
Subject: Re: Wall fix can be rather intrusive
Posted by [Jerad2142](#) on Fri, 09 Sep 2011 23:17:34 GMT
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Well I'd think.... ah wait I see what you're saying, I suppose that does make it rather to draw a ray from MuzzleA when you don't know how the gun is angled, maybe you could draw it to the first person gun bone?
