

---

Subject: C&C Canyon

Posted by [gibberish](#) on Tue, 02 Mar 2004 08:32:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have to admit that all of these tactics are a little cheezy.

However they are all possible because the FOV (field of view) in most computer games is limited to 90 degrees, where as in the real world most people have a FOV well in excess of 140 degrees.

Hence in the game if you are not careful when you walk round any sharp corners you can "quite" easily not see someone on the other side of the corner.

I know that you can make a point of checking all your blind spots, but its too easy to miss one.

This is especally true when you are chasing a stealth solider and you are not sure if they have got out of range or they have hid behind something.

The defense against these tactics is to always keep your back against a wall.

In the real world this makes it almost impossible to sneak up on you and in the game its a lot more difficult.

---