
Subject: Re: Wall fix can be rather intrusive
Posted by [StealthEye](#) on Fri, 09 Sep 2011 22:21:58 GMT
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It should cast the ray from there position where it fires from. I'm not exactly sure how the code for it works, but I think that's what it does. We can differentiate between first and third person, but eventually it should still fire from the gun, and not the eye, right?
