
Subject: Re: Obelisk Walking

Posted by [Sniper_De7](#) on Wed, 08 Nov 2006 22:44:37 GMT

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mrpirate wrote on Wed, 08 November 2006 10:53Sniper_De7 wrote on Wed, 08 November 2006 08:28 ...some kind of error in the code.

allowObWalking was set to 1 when it should've been set to 0.

double E
