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Subject: Server side script to force firstPerson view in vehicles?

Posted by [flyingfox](#) on Sat, 29 May 2004 23:56:51 GMT

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I had a quirk idea, what if someone created a server side script/mod/whatever to force first person view in vehicles and characters? Just like a sort of realism mod or something. It would prevent people from hiding behind things and seeing out without putting themselves at risk, or vehicles that are able to spot you nearly behind obstacles because their view range is so wide.

Also, vehicle gunners could be assigned the turret position, such as a fixed view at the m60 on the humm-vee.

There's actually a first person modification on <http://www.renegadezone.com>, but it only works for single player.

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Subject: Server side script to force firstPerson view in vehicles?

Posted by [Sir Kane](#) on Sun, 30 May 2004 20:32:12 GMT

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It's not possible to force this server side.

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