[player, "I can see my house from here", 500, 250, 75, 1, [], 0, true] spawn BIS\_fnc\_establishingShot

Description:

Play a fake UAV observational sequence which serves as an establishing shot.

### **Syntax**

Syntax:

[target, text, altitude, radius, angle, rotation, iconOptions, mode, fadeIn,waitTime] spawn BIS\_fnc\_establishingShot

Parameters:

target: [Object](https://community.bistudio.com/wiki/Object) or [Array](https://community.bistudio.com/wiki/Array) - Target or target's position

text: [String](https://community.bistudio.com/wiki/String) - Text to display

altitude: [Number](https://community.bistudio.com/wiki/Number) - (optional) Altitude (in meters)

radius: [Number](https://community.bistudio.com/wiki/Number) - (optional) Radius of the circular movement (in meters)

angle: [Number](https://community.bistudio.com/wiki/Number) - Viewing angle (in degrees)

rotation: [Number](https://community.bistudio.com/wiki/Number) - Direction of camera movement (0: anti-clockwise, 1: clockwise, default: random)

iconOptions: [Array](https://community.bistudio.com/wiki/Array) - Objects/positions/groups to display icons over

Syntax: [[icon, color, target, size X, size Y, angle, text, shadow], (...)]

mode: [Number](https://community.bistudio.com/wiki/Number) - 0: normal (default), 1: world scenes

fadeIn: [Boolean](https://community.bistudio.com/wiki/Boolean) - Fade in after completion (default: true)

waitTime: [Number](https://community.bistudio.com/wiki/Number) - Wait time in seconds after the shot has been completed (Since Arma 3 1.81)

Return Value:

[Boolean](https://community.bistudio.com/wiki/Boolean) - true when done

Be aware that [spawning](https://community.bistudio.com/wiki/spawn) this function will set [enableSaving](https://community.bistudio.com/wiki/enableSaving) to true. Quick workaround: \_savingEnabled = [savingEnabled](https://community.bistudio.com/wiki/savingEnabled); \_handle = [player, "myText"] [spawn](https://community.bistudio.com/wiki/spawn) BIS\_fnc\_establishingShot; [waitUntil](https://community.bistudio.com/wiki/waitUntil) { [scriptDone](https://community.bistudio.com/wiki/scriptDone) \_handle }; [enableSaving](https://community.bistudio.com/wiki/enableSaving) [\_savingEnabled, false]; Or, if you can't wait the end of the establishing shot: \_savingEnabled = [savingEnabled](https://community.bistudio.com/wiki/savingEnabled); \_handle = [player, "myText"] [spawn](https://community.bistudio.com/wiki/spawn) BIS\_fnc\_establishingShot; \_handle [spawn](https://community.bistudio.com/wiki/spawn) { [waitUntil](https://community.bistudio.com/wiki/waitUntil) { [scriptDone](https://community.bistudio.com/wiki/scriptDone) \_this }; [enableSaving](https://community.bistudio.com/wiki/enableSaving) [\_savingEnabled, false]; };

[myUAV, [player](https://community.bistudio.com/wiki/player), [player](https://community.bistudio.com/wiki/player), 2] [call](https://community.bistudio.com/wiki/call) BIS\_fnc\_liveFeed;

[call](https://community.bistudio.com/wiki/call) BIS\_fnc\_liveFeedTerminate;