

Ryzom - Bug # 1514

Status:	New	Priority:	Low
Author:	thannatos	Category:	
Created:	12/06/2012	Assignee:	
Updated:	12/13/2012	Due date:	
Subject:	Unable to join the water to flee		
Description			
<p>Hello,</p> <p>I attacked a Vigilant Kipee and a Mean Kipee linked. I was unable to defeat them, so I wanted to join the water. Problem, during five seconds, I was walking to the water but I didn't move and I was blocked in front of the deep water area. This happened three times yesterday and today.</p> <p>I run the GNU/Linux client.</p>			

History

#1 - 12/07/2012 11:37 pm - Mankar

That's actually not a bug. You can't go into the water while you're still in an armed status (I assume you were using a melee weapon). The easiest way to get into the water in those situations is to unequip your weapon, and then you'll be able to go into the water.

#2 - 12/08/2012 06:40 am - thannatos

So the bug is when it works ? Because sometimes I can also flee in the water with my sword...

But if this is the real bug, you don't have to fix it, I like this bug :)

Thank you for the explanation.

#3 - 12/13/2012 12:06 am - Mankar

So, it's not that you can't go into water with a sword equipped, it's that you can't enter the water when you're on the verge of doing an action (what I called the "armed status", though I think it's actually called something else). It's just that often when you have a melee weapon if you didn't cleanly stop fighting it won't let you enter the water because it thinks you're still fighting.

#4 - 12/13/2012 08:52 am - thannatos

I tried to withdraw my melee weapon when I want to flee and it works.

Thank you.