
Subject: Re: Annoying bug -- nod apc exit location
Posted by [Jamie or NuneGa](#) on Fri, 13 Apr 2012 13:50:23 GMT
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StealthEye wrote on Thu, 12 April 2012 15:33It'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.

Coolio, its on the list and thats all that I need to be happy.

Next time I die to it I can shout condolences on its short life span rather than just calling myself dumb for allowing myself to die to it.
