

Doomsday Engine - Bug #123

Client should not be able to adjust jump-power

2003-08-22 17:00 - skyjake

Status: Closed	Start date: 2003-08-22
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	
Description Maybe it's not a bug, but clients shouldn't be allowed to adjust their jump-power in multiplayer (they can in coop). It should only be a server option.	
Labels: Gameplay	