

---

Subject: Re: Weird walking glitch  
Posted by [dblaney1](#) on Thu, 26 Oct 2017 03:52:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Wed, 25 October 2017 17:10dblaney1 wrote on Fri, 13 October 2017 11:21Whats wrong with emitters at 60fps?  
The Inheritance setting doesn't work consistently, I think it fails about 50% of the time at 60FPS if I recall correctly.

Sounds like the code is broken in the same way the code for soldier ai rotation was. Its not taking frametime into account. I'll take a look at it since I was able to fix that code.

---