Posted by warranto on Sat, 19 Mar 2005 17:47:01 GMT
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flyingfoxgbullThere 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.

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.