
Subject: "T-pose" bug fix for visible passengers
Posted by [SomeRhino](#) on Sat, 24 Apr 2004 13:14:52 GMT
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It's useless anyways, because humans are always aligned the the world Z axis, and that's whay Westwood had to eventually remove this feature. The vehicle may be going up and down hills, but your character will always be sitting in the same position going through parts of the vehicle as it rotates. This was a problem even back in the Nod buddy video they released way back when, if you look closely.
