
Subject: Re: Character glides/glitches since update
Posted by [Omar007](#) on Mon, 17 Feb 2014 12:03:27 GMT
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Isn't it be possible to compensate for that problem by adapting the calculation to take the time between frames into account?
Imo you don't really want to be (or keep in this case) depending on the framerate for any form of calculation. If it is possible to change, that'd be nice
