

Changelog

1.3.2

- Actually store and load settings for re-center indicator and camera switch notification
- Add description of hotkeys to advanced readme

1.3.1

- Update memory code for Legacy 1.0.3788.0, fixing crashes
- Update memory code for Enhanced 1.0.1013.33
- Update menu for Enhanced record global
- Update menu for hotkey falsely triggering on camera switch
- Support independent camera modes
- Fix look back using steering wheel ignoring seat
- Fix menu description for pitch limits

1.3.0

New features:

- First-person aiming is now handled by the script
 - Reverting to vanilla aiming is possible in Settings
 - For gameplay purposes, camera rotation limits exceed 180 degrees.
- Add a hotkey to switch cameras within a config
 - Defaults:
 - Gamepad: Hold X
 - Keyboard: N
 - A notification pops up when changing cameras
 - This can be turned off in Settings
- Add a hotkey to toggle re-centering
 - Defaults:
 - Gamepad: Dpad down
 - Keyboard: B
 - Re-centering is automatically re-enabled when switching views
 - A small "o" indicator on the top left is shown while re-centering is disabled
 - This can be turned off in Settings
- Hotkeys for switching cameras and re-centering can be reassigned in `settings_general.ini`
 - Check `_info_Keys_Controls.txt` for available keys and how they work.
- Horizontal and vertical sensitivity are decoupled for mouse and classic gamepad modes
 - Old settings are automatically upgraded.
 - For gamepad, the vertical sensitivity is halved during this upgrade.
 - All sensitivity settings can be changed to personal preference afterwards.
- Disable heavy brake animation while in first person
- Add yaw and roll offset adjustments
- Increase range in pitch offset adjustment

- Increase range in position offset adjustment

Changes for Enhanced:

- Support GTA V Enhanced
- Allow turning off some first-person rendering flags to get RT mirror reflections in Enhanced

1.3.0-alpha

- Support GTA V Enhanced
- Allow turning off some first-person rendering flags to get RT mirror reflections in Enhanced
- Add yaw and roll offset adjustments
- Increase range in pitch offset adjustment
- Increase range in position offset adjustment

Note:

This is an alpha release with support for GTA V Enhanced, and a toggle to experiment with ray traced mirror reflections in Enhanced.

More features are planned, but I wanted to release this early for people to experiment for Enhanced with vehicle mods.

1.2.0

- Hide ped head using native game method (thanks to [CORSAIR!](#))
 - DismembermentASI not required anymore (thank you for allowing usage all this time [CamxxCore!](#))
 - Glasses/Helmet overlays function correctly
 - No clipping issues with other wearable player items
- Add adjustable horizontal and vertical limits. See advanced readme for more info.
- Use same horizontal and vertical sensitivity for mouse look and classic gamepad look modes
 - Sensitivity "base" values changed
 - Mapping changed
- Change camera smoothing to use exponential decay
 - "Smoothness" is replaced by "Responsiveness" and now uses normal numbers instead of incredibly small numbers.
- Fix wrong configuration chosen on startup
- Fix directional look controls inverted by vertical look inversion
- Fix directional look free rear look snapping to driver side window instead of back window

1.1.1

- Add FX_ASI_BUILD versions for FiveM compatibility
- Fix an issue with detecting current vehicle resulting in no inertia effects

1.1.0

- Change looking options to apply for all cameras. Existing camera control settings do not carry over!

- Add gamepad look mode 'Classic': Joystick moves camera in the chosen direction. Changes pitch and yaw.
- Add gamepad look mode 'Directional': Camera points in the same direction as the joystick. Only changes yaw. Requested by WTLS.
- The original gamepad look mode is now available as 'Direct': Joystick directly maps to pitch and yaw.
- Update dependencies for b2802+ support

1.0.1

- Improve seat location detection for looking back
- Looking back now consistently looks over the left shoulder for centered seats (motorcycles)
- Looking back now considers the existing rotation and continues in that direction
- Looking back now considers window presence, and leans full distance when window is rolled down or broken
- Disable in-vehicle audio on motorcycles (fixes missing reverb)

1.0.0

Initial release after splitting off from Manual Transmission.

Changes since Manual Transmission 5.5.1:

Camera management:

- The "Vehicle1", "Vehicle2" and "Driver Head" cameras, and their "Bike" duplicates, are replaced by a system with multiple user-addable cameras per vehicle configuration, with "Vehicle" and "Driver Head" mount point being a property of the Camera.
- Cameras in a single configuration are now easier to switch between, in the main menu.

Camera functionality:

- Add camera shake from vehicle speed (configurable, enabled by default)
- Add camera shake from terrain (configurable, enabled by default)
- Add depth of field effect (Requires Very High PostFX, disabled by default)
- Add vertical and lateral movement in response to physics
- "Lean" (how far to move the camera while looking back) is now configurable
- Accessories (helmets, hats, glasses) are now removed when entering FPV and are restored when switching back
- Fix horizon lock for looking backwards
- Fix horizon lock jumpy behavior while rolled over
- Fix vehicles lacking seat bones non-functional vehicle mount
- Fix FPV visual glitches: Traffic lights, rain particles, etc.
- Fix FPV audio: Now uses normal FPV audio