

## Doomsday Engine - Bug #122

### High eyeheight in a low room

2003-08-20 18:02 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-08-20
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.12	
<b>Description</b> <p>When raising the eyeheight over the default value in jDoom, the eyeheight doesn't increase, only the weapon is moved down slightly. In jHeretic and jHexen it works.</p> <p>Using several times "sub player-eyeheight -20 force" makes the player eyeheight raise very much. Then using "sub player-eyeheight 20" or some other values to make the eyeheight drop to 54(which feels more realistic). Then the eyeheight is really 54.</p> <p>Now that the eyeheight is 54, and sector height is low, about 56-64, player can see through the ceiling into sky or into another room.</p> <b>Labels:</b> Graphics	