

Doomsday Engine - Feature #1405

Crouch

2006-07-23 15:28 - nova_77

Status: Rejected	Start date: 2006-07-23
Priority: Lowest	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Well, this is the thing that bother me the most. There is no possibility to crouch! I always have the reflex to press maj (usually the assigned to "crouch") to avoid a projectile or whatever, but here it does nothing. It would be nice to add this feature common in modern video games to doomsday.	

History

#1 - 2006-07-31 16:05 - deus-ex

Logged In: YES
user_id=1531504

Original DOOM has no crouch feature (same for Heretic and Hexen). All available WADs (except those for specific Ports) are build without taking crouching into consideration. Implementing such a feature afterwards will probably break playability and/or the intended progress of the player in a Map for a certain range of WADs.

If i had to decide wether to implement this, i'd make it an requirement that a WAD has to have buiild-in flag that requests this feature to be set on/allowed.

#2 - 2006-07-31 21:42 - danij

Logged In: YES
user_id=849456

I personally see no need for crouching in DOOM. Maybe we'll implement it one day...

#3 - 2013-10-22 07:22 - skyjake

- *Tags set to Gameplay*
- *Priority changed from Normal to Lowest*

#4 - 2019-11-29 12:53 - skyjake

- *Status changed from New to Rejected*