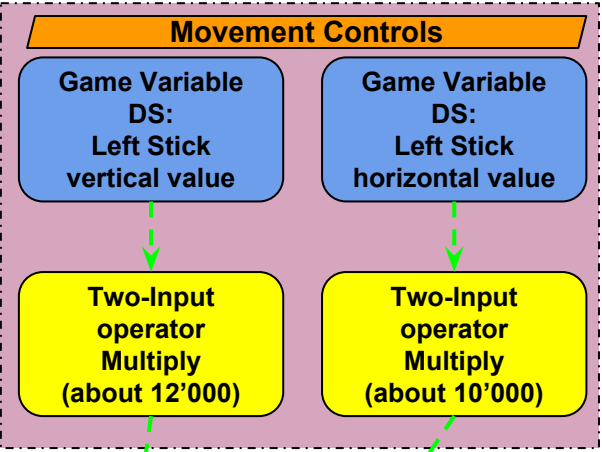
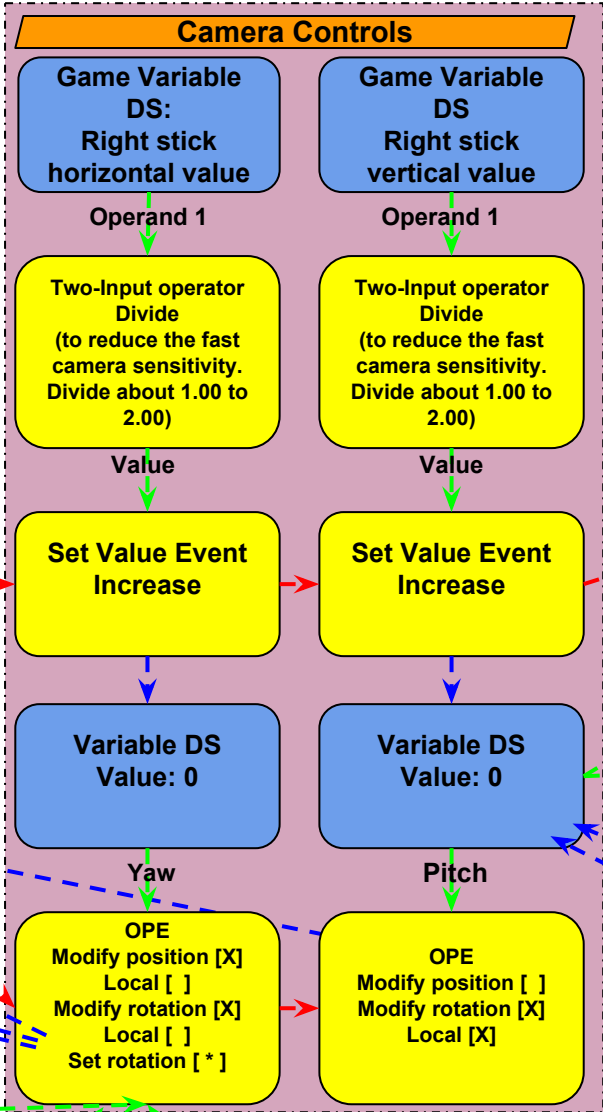


1st Person System

by: Blastergamer



DS = Data Source



For more first-person addition, click the links below for gun system, Y-axis invert switch or object facing toward you.

[Looping gun system](#)

[Object facing toward you](#)

[Y-axis invert switch](#)

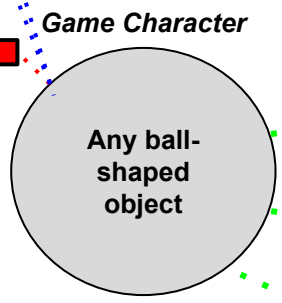
So that the area affectors won't affect objects other than the ball.

Select affected object [object instance]: Ball

Area affectors: forward and sideways aligned

Set physics bubble to KEEP POSITION

Visible [] Physics [X] Mass: 150.000 kg Linear & Angular dampening: ~ 75% Disable world gravity [X] Object Gravity: ~ [-6000] Collision Type: ALWAYS Enable collision sound [] + You may want to increase friction for less slippery



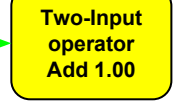
Any ball-shaped object



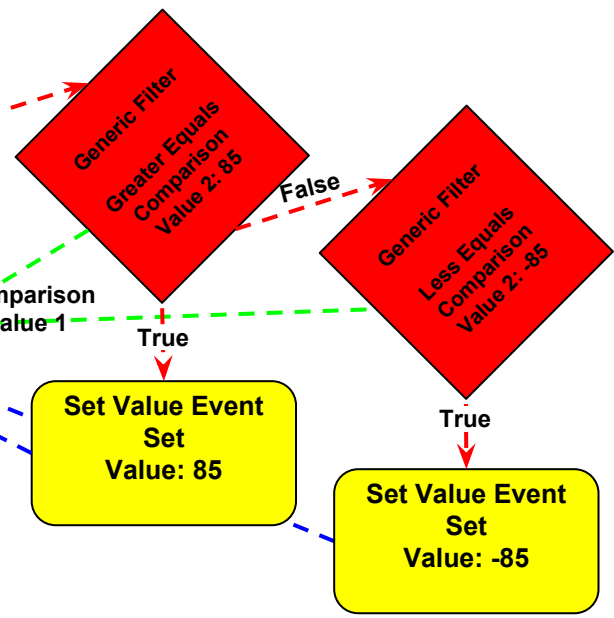
Position X

Position Y

Position Z



To offset the camera above the ball. Higher value = higher position.



These are to limit the vertical camera axis to only look up 85° and down -85° (otherwise you could rotate back upside-down).

* Set Rotation recommended