Subject: Dodge moves?
Posted by Kanezor on Tue, 17 May 2005 18:06:27 GMT
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First thing I do when I install Unreal Tournament for the nth time is I disable dodging. Frickin annoying when I press strafe twice rapidly and instead of sending me where I *want* to go, it sends me two or three times more the distance, often ending up in a predicament (such as falling to my own death or into the line of nonfriendly fire).