

## Doomsday Engine - Bug #250

### Sliding against walls creates very fast run speed.

2005-08-23 00:05 - shmacky

<b>Status:</b> Closed	<b>Start date:</b> 2005-08-23
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> While playing the game I notice if I slide against the wall at an angle that it creates a very fast run speed. I'm not sure this was intended to be in the game though. If this is in the original doom.exe's then I wouldn't assume it to be a problem but when I play this game and slide against walls at an angle on jDoom my run speed becomes insanely fast in a lot of instances.	
<b>Labels:</b> jDoom Gameplay	

#### History

##### #1 - 2005-08-23 00:23 - shmacky

Logged In: YES  
user\_id=1333369

If this is in the original doom.exe games then I guess it would be best to leave it as it is.

##### #2 - 2005-08-24 15:51 - danij

Logged In: YES  
user\_id=849456

Yep this behaviour existed in the original Doom and shouldn't be removed IMO.

Wall running (as it's known) is a big part of the skill involved in "old-school" Doom deathmatch.