

---

Subject: Re: Some Fixes, Some Ideas

Posted by [Caveman](#) on Wed, 23 Jul 2008 14:04:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Wed, 23 July 2008 14:37

12) Hm? What do you mean?

He means..

On wall flying and other maps.. If you're on the mountain and you need to get back to base to refill.. Instead of walking the long way you can jump down from the middle by just walking off the end and keep pressing w.. I think this is the no-damage-animation thingy. But basically you 'stick' to the wall and walk down it.. I use it all the time.

---