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Subject: 3rd Person Perspective?

Posted by [Buavey](#) on Mon, 14 Mar 2005 04:49:04 GMT

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After thinking about it for a while, I wonder why the hell would Westwood ever incorporate a 3rd person view into their game. If you ever thought about it, it completely destroys the games true form, which is a first person shooter. Instead of making the game challenging, they simply made it easier by creating this view. People could look around corners without actually looking. They also could see things in a nearly 360 degree view if you think about it. I think the whole concept of a FPS is to surprise you by not knowing what will be around the corner, hence why CS will go down in the books as being the best FPS. Why? Because it stays true to the FPS but its fun at the same time. I have personally took it upon myself to start playing in the 1st person view more often until I play in that view completely. In my opinion it makes the game more challenging and thus more fun! I hope others will express their opinion on this topic and maybe will make a switch to keep with the reality of Renegade as a FPS!

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Subject: 3rd Person Perspective?

Posted by [IRON FART](#) on Mon, 14 Mar 2005 06:18:33 GMT

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There is no peripheral vision in 1st person view. That's why I can't stand to play in it.

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Subject: 3rd Person Perspective?

Posted by [cheesesoda](#) on Mon, 14 Mar 2005 06:22:58 GMT

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That's generally what I don't like about FPS games is that you can't turn your head, and you don't get peripheral vision.

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Subject: 3rd Person Perspective?

Posted by [idebo](#) on Mon, 14 Mar 2005 07:22:03 GMT

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First person in this game would not fit, since there is so much going on. And I just love 3rd person so just bug off!

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Subject: 3rd Person Perspective?

Posted by [Spice](#) on Mon, 14 Mar 2005 09:35:09 GMT

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Well good to see people that share my views. First person for this game just doesn't really work. First of all , with aircraft it's a no go because it's harder than shit to see where theya re coming

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from. Especially if there is not Radar. If that , then all you can rely on is the engine sounds. Which sucks.

There are also always snipers. If you get to know the maps you know where the main spots are but it's still hard to see where they are at especially on walls.

Also the weapons for renegade just look like shit anyways and I would rather play in third person to protect my retinas from exposure to crap.

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Subject: 3rd Person Perspective?

Posted by [Oblivion165](#) on Mon, 14 Mar 2005 09:58:25 GMT

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Yeah a game with mutants, instantly created vehicles, and ion cannons he is worried about third person.

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Subject: 3rd Person Perspective?

Posted by [Homey](#) on Mon, 14 Mar 2005 12:58:52 GMT

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Why not be different and have 3rd person view. I think unless you're going to have the ability to turn your head and lean out ( like rainbow 6 ) then screw 1st person

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Subject: 3rd Person Perspective?

Posted by [Naamloos](#) on Mon, 14 Mar 2005 14:34:36 GMT

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Renegade is not just another FPS game. The gameplay in it goes deeper than just standard death match other FPS games have.

Ew, i won't even be posting here if vehicles were controlled in first person.

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Subject: 3rd Person Perspective?

Posted by [YSLMuffins](#) on Mon, 14 Mar 2005 23:41:53 GMT

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I love the third person. I prefer it over first, and I've always disliked first person because you wouldn't see yourself if you looked down (+3 for Halo 2 ).

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Subject: 3rd Person Perspective?

Posted by [icedog90](#) on Mon, 14 Mar 2005 23:49:05 GMT

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Dude, you've missed the total reason why Renegade has third person view... it was originally meant to be a third person shooter game, and if you don't like it, don't bitch here because we don't care.

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Subject: Re: 3rd Person Perspective?

Posted by [Creed3020](#) on Tue, 15 Mar 2005 03:24:18 GMT

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BuaveyAfter thinking about it for a while, I wonder why the hell would Westwood ever incorporate a 3rd person view into their game. If you ever thought about it, it completely destroys the games true form, which is a first person shooter. Instead of making the game challenging, they simply made it easier by creating this view. People could look around corners without actually looking. They also could see things in a nearly 360 degree view if you think about it. I think the whole concept of a FPS is to surprise you by not knowing what will be around the corner, hence why CS will go down in the books as being the best FPS. Why? Because it stays true to the FPS but its fun at the same time. I have personally took it upon myself to start playing in the 1st person view more oftern until I play in that view completely. In my opinion it makes the game more challenging and thus more fun! I hope others will express their opinion on this topic and maybe will make a switch to keep with the reality of Renegade as a FPS!

3rd person makes Renegade the game it is, there is no other way.

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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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Subject: 3rd Person Perspective?

Posted by [Jecht](#) on Wed, 16 Mar 2005 04:08:06 GMT

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There is no advantage in using 3rd person if everyone can use it. If you want to get owned by using 1st, be my guest.

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Subject: 3rd Person Perspective?

Posted by [Buavey](#) on Wed, 16 Mar 2005 05:54:10 GMT

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icedog90Dude, you've missed the total reason why Renegade has third person view... it was originally meant to be a third person shooter game, and if you don't like it, don't bitch here because we don't care.

Yo FUCK YOU!

A. Im not bitching

B. I was just making a statement which I completely disagree with, cause now that i think it over, its completely retarded and doesnt work. I was just asking for others opinions. Not to mention I was bored as fuck at the time because Im on vacation!

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Subject: 3rd Person Perspective?

Posted by [icedog90](#) on Wed, 16 Mar 2005 08:12:55 GMT

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By the sound of it, you were bitching.

Nice comment by the way, VERY mature.

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Subject: 3rd Person Perspective?

Posted by [2000\\_years](#) on Wed, 16 Mar 2005 09:09:57 GMT

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I've been an FPS player for a long time, and so I'm used to playing in first person. You seem to get a slightly bigger target in First Person (without your character getting in the way) so it just seems easier to play.

Third Person is still much better for sneaking around a base though as you can see around corners (I remember in UT people used to use a third-person "exploit" to line up easy shots,

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getting banned in the process)

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Subject: 3rd Person Perspective?

Posted by [Jzinsky](#) on Wed, 16 Mar 2005 17:23:26 GMT

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I find in third person it's almost impossible to shoot people, as opposed to difficult in first person. I prefer first person view because when I look down I see my feet, not the back of my head.

It feels more real to me, I play driving games from the driver's view too

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Subject: 3rd Person Perspective?

Posted by [Chronojam](#) on Wed, 16 Mar 2005 20:11:04 GMT

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I travel in third person, fight in first person. A few weapons I use in third person in certain situations, over being in first person (Patch)

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Subject: 3rd Person Perspective?

Posted by [Jzinsky](#) on Thu, 17 Mar 2005 14:07:46 GMT

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I take back everything I said. Except for the driving games because I only ever look out of the front window when racing anyway.

I've been trying 3rd person since I posted here and once you get used to the higher view (can I bring that down slightly? It's poor for looking through doorways..) it works better for me as I can hide.

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Subject: 3rd Person Perspective?

Posted by [bandie63](#) on Thu, 17 Mar 2005 15:14:42 GMT

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Jzinsky can I bring that down slightly? It's poor for looking through doorways.

cameras.ini

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Subject: 3rd Person Perspective?

Posted by [flyingfox](#) on Thu, 17 Mar 2005 22:33:10 GMT

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gbullThere is no advantage in using 3rd person if everyone can use it. If you want to get owned by using 1st, be my guest.

I come at you with a buggy, you're using a med. I stay about 20 metres from you and at your back. you don't miss a single hit because your camera is set to rotate 360 degrees, completely negating my speed advantage as I attempt to dodge shots. Against any tank, you're only exposed at their front and sides. There's no way in blue hell a vehicle could drive and gun with the same character, let alone aim backwards with the turret while drive accurately.

Later, I come at you with an officer in c&c islands tunnel. you have a sniper, are at the end of the passage I am running through and can use third person to see me coming. you can easily line up a headshot and side-strafe kill me as my screen barely catches up and sees your character when the shot hits.

no advantage? Renegade would be perfect if you had to have your view locked to the front (the default) with only you in the vehicle, but if you have a gunner he can aim 360. nice n' fair, encourages teamwork.

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Subject: 3rd Person Perspective?

Posted by [\[WIZ\]RisingPhoenix](#) on Sat, 19 Mar 2005 16:22:28 GMT

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I have had the game since it came out and never played in the 3rd person view. I dont like it but that maybe why i get owned at sniping.

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Subject: 3rd Person Perspective?

Posted by [warranto](#) on Sat, 19 Mar 2005 17:47:01 GMT

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flyingfoxbullThere is no advantage in using 3rd person if everyone can use it. If you want to get owned by using 1st, be my guest.

I come at you with a buggy, you're using a med. I stay about 20 metres from you and at your back. you don't miss a single hit because your camera is set to rotate 360 degrees, completely negating my speed advantage as I attempt to dodge shots. Against any tank, you're only exposed at their front and sides. There's no way in blue hell a vehicle could drive and gun with the same character, let alone aim backwards with the turret while drive accurately.

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no advantage? Renegade would be perfect if you had to have your view locked to the front (the default) with only you in the vehicle, but if you have a gunner he can aim 360. nice n' fair,

encourages teamwork.

1. How would a first-person perspective change that? The person in the tank has just as much trouble driving while looking behind them as you do. I mean, if it were first person, it would "negate your speed" just as much if you're up against a skilled person in a tank.

2. Why are you running in a straight line in a narrow space anyways? First or third person, that's an easy kill.

Quite simply, quite complaining. If you think third person is the god-like thing, try aiming around an object that is in your way and see what happens to the reticle.

Edit: oh, I see now. You don't enjoy the game being as "life-like" as possible.

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Subject: 3rd Person Perspective?

Posted by [flyingfox](#) on Sat, 19 Mar 2005 21:44:31 GMT

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It would change it because if I were the buggy I could keep skipping behind your vehicle and damaging you while your med wouldn't be able to manouver nearly as quickly.... in essence, your tank would probably be killed while only getting a couple of shots on the buggy.....fancy trying it out sometime??

remember in the renegade manual, the disadvantage of the med over the light is that the light has more maneuverability? well, do you EVER see that disadvantage able to be put to use when the med driver has his camera locked to his turret? no you don't, because quite simply any vehicle is allowed to see anywhere at any time..... plus why am I running in a straight line?? because I don't see the guy, I think the coast is clear, and in any case, I don't play the game to skip from side to side like a little nancy boy in fear of lag letting some sniper shoot me before my screen catches up with him being there. That kind of gameplay sucks. Had he been using first, he'd have seen me at the same time I saw him.

I think the complaining is valid because too many people use it to their advantage, and no I never said it made you god like m8... also, an object in your way? easy, switch to first person for a few seconds to succeed in what you are trying to target around the object. The instance of an object messing up your reticle (like the little hill in the middle of complex when looking from the ground) is rare so I don't see how that's an issue

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Subject: 3rd Person Perspective?

Posted by [warranto](#) on Sat, 19 Mar 2005 22:19:20 GMT

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\*sigh\* Try to remember this, the FSP is based on the RTS. Tanks could fire in 360 degree arcs. It's also based on a demanded concept called realism. In real life, people can see around corners.

Get use to it and stop complaining. No one is going to do anything about it. Though I must admit, you are perhaps one of the few people I know who demand a complete lack of realism. Perhaps people should remove the walls in the game, so that no one can hide at all?

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