Saving Cameras Using trigger_camera

It is a known Half-Life issue that the camera orientation is not restored when loading a savegame. This can interfere with scripted scenes and give mod makers trouble. Xash3D fixes this problem. Now any camera in any mod is restored on game load.

From:
http://xash3d.ru/ - **Xash3D**

Permanent link:
http://xash3d.ru/doku.php?id=xash3d:en:saving_cameras_using_trigger_camera

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