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Subject: Re: Snipers sliding

Posted by [Jerad2142](#) on Fri, 02 Dec 2011 18:45:21 GMT

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StealthEye wrote on Tue, 29 November 2011 13:42It's a glitch. Is it confirmed to happen (always) when holding spacebar?

It has always worked, it can also be used to modify vehicle speeds, it works correctly for all other clients that see you, and it's not responsible for "sliding" as far as I've seen on infantry, as the walk animations slow to your movement.

Jogging/Walking slowly is cool and it allows others to catch up to you without you having to spot, I'd hate to see this 'glitch' go.

If infantry are sliding faster than they should be able to this glitch is not responsible as it makes you move slower.

trunkskgb wrote on Tue, 29 November 2011 07:53Well this is something new to the game, possibly a by product of trying to fix the old "sniper scope glitch", I mean...where else would it come from? Snipers now have 3 speeds lol, walk, run and walkrun lol. Is this going to be left alone or is this considered a problem/glitch?

You mean 4, it can be applied with shift held as well to get a slower walk; and it has always been in Renegade.

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