Subject: Crazy ass fish eye problem :P
Posted by Anonymous on Thu, 05 Dec 2002 05:38:00 GMT
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Under viewport properties, change the perspective field of view. Normally it's at 45, but I bump it up to 75 sometimes to get close to the Renegade FOV, but I don't know the exact number for it. [December 05, 2002, 05:38: Message edited by: SomeRhino]