ID	Project	Category	View Status	Date Submitted	Last Update
0895915	178-LelekoV	[Webinars] Homework_7/Games	private	2022-11-30 14:53	2022-12-01 11:18
Reporter	Лелеко Валентина				
Assigned To	178-LelekoV				
Priority	normal	Severity	minor	Reproducibility	always
Status	accepted	Resolution	open		
Platform	PC	os	Windows	OS Version	10x64
Summary	0895915: Win. "Training" mis. The weapon model is passed through the character model when moving.				
Description	The weapon model is passed through the character model when moving.				
	Launch the "Super people" a Start the "Training" mission. Pay attention to the screen. Actual result: The weapon more	ame. del is passed through the character i	model when moving.	Y	
		nodel and character model are displ		g.	
♦ Attached Files:				g.	^
	Expected result: The weapon r			g.	
≜ Лелеко Валентина ② 2022-11-30 14:53	Expected result: The weapon r	nodel and character model are displ		g.	^
≜ Лелеко Валентина ⊙ 2022-11-30 14:53 webinar attendee	Expected result: The weapon r	nodel and character model are displ		g.	
▲ Лелеко Валентина © 2022-11-30 14:53 webinar attendee Upload Files Upload Files Maximum size: 5 MB Allowed formats: jpg, jpeg, png, bmp, mkv, mp4, avi, JPG, JPEG, pm6, mp, mkv, mp4, avi, JPG, JPEG, bmp, mkv, mp4, avi, JPEG, bmp, mkv, mkv, avi, Avi, Avi, Avi, Avi, Avi, Avi, Avi, A	Expected result: The weapon r	nodel and character model are displ		g.	