Doomsday Engine - Bug #250

Sliding against walls creates very fast run speed.

2005-08-23 00:05 - shmacky

Status:	Closed		**Start date:**	2005-08-23
Priority:	Lowest		**% Done:**	100%
Assignee:				
Category:				
Target version:				

Description

While playing the game I notice if I slide against the wall at an angle that it creates a very fast run speed. I'm not sure this was intended to be in the game though. If this is in the original doom.exe's then I wouldn't assume it to be a problem but when I play this game and slide against walls at an angle on jDoom my run speed becomes insanely fast in a lot of instances.

Labels: jDoom Gameplay

History

#1 - 2005-08-23 00:23 - shmacky

Logged In: YES
user_id=1333369

If this is in the original doom.exe games then I guess it would be best to leave it as it is.

#2 - 2005-08-24 15:51 - danij

Logged In: YES
user_id=849456

Yep this behaviour existed in the original Doom and shouldn't be removed IMO.

Wall running (as it's known) is a big part of the skill envolved in "old-school" Doom deathmatch.