
Subject: 3rd person view..

Posted by [iK4I3I](#) on Sat, 01 Mar 2014 10:51:51 GMT

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is there a way to have the game start in 3rd person view as default?

Subject: Re: 3rd person view..

Posted by [Mauler](#) on Sat, 01 Mar 2014 10:55:51 GMT

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no.. its takes a second to press one key

Subject: Re: 3rd person view..

Posted by [danpaul88](#) on Sat, 01 Mar 2014 12:35:32 GMT

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There is actually a registry setting for this, we expose the option in the BHP launcher for all of our games.

Subject: Re: 3rd person view..

Posted by [iK4I3I](#) on Sat, 01 Mar 2014 17:03:10 GMT

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danpaul88 wrote on Sat, 01 March 2014 05:35 There is actually a registry setting for this, we expose the option in the BHP launcher for all of our games.
can u pls tell how its done?

Subject: Re: 3rd person view..

Posted by [danpaul88](#) on Sat, 26 Jul 2014 16:08:46 GMT

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```
DefaultToFirstPerson = OS.Registry.ReadRegDWordAsBool(basePath + @"\Options",  
"DefaultToFirstPerson", false).Value;
```

That's the path relative to the Renegade root registry key in HKCU

Subject: Re: 3rd person view..

Posted by [EvilWhiteDragon](#) on Sun, 27 Jul 2014 10:05:39 GMT

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Doesn't it remember whatever you used last? I *though* it did, but maybe I'm just too used to pressing "f" whenever I join a game.

Subject: Re: 3rd person view..

Posted by [danpaul88](#) on Sun, 27 Jul 2014 15:07:01 GMT

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No, it always defaults to the value of that registry key. It'll remember whilst game.exe is running but as soon as you close the game and re-open it the default comes back.
