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Subject: Re: Wall fix can be rather intrusive

Posted by [Jerad2142](#) on Sun, 11 Sep 2011 19:47:07 GMT

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StealthEye wrote on Sat, 10 September 2011 14:23: Not sure; the code is very incorrect, but that is necessary to avoid fixing the PT-through-walls fix. It's currently casting with an undefined offset from the start of the gun. I'm sure that if we'd attempt to change it to work differently in first person, we would break/fix PT-through-walls again. I am actually not quite sure why it has changed at all, as far as I know the relevant code is almost identical to the original after we have undone several changes that accidentally fixed PT-outside.

Are we talking about when you join games and the pt's would be gone, or is this an issue where the player is actually able to slip past the pt client side so they can't target it?

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