

Doomsday Engine - Bug #98

jHeretic: Speed + Use Artifact = Jump

2003-07-01 11:18 - skyjake

Status: Closed	Start date: 2003-07-01
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Holding down the Speed control and pressing the Use Artifact control (e.g. Shift and Enter) will cause the player to jump.	
Labels: jHeretic Multiplayer	