
Subject: Re: Wall fix can be rather intrusive
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 18:10:16 GMT
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Woops sorry, meant to say I can't shoot in that picture.

I'm going to go ahead and assume that it's a bounding box collision your checking probably beings the gun is unable to fire even when the wall isn't directly colliding with the guns mesh itself. Personally, I'd think it'd work better to drop a ray down the Y axis from the muzzle bone, and just spot you from firing if that's intersected.

That'd at least make sure you still can't shoot though walls, and in addition you wouldn't be prevented from firing when a mesh crosses though a point that isn't even on the gun.
