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Subject: Re: "---" weapon holding style

Posted by [TruYuri](#) on Fri, 28 May 2010 01:39:51 GMT

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GEORGE ZIMMER wrote on Thu, 27 May 2010 20:03

Firstly, the weapon hold style itself has an annoying idle animation- rather than just keeping the character's hands to the side, the idle animation makes you hold your hands in a way that it's as if you're holding a rifle. It shouldn't do that.

I actually brought this up a long time ago in testing 4.0 and it was deemed unfixable. Been on our "Not Going to be Fixed" list for just as long.

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