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Subject: V-key toggle  
Posted by [Veyrdite](#) on Sat, 18 Oct 2008 05:15:03 GMT  
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Could we have the option to set the look-around mode key to toggle rather than while held?

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Subject: Re: V-key toggle  
Posted by [Goztow](#) on Sat, 18 Oct 2008 07:25:10 GMT  
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That option already exists in the control options "fix turret to camera" or something like that.

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Subject: Re: V-key toggle  
Posted by [Wiener](#) on Sat, 18 Oct 2008 08:32:06 GMT  
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dont think he's talking about tanks here

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Subject: Re: V-key toggle  
Posted by [nopol10](#) on Sat, 18 Oct 2008 09:39:58 GMT  
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It would be better if you didn't have to toggle it all the time.

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Subject: Re: V-key toggle  
Posted by [mrŁŁŁŁ-z](#) on Sat, 18 Oct 2008 13:10:15 GMT  
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V-Aim is now right click... thats how i have it

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Subject: Re: V-key toggle  
Posted by [Jamie or NuneGa](#) on Sat, 18 Oct 2008 13:54:36 GMT  
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he means free targetting mode, as in moving reticule around screen. I currently have mine set to middle mouse key.

Imo setting it to toggle would be bad as when I use it, I use it for a split second to take a shot then return to normal aim.

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Subject: Re: V-key toggle

Posted by [=HT=T-Bird](#) on Sat, 18 Oct 2008 15:28:57 GMT

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Nune wrote on Sat, 18 October 2008 08:54he means free targetting mode, as in moving reticule around screen. I currently have mine set to middle mouse key.

Imo setting it to toggle would be bad as when I use it, I use it for a split second to take a shot then return to normal aim.

That's why he's asking for a configuration option for it

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Subject: Re: V-key toggle

Posted by [GEORGE ZIMMER](#) on Sun, 19 Oct 2008 02:41:51 GMT

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He means an option where you don't have to hold it. As in, a single click for it to stick kind of thing. That'd be handy I suppose.

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Subject: Re: V-key toggle

Posted by [\\_SSnipe\\_](#) on Sun, 19 Oct 2008 02:50:07 GMT

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Cabal8616 wrote on Sat, 18 October 2008 19:41He means an option where you don't have to hold it. As in, a single click for it to stick kind of thing. That'd be handy I suppose.

Ya id love that

---

Subject: Re: V-key toggle

Posted by [Jerad2142](#) on Wed, 22 Oct 2008 18:31:55 GMT

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madrackz wrote on Sat, 18 October 2008 07:10V-Aim is now right click... thats how i have it  
And you snipe/secondary fire vehicles how?

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Subject: Re: V-key toggle

Posted by [ErroR](#) on Wed, 22 Oct 2008 18:34:47 GMT

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It's simple he has 2 right buttons

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Subject: Re: V-key toggle

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Posted by [Jerad2142](#) on Wed, 22 Oct 2008 18:43:46 GMT

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ErroR wrote on Wed, 22 October 2008 12:34It's simple he has 2 right buttons  
Oh of course the second right mouse button, or would that be the middle button, which is also a wheel.... Seems like that could cause people to switch weapons if they have an overly touchy mouse.

..... Of course thats all besides the point, you would still have to hold the right flippen mouse button. Same issue, different key.

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Subject: Re: V-key toggle

Posted by [ErroR](#) on Thu, 23 Oct 2008 16:38:02 GMT

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Jerad Gray wrote on Wed, 22 October 2008 21:43ErroR wrote on Wed, 22 October 2008 12:34It's simple he has 2 right buttons  
Oh of course the second right mouse button, or would that be the middle button, which is also a wheel.... Seems like that could cause people to switch weapons if they have an overly touchy mouse.

..... Of course thats all besides the point, you would still have to hold the right flippen mouse button. Same issue, different key.

I still think holding V is nice..

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Subject: Re: V-key toggle

Posted by [Craziac](#) on Fri, 24 Oct 2008 21:33:53 GMT

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That's what the options menu is for; so people can set it to toggle or hold.

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Subject: Re: V-key toggle

Posted by [archerman](#) on Sun, 26 Oct 2008 13:37:54 GMT

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when do you guys use this feature? i never use it.

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Subject: Re: V-key toggle

Posted by [Craziac](#) on Sun, 26 Oct 2008 23:29:22 GMT

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I use the "V Key" when in a tank, almost always. It's good for looking around completely behind you and hitting people who happen to be C4ing you. I also use it (as right click) in sniping for a more consistent target.

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Subject: Re: V-key toggle  
Posted by [cmatt42](#) on Mon, 27 Oct 2008 03:51:04 GMT  
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You mean you don't lock your camera to the turret? Whoa.

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Subject: Re: V-key toggle  
Posted by [nopol10](#) on Mon, 27 Oct 2008 03:52:36 GMT  
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Not locking your camera is close to suicide...

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Subject: Re: V-key toggle  
Posted by [ErroR](#) on Mon, 27 Oct 2008 08:51:38 GMT  
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When using third person holding v helps much.. In a tank it's vital to hold V

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Subject: Re: V-key toggle  
Posted by [StealthEye](#) on Mon, 27 Oct 2008 09:04:00 GMT  
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In a tank it's vital to not hold V and set "Lock view to turret" or similar in the options.

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Subject: Re: V-key toggle  
Posted by [ErroR](#) on Mon, 27 Oct 2008 09:12:53 GMT  
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StealthEye wrote on Mon, 27 October 2008 11:04In a tank it's vital to not hold V and set "Lock view to turret" or similar in the options.  
well yah i ment to st to free view (or whatever it's called)

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Subject: Re: V-key toggle  
Posted by [Veyrdite](#) on Mon, 27 Oct 2008 09:33:08 GMT

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We probably all use the lock-camera-to-turret option, so this is mainly for gunning in third-person.

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Subject: Re: V-key toggle

Posted by [TD](#) on Mon, 27 Oct 2008 20:07:52 GMT

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The guy basically means a toggle option for 'Look-Around' mode. There's a toggle for the 'Lock-Camera-To-Turret', but it has got nothing to do with it.

A toggle for free view would mean you have to keep toggling it back to turn around in your screen, instead of easily letting a button go to do so. Once it's toggled you cannot turn around, but you don't have to hold a button to use free aim. I think it's better to have it like it is now, since you have to slightly adjust the free view angle quite often.

A toggle for that would just make it harder or more complicated in some situations, you'd just be more busy setting the camera to the right angle.

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Subject: Re: V-key toggle

Posted by [\\_SSnipe\\_](#) on Mon, 27 Oct 2008 20:21:02 GMT

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Free aim should be a toggle option cause I hold down my mouse button to use it but sometimes i dont use it...during a fight i use it then let go and go back to normal and get the kill..if toggle is on i would have to keep changing it

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Subject: Re: V-key toggle

Posted by [TD](#) on Mon, 27 Oct 2008 20:27:23 GMT

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SSnipe wrote on Mon, 27 October 2008 21:21 Free aim should be a toggle option cause I hold down my mouse button to use it but sometimes i dont use it...during a fight i use it then let go and go back to normal and get the kill..if toggle is on i would have to keep changing it  
There should be no option like that at all.

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Subject: Re: V-key toggle

Posted by [\\_SSnipe\\_](#) on Mon, 27 Oct 2008 20:28:29 GMT

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All Im saying is if someones uses it at all times its ok. But people like me who use it then go back to normal targeting should be an option if not at all.

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Subject: Re: V-key toggle

Posted by [StealthEye](#) on Mon, 27 Oct 2008 23:17:09 GMT

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I don't think TT will change anything to how it currently is.

(PS. Except for perhaps enable the lock view to turret setting for vehicles automatically for the newbies, but I'm not even sure about that.)

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Subject: Re: V-key toggle

Posted by [anant](#) on Wed, 29 Oct 2008 04:36:59 GMT

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madrackz wrote on Sat, 18 October 2008 08:10V-Aim is now right click... thats how i have it

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Subject: Re: V-key toggle

Posted by [Craziac](#) on Thu, 30 Oct 2008 02:41:30 GMT

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StealthEye wrote on Mon, 27 October 2008 17:17(PS. Except for perhaps enable the lock view to turret setting for vehicles automatically for the newbies, but I'm not even sure about that.)

Eh, TBH, I hate that setting. I love just holding it when I need it, though I like the idea of the V-Key being a toggle.

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Subject: Re: V-key toggle

Posted by [Veyrdite](#) on Sun, 02 Nov 2008 10:16:03 GMT

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As I wrote earlier, it could be configurable to be a toggle or held-down button in the button configuration.

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