Bullet Casing Collision

gameresources_patch1\generated\decls\md6def\md6def\objects\weapons\heavy\chaingun.md6.decl

> Bullet casings should not spawn because they have collision with the hitscan tracers.

```
□□anim
"md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_into.md6anim" {
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 0.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 4.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 8.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 12.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 16.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 20.0000
□□□□row 0
□□□}
□□}
□□anim "md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_01.md6anim"
{
□□□event "ae_fireWeaponRightPrimaryOnly" {
```

□□□□frame 0.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 4.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 8.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 12.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 16.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightPrimaryOnly" {
□□□□frame 20.0000
□□□□row 0
□□□}
□□}
□□anim
"md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/turretmode_shootstate_01.md6anim" {
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 0.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 4.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 8.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 12.0000

```
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 16.0000
□□□□row 0
□□□}
□□□event "ae_fireWeaponRightSecondaryOnly" {
□□□□frame 20.0000
□□□□row 0
□□□}
□□}
```

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