Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Thu, 15 Sep 2011 22:58:53 GMT
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The first. You can only fire if your weapon is not colliding. You can stick your leg into the wall and still fire, if that's what you mean. The bug here is caused because in first person, it seems like you hold your weapon at eye-height, however, when you look in third person, you'll see that your weapon actually collides with the wall.