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Subject: C&C Canyon

Posted by [flyingfox](#) on Mon, 15 Mar 2004 22:33:52 GMT

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gibberish! 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.

True. I also notice most people don't check their back when running through terrain/tunnels. It often enables people to sneak in by folk who have just run past somewhere. Whereas if the place is quiet, keep turning round and back quickly in case someone is trying to ambush you or sneak by you.

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