

Doomsday Engine - Feature #1231

Ragdoll physics

2003-07-09 23:37 - chrisdragon

Status: New	Start date: 2003-07-09
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering II	
Description What about adding ragdoll physics, such as dead monsters tilting on staircases, or slumping down off an edge? Of course this could be an option to turn on and off.	
Labels: Gameplay	
Related issues: Related to Feature #1246: Support newer model formats and skeletal animation Closed 2013-10-12	

History

#1 - 2009-10-04 22:36 - skyjake

Logged In: YES
user_id=717323

It would require skeletal animation for models, and the ragdoll math is quite complicated. We're not quite there yet...

#2 - 2013-10-20 21:23 - skyjake

- Tags set to 3DModel, Animation, Physics

#3 - 2019-11-29 16:05 - skyjake

- Category set to Enhancement

- Target version set to Rendering II

Now that skeletal models are available, this could be done. However, needs a 3rd party library for calculating the physics.