

Doomsday Engine - Feature #1558

[Hexen] Smooth Reivers Z movement

2012-04-24 11:50 - vermil

Status:	Rejected	Start date:	2012-04-24
Priority:	Low	% Done:	0%
Assignee:			
Category:	Minor detail		
Target version:			
Description			
<p>In HeXen, Reivers have jittery movement in melee due to the games movement code trying to move the bad guy up and down at the same time; the Reivers up/down motion while moving and the auto raise/lower to target conflict with each other.</p> <p>This is more noticeable in Dday than the original game, due to Dday interpolating (turning off the interpolation makes it less noticeable).</p> <p>It's probably not really worth the effort to do anything for such a trivial and specific thing and it may not even be possible to do anything without altering the Reivers behaviour, which is of course a no no. But I figure I might as well post an RFE so that something might be done about it someday.</p> <p>http://doomwiki.org/wiki/Reiver</p>			
Labels: Hexen			

History

#1 - 2012-08-28 16:50 - danij

- **labels:** Graphics --> Hexen
- **summary:** [HeXen] smooth the Reivers movement in melee --> [Hexen] smooth the Reivers movement in melee
- **milestone:** --> Eventually

#2 - 2013-10-22 12:26 - skyjake

- *Tags set to Hexen, Gameplay*
- *Subject changed from [Hexen] smooth the Reivers movement in melee to [Hexen] Smooth Reivers Z movement*
- *Category set to Minor detail*
- *Priority changed from Normal to Low*

I must say that during my recent playthrough of Hexen, I did not notice this at all and thus I wonder if it is very beneficial to spend time on it.

#3 - 2013-10-22 12:26 - skyjake

- *Tags changed from Hexen, Gameplay to Hexen, Animation*

#4 - 2019-11-29 12:55 - skyjake

- *Status changed from New to Rejected*