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Subject: 3th person animation blocking shooting  
Posted by [candy](#) on Thu, 05 Feb 2009 22:14:55 GMT  
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i don't think it's been mentioned already but i think the 3th person has an animation bug when you are a sniper (and i'm pretty sure it's with other chars as well) and you are getting shot at while reloading or while you are about to shoot, you will start doing an animation to show you are hit  
now this animation blocks you from shooting anything and can mean the difference between life and death  
i've found it quite annoying that sometimes you aren't able to shoot for some seconds

this does not occur in first person mode btw

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Subject: Re: 3th person animation blocking shooting  
Posted by [Lone0001](#) on Fri, 06 Feb 2009 00:04:38 GMT  
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This seems intended imo, I'm not sure which FPS games but a few others probably do this as well.

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Subject: Re: 3th person animation blocking shooting  
Posted by [RTsa](#) on Fri, 06 Feb 2009 00:19:07 GMT  
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Lone0001 wrote on Fri, 06 February 2009 02:04 This seems intended imo, I'm not sure which FPS games but a few others probably do this as well.  
If it was intended, shouldn't it also affect the same way in 1st person mode?

I would say it's a bug.

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Subject: Re: 3th person animation blocking shooting  
Posted by [Genesis2001](#) on Fri, 06 Feb 2009 01:26:10 GMT  
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RTsa wrote on Thu, 05 February 2009 17:19 Lone0001 wrote on Fri, 06 February 2009 02:04 This seems intended imo, I'm not sure which FPS games but a few others probably do this as well.  
If it was intended, shouldn't it also affect the same way in 1st person mode?

I would say it's a bug.

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If I'm reading this topic right, the only time you would see the animation is when in 3rd person view...

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Also, I'm quite sure it was intended as in real life if you get shot while reloading, you would be interrupted and thus take longer to reload.

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Subject: Re: 3th person animation blocking shooting  
Posted by [Goztow](#) on Fri, 06 Feb 2009 07:12:14 GMT

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I kinda doubt this was wanted. It seems more or less the same as the num pad animations causing you to not be able to move.

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Subject: Re: 3th person animation blocking shooting  
Posted by [Wiener](#) on Fri, 06 Feb 2009 07:50:12 GMT

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Agree, I just never noticed that it doesn't do this animation while being in 1st person as I play 99,9% 3rd person.

So either make the animation for 1st person or disable it for 3rd. I can live with both as long as its equal.

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Subject: Re: 3th person animation blocking shooting  
Posted by [Ghostshaw](#) on Fri, 06 Feb 2009 10:51:32 GMT

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Not sure if we can fix this actually.

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Subject: Re: 3th person animation blocking shooting  
Posted by [RTsa](#) on Fri, 06 Feb 2009 11:26:14 GMT

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Zack wrote on Fri, 06 February 2009 03:26RTsa wrote on Thu, 05 February 2009 17:19Lone0001 wrote on Fri, 06 February 2009 02:04This seems intended imo, I'm not sure which FPS games but a few others probably do this as well.

If it was intended, shouldn't it also affect the same way in 1st person mode?

I would say it's a bug.

If I'm reading this topic right, the only time you would see the animation is when in 3rd person view..Yes, I know. That's why I wrote shouldn't. As in, implying that the way it is now is not the same for both viewmodes.

Wiener: agreed.

Ghostshaw: damn.

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