

Cinematic Train Cam

Cinematic Train Cam is a mod that allows you to use a cinematic style camera whilst riding in trains. The mod will select a variety of different viewpoints, camera types and zoom modes to try and give you a more interesting experience when watching trains.



This is a view from the Orbital camera which circles around the train from high above.

The mod also supports the use of the 25 NG_Filmic filters as used in the Rockstar Editor, there is a list of names at the end of this document. I could add the ability to use custom effect names if required.

Requirements:

A working copy of GTAV (The mod has been tested with game versions 1868, 2189 and 3028)

ScriptHookV - <http://www.dev-c.com/gtav/scripthookv/>

ScriptHookVDotNet v2 - <https://github.com/scripthookvdotnet/scripthookvdotnet/releases>

The mod has only been tested with SHVDN v2.10.10. It should work fine in v3 but there is no guarantee that SHVDN v3 hasn't done something differently which may cause problems. I won't be creating a v3 version of the mod, nor will I be testing for compatibility.

Important:

This mod only works on the standard track loop that runs around the whole map, this is because it uses the node positions of the track to calculate possible camera positions. Any custom track data that has altered the node positions will more than likely cause problems. This mod has been tested using Kitsune Trains 7, which I also created the script for. KT7 uses default node positions, so this mod is fully compatible with the main track loop in KT7.

Installation:

Installation is extremely simple, copy the **CinematicTrainCam** folder from the .7z into the scripts folder in your GTAV installation folder. So you should end up with something like:

E:\Program Files\Rockstar Games\Grand Theft Auto V\scripts\CinematicTrainCam

Inside that folder will be CinematicTrainCam.dll and CinematicTrainCam.ini

Ini file settings:

[EFFECTS]

USE EFFECT = False

EFFECT NAME = Sentinel

EFFECT LEVEL = 80

USE EFFECT - Tells the mod if it should use the Screen Effect, set this to **True** or **False**

EFFECT NAME - The name of the effect as either the effects name, or the NG_Filmic equivalent*.

EFFECT LEVEL - A value between 0 and 100 that sets the strength of the effect

** See list of names at the end of this document.*

Controls:

Please note, this mod does not enable you to enter or exit trains, there are several mods already out there that do this. I use the **Railroad Engineer** v4 mod by **Jotrius** on 5Mods.com because it added KT7 compatibility features in that version.

These controls **only work when you are inside a train.**

Gamepad	Keyboard	Function
Vehicle Cinematic Camera Control		Toggles the Cinematic Camera on and Off
Vehicle Duck Control		Toggles the Effect On and Off
D-Pad Left/Right	Cursor Left/Right	Cycle through effects
D-Pad Up/Down	Cursor Up/Down	Change Effect Level by +/- 5 for each press

List of Screen Effect Names

You can use either the name on the left or right side

Albuquerque	or	NG_filmic_01
Gonzo	or	NG_filmic_02
Cathode	or	NG_filmic_03
Touch of Evil	or	NG_filmic_04
Normandy	or	NG_filmic_05
Emulsion	or	NG_filmic_06
Inferno	or	NG_filmic_07
Purple Haze	or	NG_filmic_08
Sentinel	or	NG_filmic_09
Kabukicho	or	NG_filmic_10
Glacial	or	NG_filmic_11
Night Moves	or	NG_filmic_12
Nueva Esperanza	or	NG_filmic_13
Hey Girl	or	NG_filmic_14
Nostalgia	or	NG_filmic_15
Graveyard Shift	or	NG_filmic_16
Tel Aviv	or	NG_filmic_17
Headroom	or	NG_filmic_18
High Country	or	NG_filmic_19
Thermopylae	or	NG_filmic_20
Aisle Seven	or	NG_filmic_21
Game Over Man	or	NG_filmic_22
Divinity	or	NG_filmic_23
Chop	or	NG_filmic_24
Killer Clowns	or	NG_filmic_25

As an example, setting **EFFECT NAME** to **Chop** or **NG_filmic_24** will use the same effect.

Please Note: These names are **not** case dependent. **Chop**, **CHOP** and **chop** will all work, as will **NG_FILMIC** or **ng_filmic**. The NG_Filmic names must use the same format though as the mod decodes the number from the name and it expects that name to have **NG_filmic_** in front of the number.

Final Note:

This mod is far from perfect, there will be occasions where your view is blocked for a short period of time but from hours of testing, this isn't a major problem. I found the experience of watching the trains from a different perspective satisfying, not only because you view the trains differently but also because it's an opportunity to watch the GTA world doing its own thing around them.

There does seem to be a problem with how the game manages LOD levels when using distant cameras and this can cause strange things to happen with parts of trains going invisible or train lights suddenly turning off and back on. It even happens with the default trains, so it doesn't seem to be a model problem. Ultimately, it's a case of "Do the positives outweigh the rare negatives?" and for me, they really do.