

## Doomsday Engine - Feature #1440

### Vanilla Doom collision-checking mode

2007-03-01 18:31 - mercury13\_kiev

<b>Status:</b> New	<b>Start date:</b> 2007-03-01
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Vanilla emulation	
<b>Target version:</b> Vanilla / Gameplay	
<b>Description</b> There is no original Doom collision-checking code, when you cannot walk above/below objects. game-zclip cvar seems to do nothing.	
<b>Labels:</b> Gameplay	
<b>Related issues:</b> Related to Feature #1648: Complete vanilla DOOM emulation <b>Progressed</b> 2003-07-17	

#### History

##### #1 - 2009-02-02 15:41 - mercury13\_kiev

Logged In: YES  
user\_id=1732664  
Originator: YES

1. Sorry for a typo. "game-zclip" cvar seems to do nothing.
2. Please add it to "Compatibility" menu.

##### #2 - 2012-09-19 11:17 - danij

Moving to feature requests as this isn't a bug.

##### #3 - 2013-10-22 08:49 - skyjake

- Tags set to Gameplay, Doom
- Category set to Vanilla emulation

##### #4 - 2013-10-22 08:49 - skyjake

- Subject changed from No original Doom collision-checking mode to Vanilla Doom collision-checking mode

##### #5 - 2013-11-02 20:14 - vermil

May I point to the possible cause of this issue; number 1 in the list of Zclipping issues I posted here: [#1129](#)

##### #6 - 2017-04-03 18:39 - skyjake

- Target version set to Vanilla / Gameplay