

# Doomsday Engine - Feature #1317

## Leaning

2004-01-01 15:42 - chrisdragon

<b>Status:</b> Rejected	<b>Start date:</b> 2004-01-01
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b>	
<b>Description</b> Have you thought of adding leaning, similar to in RTCW or Enemy Territory, as to see around the corner before deciding on the next move..?	
<b>Labels:</b> Gameplay	

## History

### #1 - 2004-01-02 00:31 - skyjake

Logged In: YES  
user\_id=717323

### #2 - 2004-01-02 19:28 - badrad

Logged In: YES  
user\_id=816824

That would also be cool! I used it all the time in Soldier of Fortune.

### #3 - 2004-01-03 23:36 - tolwyn

Logged In: YES  
user\_id=616016

Since Doom uses a LOS calculation to determine if a monster can see you, this would have to be done by some sort of FOV hack.

I don't think it can be done to any useful degree. I could be wrong.

### #4 - 2004-02-17 21:25 - danij

Logged In: YES  
user\_id=849456

Not really in the spirit of Doom though is it?  
Why would you need it? Demons are dumb and you don't really need much in the way of tactics.

### #5 - 2013-10-20 20:14 - skyjake

- Tags set to Gameplay
- Category set to Enhancement
- Priority changed from Normal to Low

### #6 - 2016-08-09 10:58 - skyjake

- Status changed from New to Rejected