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Subject: Re: complex

Posted by [trooprm02](#) on Sun, 03 Aug 2008 13:22:46 GMT

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Or it could be the logical idea that because that walkway is narrow, you have to walk very close on the way (even sometimes hugging it), and the camera comes closer to your char but is still in 3rd person view, walk up to walls, you get the same effect...

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