
Subject: Lets Have A Show Down - Hitmen for hire
Posted by [Anonymous](#) on Thu, 25 Jul 2002 23:00:00 GMT
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3rd person when you want to see around corners to see what is coming down tunnels and halls....
1st person when you want to aim and shoot people... or are running away while jumping and strafing... 1st person enables you to aim better as well as place c4 on mct's.... as well as enable you to judge where when and how and enemy will fire upon you... allowing a greater amount of ease while trying to escape or make an attack.... 3rd person is best when you are trying to rush a base on small to medium sized maps when you are trying to avoid being seen by enemy units... this can also help you to ambush enemies when they come running down the halls or are turning around making sure nobody is following them in a tunnel... 3rd person can also allow you a slight advantage if you are sniping and are worrying if there is a stealth behind you planting c4 on your back.... you have only a slight advantage but when a stealth is trying to put c4 on you... they usually like to take their time.... and get as close as possible... moving out from snipe mode and into 3rd person can allow you a quick check to see if there is nobody behind you due to the light refraction you see when you get close to stealth units ie. like heat waves, for those of you who are new to this... 3rd person in tanks is a given however I'd like to mention that mounting the camera on the turret rather than the chassis is the best way to drive your tanks/vehicles.... as this will allow a 360 degree sight radius and can allow you to get squishes while still enabling you to shoot at vehicles or tanks or other units..
