

Doomsday Engine - Bug #446

Can not walk along walls - gets stuck - beta5

2007-05-13 21:22 - kajer

Status: Closed	Start date: 2007-05-13
Priority: Urgent	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0-beta5	
Description When upgrading to to doomsday1.9 beta5, I can not walk along walls anymore. the player just stops, until I angle away from the wall. This might not be a problem for some, but my maps use very narrow passageways and hallways. and is quite frustrating when trying to move ahead of an opponent. I am not sure if this was a problem in beta4, due to bad multi player support.	
Labels: Gameplay	

History

#1 - 2007-05-14 19:05 - danij

Logged In: YES
user_id=849456
Originator: NO

Please leave it for the deng team to assign priority to tracker items.

#2 - 2007-05-27 21:02 - kajer

Logged In: YES
user_id=1792346
Originator: YES

When running dedicated server, this is no longer a problem, just when hosting/playing a game in doomsday.

#3 - 2010-04-18 07:44 - danij

Fixed in 1.9.0-Beta6.9