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Views

There are five different camera views available in LFS. You can switch between them by pressing V, or ⇧ Shift + V for reversed rotation. Besides these predefined views, you can also [create a custom view](#) per car, allowing for a wide range of possible view angles.

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In-Car

Probably the most used and most realistic camera view available in LFS. This view puts you directly into the virtual driver's helmet, letting you only see what a real person sitting in the car would be able to see. Depending on your player settings, this view can either place you on the left or on the right side of the car.



In-Car camera view

Custom

This camera can be freely placed anywhere in or on the car, for example facing backwards on the rear wing.

That allows for "onboard cameras" when recording movies or spectating. Some people prefer this setting for driving, as it allows more adjustment than the In-Car one does.

The options are [are explained here](#).



Custom View

Chase Cam

Most prominent in arcade games, this is a seldom used viewing angle in LFS. Some people prefer this one to know what's going on around the car, without having to resort to the look-left/right feature.



Chase camera view

Top-Down

Probably never used while racing, this can be a nice view when analysing replays to find out who caused the T1 mayhem this time.



Top-Down camera view

Spectator / TV Camera

Like the name suggests, this is a view similar to what you see on TV while watching races. There are multiple fixed points around the track, switching to the next one as the currently focused car gets out of view of the previous camera. Most probably not the best choice for racing, but rather nice for watching replays.



Spectator / TV camera view

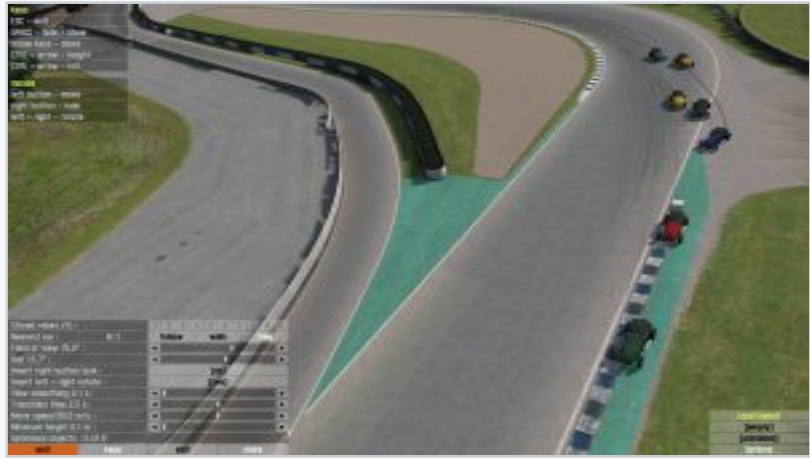
Free-floating camera

This camera-mode is activated by pressing ⇧ Shift + U. The camera can be freely moved over the track or rotated, tilted etc. It is useful for taking screenshots, recording movies or just watching the race. The controls are mostly explained in-game.

Additional keys (on keyboard) to change the field of view are:

- 4 - Narrow (fast)
- 5 - Narrow (slow)
- 6 - Wide (slow)
- 7 - Wide (fast)

This view is also used for the [autocross editor](#).



Free floating camera view with control panel visible

Category: [User interface](#)