Subject: Re: Graphic error?
Posted by Mauler on Mon, 21 Jan 2013 06:28:51 GMT

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unrelated to the previous post but, an error with the first person weapon display position. The resolution seems to bug up the model with TT 4.0, I have provided screens from both current TT 4.0 and 1.037 to see what the specific error is.. not a big issue but would like to see it fixed if possible, the same thing can be said about the camera being able to pass through walls which might be related to the same resolution bug

Weapon bug
Toggle Spoiler

Camera bug
Toggle Spoiler