative turns it left 😊

Angle of Vision



This is how much the camera looks at. The bigger the number the more you can see but it is spread out and not very close, the lower the number the better the shots and zoom, it makes for really good shots when looking at close racing...

Unknown

Uh oh, the unknowns 😊



Now the , : **Zero 1: 0.** is the left and right picture disortion, never used it but it disorts the camera, most people dont mess with these but I guess they can make for blurry or crazy shots???

. : **Zero 2: 0.** This is the up/down picture disortion, never used it again, use at your own risk, hopefully someone can make it do something cool...

; : **Unknown: 0.** Now I think this is the file tail, I have no clue what it does, I have looked at others sites, it is -.125 in the Dover TV1 Cam 1 shot but it seems to do nothing, so I have no clue, just dont touch is the best advice lol...

Last edited by Morse-HCR on Fri Jul 11, 2003 6:39 pm, edited 1 time in total

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Morse-HCR
Car Chief

Joined: 11 Apr 2003
Posts: 86

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Posted: Fri Jul 11, 2003 6:31 pm Post subject:

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Now the tutorial is complete, hope it helps!

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