

## Doomsday Engine - Bug #471

### I keep getting stuck in the walls

2007-09-11 02:07 - dark\_staff

<b>Status:</b> Closed	<b>Start date:</b> 2007-09-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Whenever I hit a wall in any of the Doom games I get stuck when I should just slide right across it. This is a very big problem espesely when you are trying to move and shoot. This makes it almost impossible to walk in small areas (like mazed areas). I tried useing the use doom clipping option and that did nothing I also tryed the second option alone and with the first option.	
<b>Labels:</b> jDoom Gameplay	