

MECHWARRIOR 5

MERCENARIES

The cinematic camera allows you to capture the action using an array of special camera functions, making it a useful tool for content creators. Co-op sessions are ideal playgrounds for the cinematic camera, with one or more players able to run a cinematic camera while their friends engage enemies on the battlefield.

It requires a gamepad to control the camera. We use the Wired XBOX 360 controller for PC. (it is untested with other controllers)

The cinematic camera can be toggled with **CTRL + Shift + V on the Keyboard**



Please keep in mind this was created as a Marketing / Development tool and is not considered polished for end consumer use. We hope you have some fun with it. ☺

It can also add value to the Beta by allowing you to play the 5 missions in different time of day settings

CAMERA NAVIGATION

Analog Sticks	
Left Analog Axis	Move forward / strafe
Right Analog Axis	Rotate camera (look)
Right Analog (On Press)	Dolly camera will lock the camera

Shoulder Buttons / Triggers	
Left Trigger Axis	Move camera down
Right Trigger Axis	Move camera up
Left Shoulder Button	Unbound (used in conjunction with face buttons)
Right Shoulder Button	Unbound (used in conjunction with face buttons)

CAMERA SENSITIVITY

Directional Pad Button	
D-Pad Up (Held)	Increase camera movement speed
D-Pad Down	Decrease camera movement speed
D-Pad Right	Increase camera look sensitivity
D-Pad Left	Decrease camera look sensitivity

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CAMERA CONTROLS AND TIME OF DAY SETTINGS

Face Buttons (ABXY)	
Face Button Top (Held) + LSB	Decreases the speed of the "Move Up" button (Left Trigger Axis)
Face Button Top (Held) + RSB	Increases the speed of the "Move Up" button (Right Trigger Axis)
Face Button Right (Held) + LSB	(Dutch Tilt) Rolls the camera to the left
Face Button Right (Held) + RSB	(Dutch Tilt) Rolls the camera to the right
Face Button Right (Held) + LSB + RSB	Resets the roll of the camera back to zero.
Face Button Left (Held) + RSB	Cycle time of day (Night, Dawn, Morning, Noon, Late Afternoon, Evening, Dusk)
Face Button Bottom (Held) + LSB	Increase Field Of View (out)
Face Button Bottom (Held) + RSB	Decrease Field Of View (in)
Face Button Bottom (Held) + LSB + RSB	Reset Field Of View (90 degrees)

ATTACH / FOLLOW CAMERA and SCREENSHOT

Front Buttons (Start/Select)	
Select / Back / Share / View (On Press & Release < 0.75 seconds)	Attach the camera to the actor that is in the center of view and within 400 meters.
Select / Back / Share / View (On Hold & Release > 0.75 seconds)	Toggles the camera mount type when attached to an actor. Hard Mount: Camera WILL inherit the yaw/pitch/roll of the actor it is attached to. Soft Mount: Camera WILL NOT inherit any rotation from the actor it is attached to.
To detach the camera from an actor, just point camera at the ground or any static object and press & release the select/back/options button.	
Start / Options / Menu	Takes a high resolution screen shot*

*uses the unreal engine "highresshot 4" console command and creates a screenshot at 4x the current resolution setting and saves it as a PNG. Experiment with your graphics settings for best results

Particularly Antialiasing and Sharpening

To find your Screenshots copy and paste this into a Windows Navigation Address Bar

%localappdata%\MW5Mercs