Subject: Re: Wall fix can be rather intrusive
Posted by StealthEye on Fri, 09 Sep 2011 19:07:09 GMT

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My guess is that you are actually sticking your gun into the wall in that scenario, but it's just not being displayed like that in first person. There's probably not much that we can do to fix this while keeping the shoot-through-walls fix. fyi: it's already casting a ray.