
Subject: 3rd Person Perspective?

Posted by [warranto](#) on Sat, 19 Mar 2005 22:19:20 GMT

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sigh Try to remember this, the FSP is based on the RTS. Tanks could fire in 360 degree arcs. It's also based on a demanded concept called realism. In real life, people can see around corners.

Get use to it and stop complaining. No one is going to do anything about it. Though I must admit, you are perhaps one of the few people I know who demand a complete lack of realism. Perhaps people should remove the walls in the game, so that no one can hide at all?
