
Subject: Default 3rd person
Posted by [JohnDoe](#) on Sat, 23 Feb 2008 16:54:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there some kind of file you could edit so that you're already in 3rd person when you enter a server?

Subject: Re: Default 3rd person
Posted by [Scrin](#) on Sat, 23 Feb 2008 18:46:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Sat, 23 February 2008 10:54: Is there some kind of file you could edit so that you're already in 3rd person when you enter a server?
just press 'F' its take 0.00001 seconds

Subject: Re: Default 3rd person
Posted by [Goztow](#) on Sat, 23 Feb 2008 18:47:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think "default to first person" in the registry was supposed to do this but I just tried it and it doesn't work.

Subject: Re: Default 3rd person
Posted by [IronWarrior](#) on Sat, 23 Feb 2008 19:45:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wanted to post this eailer, but the fucking forum was down. Download this Renegade Config made by Silent Kane.

Download / Game-Maps.NET

Subject: Re: Default 3rd person
Posted by [Di3HardNL](#) on Sat, 23 Feb 2008 19:50:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

sweat extend config!

Subject: Re: Default 3rd person
Posted by [Veyrdite](#) on Sun, 24 Feb 2008 00:17:10 GMT

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

Extended config rules, especially the option Lock camera to turret and the ability to skip intro/cutscene movies.

Subject: Re: Default 3rd person
Posted by [JohnDoe](#) on Sun, 24 Feb 2008 01:04:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

The 3rd person option doesn't work, I still spawn in 1st person. Oh well...

Subject: Re: Default 3rd person
Posted by [IronWarrior](#) on Sun, 24 Feb 2008 01:18:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

JohnDoe wrote on Sun, 24 February 2008 01:04The 3rd person option doesn't work, I still spawn in 1st person. Oh well...

Really, it used to work for me, this program has been around for years, maybe the new scripts cause it not to work, hmm. :s

Subject: Re: Default 3rd person
Posted by [Veyrdite](#) on Sun, 24 Feb 2008 08:05:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Works for me.
(Me being the one who has to pause and unpaue before being able to move my character every time a new game starts. Probably for the same reasons, as it it only happened with the new scripts.)

Subject: Re: Default 3rd person
Posted by [rhuarc](#) on Sun, 24 Feb 2008 08:09:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

yea worked for me and i have 344, and i have that same sort of thing dthdealer, doesnt happen all the time though and i can just click my mouse buttons once or twice to fix it..

Subject: Re: Default 3rd person
Posted by [JohnDoe](#) on Sun, 24 Feb 2008 17:49:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, now it works...

Subject: Re: Default 3rd person
Posted by [IronWarrior](#) on Sun, 24 Feb 2008 20:39:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome.

Subject: Re: Default 3rd person
Posted by [Di3HardNL](#) on Sun, 24 Feb 2008 20:52:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol you forgot to put it in your renegade folder?

Subject: Re: Default 3rd person
Posted by [JohnDoe](#) on Sun, 24 Feb 2008 21:51:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, it seems to have something to do with what key the perspective is aligned to...it only works when it's on F.

Subject: Re: Default 3rd person
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 06:43:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dthdealer wrote on Sat, 23 February 2008 17:17especially the option Lock camera to turret. That has always been an option in the renegade options menu.

Subject: Re: Default 3rd person
Posted by [The Executor](#) on Mon, 25 Feb 2008 13:32:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

What is with the hovercrafts?

Subject: Re: Default 3rd person
Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:18:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Mon, 25 February 2008 06:32What is with the hovercrafts?

The first 3d model I ever made was a hovercraft, therefore it has some sort of sentimental value to me I don't know, but I do update my avatar as I update the vehicle.

Subject: Re: Default 3rd person

Posted by [The Executor](#) on Mon, 25 Feb 2008 17:06:12 GMT

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

Does it go or is it like thoes lame tanks that never move?

File Attachments

1) [sizematters-1.jpg](#), downloaded 452 times

