Move\_and\_slide goes fast, even when 'velocity = 0'. is it a possible bug?

### Godot Version

<!-- Replace this line with your Godot version -->

Godot 4.3

### Question

<!--Ask your question here! Try to give as many details as possible -->

Good morning. I'm developing a Flappy Bird clone. Right now I'm working in the pipes movement, however when I write `move\_and\_slide`, the objects goes way too fast, even when `velocity = 0`

I have two scenes `pipelines.tscn` (CharacterBody2D) that help me to create pipe, specifying the size, position and the movement behavior.

```

extends CharacterBody2D

@onready var pipeline\_sprite = $PipelineSprite

func \_physics\_process(delta):

movement()

func create\_pipe(x\_size, y\_size,x\_position,y\_position):

$PipelineSprite.size.x = x\_size

$PipelineSprite.size.y = y\_size

$PipelineSprite.position.x = x\_position

$PipelineSprite.position.y = y\_position

func movement():

velocity.x = 0

move\_and\_slide()

```

By the other hand I have `Main.tscn` (Node2D), that allowing me to instanstiate the `Pipelines.tscn` scene, as many times I need, creating the double pair of pipes with random sizes.

To clarify `Pipelines.tscn` is not part of the node tree. Their propeties are call using the `instantiate()` method, as you can see in the code bellow.

```

extends Node2D

var pipe\_node = preload("res://Scene/pipelines.tscn")

var screen\_max\_height = DisplayServer.window\_get\_size()

func \_ready():

spawn\_double\_pipes(500)

spawn\_double\_pipes(300)

#spawn\_pipes(100,150,500,0)

#spawn\_pipes(100,150,300,668)

pass

#Create a pipeline, allowing to specify the size and location.

func spawn\_pipes(x\_size, y\_size, x\_position, y\_position):

var pipe = pipe\_node.instantiate()

pipe.create\_pipe(x\_size, y\_size, x\_position, y\_position)

add\_child(pipe)

#Create a pair of pipeline, from the lower pipeline to the higher one.

func spawn\_double\_pipes(pipe\_location):

var random\_height\_size = randi() % 668 + 50

var gap = 100

var bottom\_size = (screen\_max\_height.y - random\_height\_size) - gap

var bottom\_height\_position = screen\_max\_height.y - bottom\_size

var pipe\_width = 100

spawn\_pipes(pipe\_width, random\_height\_size, pipe\_location, 0)

spawn\_pipes(pipe\_width, bottom\_size, pipe\_location, bottom\_height\_position)

```

If you look closely, the problem appear when you excecute the `func spawn\_pipes(x\_size, y\_size, x\_position, y\_position)` twice. Or once in the `func spawn\_double\_pipes(pipe\_location)`. All of this, meanwhile ` func movement()` is activated.

So the question is, How to set the pipe movement in a normal pace? How to avoid this crazy and fast movement? Are there any concept that I'm not aware of? What do you think?