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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 08:56:00 GMT

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Well, most of you who were in the beta probably know about the free-look mode that you could use in Renegade by hitting scroll-lock, but I don't know how many of you would know about the Anti-Clipping...Well, back in the beta, Westwood gave myself, Paradox and Scrumfy our own server, 'cause I guess someone up there liked us We were goofing around one day, getting ontop of the buildings, and someone asked us if we'd like our own server to test stuff like that in, so we got it. Aaaaaaaaanyway, we were in that server, and the guy who set it up (Steve), came in, and we were getting on top of the Barracks on Walls. So he's watching us as we take like ten minutes to do it, then once we all get up there, he flies up there in two seconds flat directly from the ground. And yes I'm confident it wasn't lag Anyway, my point being, who thinks it's possible to reenable these things? [ December 31, 2002, 08:56: Message edited by: Taximes ]

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 09:00:00 GMT

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Oooh, Matrix Steve...

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 10:06:00 GMT

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they most likely removed that from the code (knowing WS)

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 10:18:00 GMT

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Maybe you can find the code on your beta cd

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 11:25:00 GMT

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That's a good idea, Demo

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Subject: Free-Look and No-Clip Modes

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Posted by [Anonymous](#) on Tue, 31 Dec 2002 13:00:00 GMT

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It's pretty easy to get ontp of buildings infact I've made a guide on how to get ontop of them for about 3 or 4 of the Maps (I'm currently working on the others at the moment). But that's not what your asking for so goodbye .

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 13:12:00 GMT

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Me, Scrumfy and Paradox were on all of them except the AGT in the beta, before all of you imposters . And keep in mind, that's only four (later five) maps.

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Subject: Free-Look and No-Clip Modes

Posted by [Anonymous](#) on Tue, 31 Dec 2002 16:47:00 GMT

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quote:Originally posted by Taximes:Me, Scrumfy and Paradox were on all of them except the AGT in the beta, before all of you imposters . And keep in mind, that's only four (later five) maps. Not before i told you how to get on the hand of nod =PBTW i still think you can get a vehicle on every building but uhm need serious to try it not that it gets \*\*\*\*ed like the last time

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