Posted by Gen_Blacky on Sun, 25 Jan 2015 17:42:04 GMT
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mp_hrglas_emis

This was annoying me so I went ahead and changed the projectile settings for the collision walls.
With this fix you hit the actual wall and not the collision wall.
The collision wall surface type was metal witch didn't make sense for the map.

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File Attachments
1) mp_hrglas_emis_fix.zip, downloaded 345 times