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Subject: 3rd Person Perspective?

Posted by [flyingfox](#) on Tue, 15 Mar 2005 22:14:44 GMT

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Third person lets cheap snipers do wallpopping. it lets any vehicle with locked-to-turret settings look 360 degrees around it in less than a second, giving it a massive advantage over characters; especially sneaks.

It lets anybody look around a corner without exposing themselves, allowing them to see who is coming - an unfair advantage for people attacking, which is the whole point of the game. in fights, you can hide around a corner for any length of time while seeing the status of your enemy, an always used and unfair advantage in most cases except, for example, base sneaking in c&c under as GDI

third person makes your little reticle dot jump to the head of a character under circumstances, sometimes making it easier to snipe. it gives you a much bigger berth when fighting too.

considering all this, I only use third person because first will give me ridiculous disadvantages as everybody else is using third. If everybody used first and there was no lock-to-turret option for a vehicle I would enjoy the game more. for local games, you can also extract and modify cameras.ini from the always.dat to extend or shorten the berth between the character and follow camera. this also works in first person, letting you see the whole of the weapon you are carrying.

However, there is another reason why third person is horrid in renegade. If you have ever played a game like indiana jones & the emperor's tomb, or any tomb raider, you can use your third person to check around a corner but can't side-strafe quickly like you do in renegade. side strafing is important because it lets you pop out and take quick shots, or even line up an easy headshot.

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