

---

Subject: Re: Annoying bug -- nod apc exit location  
Posted by [StealthEye](#) on Thu, 12 Apr 2012 14:33:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's a bug in the Renegade physics which does not properly combine user movement and being pushed by another object. (I believe it's similar to jumping on top of a driving vehicle.)

I've already looked at it once, but I couldn't fix it in the time I allocated for it. It will require some changes to the physics system, it's not easy to fix.

---