

Dynamic Vehicle First Person

A custom first person vehicle camera script, with inertia effects, dynamic horizon lock, depth of field effects and a lot of customizability.

Originally made within Manual Transmission as a fix for locked camera with synced wheel animations, but it got too big.

Features

- Fully replaces the vanilla first person vehicle camera
- Customizable location and rotation
- Dynamic horizon lock
- Physics and terrain effects with Depth of Field
- Custom settings for each individual vehicle
- Supports RHD vehicles
- Supports mouse, gamepad and wheels through Manual Transmission
- Three "look around" modes for gamepad
 - Direct
 - Classic (Like GTA V itself)
 - Directional (Need for Speed-like)

Requirements

- Grand Theft Auto V
- [ScriptHookV](#)

Installation

Copy the following files and folders to the GTA V folder:

- `DynamicVehicleFirstPerson.asi`
- `DynamicVehicleFirstPerson` (folder)

Alternative:

The `DynamicVehicleFirstPerson` folder can also be put in `%localappdata%\ikt\`. This is useful if the GTA V folder isn't accessible/writeable for the script, or you want to share the same setup between FiveM and SP. (For FiveM installation, just copy `DynamicVehicleFirstPerson.asi` to the FiveM plugins folder).

Menu opening/Usage

Use cheat `dfpv` to open the menu.

The cheat, hotkey or controller shortcut may also be changed in the `settings_menu.ini` file. `Keys_Controls.txt` lists usable keys.

For FiveM, the cheat console is not available. Please assign any hotkey to open the menu.

All camera settings are adjusted within the menu, with descriptions for what each option does.

Controls

The script supports mouse/keyboard, gamepad and wheel inputs for the camera controls.

For wheel input, the script works together with Manual Transmission to know if to look to the side or to the back. When pressing both look left and look right, the script will move the camera back, in the direction of the first pressed look button. Otherwise, or when pressing the normal "look back" assigned button, it'll look back through the middle of the car. This is consistent between right hand drive and left hand drive vehicles.

For mouse input, the script works similarly to the GTA V camera, but with configurable options regarding limits and field of view.

For gamepads, check the following chapter:

Gamepad look modes

Since 1.1.0, the gamepad has multiple looking modes.

- **Direct:** The camera corresponds directly with the joystick. Where the joystick points, that's where the camera points.
- **Classic:** This mode emulates the normal game camera, where the joystick controls the speed of the camera, and when you let go, it stays there. Similar to mouse input, this recenters when the car moves.
- **Directional:** Here the top-down direction of where the joystick points, is the direction the camera points at. So pulling the joystick back rotates the camera to the rear, like some Need for Speed games. No vertical movement is supported here.

Hotkeys

In `settings_general.ini`, find `Controls.Actions.*`. This allows you to assign any key or button to change cameras and pause re-centering.

`[Controls.Actions.Keyboard]`

```
NextCameraKey1 = N
NextCameraKey2 = None
PauseRecenterKey1 = B
PauseRecenterKey2 = None
```

`[Controls.Actions.Gamepad]`

```
NextCameraButton1 = -1
NextCameraButton2 = 203
PauseRecenterButton1 = 187
PauseRecenterButton2 = -1
```

How this works:

- If Key1/Button1 is assigned and Key2/Button2 is unassigned, the action triggers on press of the assigned key/button.

- If Key1/Button1 is unassigned and Key2/Button2 is assigned, the action triggers on when holding the assigned key/button for 500ms.
- If both Key1/Button1 and Key2/Button2 are assigned, the action triggers when holding Key1/Button1, and pressing Key2/Button2.

By default:

- Tap **Keyboard::N** or hold **Gamepad::X** to switch to the next camera.
- Tap **Keyboard::B** or tap **Gamepad::DpadDown** to pause re-centering, and tap again to unpause. When paused, the camera won't recenter when the car moves. This is useful for looking around while driving.

Please see `_info_Keys_Controls.txt` for more full control list.

Limits

In **Menu** -> **Camera controls** -> **Limits** three "Rear" angles can be set. This may be a bit confusing, so here's an explanation:

- **Rear angle window:** The script knows if the driver side window is in the way. This includes RHD vehicles. It uses this angle if the window is intact or not rolled down.
- **Rear angle free:** When the window is broken, or when looking back between the driver and passenger seat, the script uses this as limit for looking backwards. This angle should be higher than the angle above.
- **Rear angle back:** When pressing the "look back" button, this angle is used. If a window is in the way, "Rear angle window" is used instead. This angle should be higher than both previous angles.

Pitch should be self-explanatory. The defaults are set up to not show the driver neck when looking down, but feel free to customize these depending on what's visible with your chosen FOV.

How configurations work

A configuration contains all cameras for a specific vehicle model, or vehicle and license plate combination. When you enter a vehicle, a matching config is loaded. If none is found, the default configuration loads, which applies to all vehicles.

A configuration contains camera entries. By default, there is one entry. You can add multiple cameras - 10 max. Cameras within a configuration can be copied, re-ordered and removed at will. One camera always remains and cannot be deleted.

Each camera remembers its unique settings: where it mounts to, the offset, and all its effects. These different cameras can be quickly selected in the main menu.

If you have a configuration you'd like, but want to use it for other vehicles, it's possible to copy this configuration in the configuration management menu. While driving the car without configuration, open the config management menu and copy the config from the config you want to base your new one on.

Configurations cannot be removed within the menu - use Windows Explorer to do that manually outside the game.

Depending on installation choices, the folder may be at:

- {GTAV folder}\DynamicVehicleFirstPerson\Configs\, or
- %localappdata%\ikt\DynamicVehicleFirstPerson\Configs\

Credits

- [CamxxCore](#) for [DismembermentASI.asi](#) from [jedijosh920's Dismemberment mod](#) (Not required anymore starting with 1.2.0, thank you for allowing usage and redistribution all this time!)
- [CORSAIR](#) for proper FPV head heading!