Doomsday Engine - Bug #481

Running facing the walls

2007-10-01 05:16 - terracon

Status:	Closed	**Start date:**	2007-10-01
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta5		

Description

If you're running facing the walls you will increase in speed, gaining a temporary boost. This only happens in single player. If you humping the wall looking for a secret entrance . uh uh uh uh, you will get a temp speed boost. Best I can describe it.

Labels: jDoom Gameplay

History

#1 - 2007-10-01 12:46 - danij

Logged In: YES
user_id=849456
Originator: NO

This particular bug has been present in DOOM from the very first release. In multiplayer it has become an integral part of the DOOM deathmatch experience and so we won't be changing it.

At most I might implement an option which prevents being able to exceed the normal movement speed limit when doing a "wall-slide". This would be disabled by default of course.