

Doomsday Engine - Feature #1146

Ducking

2003-03-20 19:06 - skyjake

Status: Closed	Start date: 2003-03-20
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description If you can program the ability to load ducking sprites from a seprate wad, I can making the ducking sprites. There will also be the issue of the players height which must be taken into consideration. If someone shoots a rocket above someone who is ducked, the rocket will still hit them.	
Labels: Gameplay	

History

#1 - 2003-05-22 22:56 - danij

Closing as duplicate.

#2 - 2003-06-30 19:50 - chrisdragon

Logged In: YES
user_id=763563

The player will need extra animations for it (crouch, crouchwalk, crouch shoot, crouch pain and crouchdeath). It would be good for needing cover from enemy fire

#3 - 2003-08-08 19:19 - droyd

Logged In: YES
user_id=812866

I say no, It would change the gameplay to much

#4 - 2003-10-26 13:39 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

a true warrior does not crouch, he stands tall and kicks ass...
If this was to be implemented, I would implement it in the MD2 model only. Who still plays with the sprites anyways if there is such a nice model pack.

Quaky (quaky@pandora.be)

#5 - 2004-01-01 10:56 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=895184

No Duking please! :-|

#6 - 2004-01-29 21:39 - badrad

Logged In: YES
user_id=816824

I would like ducking, even without sprites to go with it so in singleplayer I could duck. I am so used to hitting shift to duck that it almost baffles me when it doesn't happen. I wouldn't mind if it was just a first person effect without the correct sprite/model actions, although they would of course be nice.

#7 - 2009-10-04 22:08 - resurrection

Logged In: YES
user_id=943625

Adding an option to duck must be optional like jumping is. There's only a problem like described by chrisdragon. The sprites and models consist out of a lot of programming parts (programmes inside the doomsday definition files) and one of these are the hitboxes. When crouching your view may be changed and your sprite may change but the hitbox remains the same value (the value is about the size of the sprite) and thus if you are shot and you duck it would have no use at all because the hitbox remains the same. If you would want this option to work as it should it'd have to say it would require some alterations in the doomsday engine itself.