
Subject: Walking along walls

Posted by [sniper12345](#) on Sun, 16 May 2004 03:33:41 GMT

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I've noticed again and again that if you stick to a wall and then walk, you'll start gliding. Is there any way around this?

Subject: Walking along walls

Posted by [mrpirate](#) on Sun, 16 May 2004 04:00:42 GMT

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Host the game yourself, this is a lag issue.

Subject: Walking along walls

Posted by [sniper12345](#) on Sun, 16 May 2004 14:15:01 GMT

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Yea, but when I'm not the host, it still happens...does anyone from Blackhands have the knowledge to patch it or something?

Subject: Walking along walls

Posted by [kopaka649](#) on Sun, 16 May 2004 21:44:52 GMT

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that's the point, it happens when you're not the host

Subject: Walking along walls

Posted by [Crimson](#) on Mon, 17 May 2004 08:06:18 GMT

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Thank you. I hate that bug too, so hopefully we can figure it out.

Subject: Walking along walls

Posted by [Deathgod](#) on Tue, 18 May 2004 04:49:49 GMT

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This would be a nice fix, happens to me on our server when my ping is 100 and there are only a few people on sometimes.

Subject: Walking along walls

Posted by [Blazer](#) on Tue, 18 May 2004 05:47:22 GMT

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Not sure this can be fixed, as its just a problem with the engine not handling collisions very well. If we ever get the source code...maybe.

Subject: Walking along walls

Posted by [Aircraftkiller](#) on Tue, 18 May 2004 06:16:16 GMT

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If that were true, the issue would be present with walking on the ground.

Subject: Walking along walls

Posted by [The_Chaotic_One](#) on Fri, 21 May 2004 13:38:16 GMT

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Post a screenshot of it. It has never happened to me.
