

## Doomsday Engine - Bug #1968

### [Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)

2015-02-11 11:10 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2015-02-11
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Rendering		
<b>Description</b>			
When the player dies while footclipped, the footclipping is incorrectly disabled when the player dies (i.e. the player view jumps up to its non-footclipped position when the player dies).			

#### History

##### #1 - 2015-02-11 11:12 - vermil

- Tags set to *Vanilla, emulation*

##### #2 - 2015-02-11 15:20 - skyjake

- Tags changed from *Vanilla, emulation* to *Heretic, Hexen, Gameplay*

- Category set to *Vanilla emulation*

##### #3 - 2015-02-11 15:21 - skyjake

- Priority changed from *Normal* to *Low*

##### #4 - 2015-03-07 03:55 - danij

- Status changed from *New* to *Feedback*

When the player dies, their view height is lowered to the floor and we don't want the player looking under the floor, do we?

Or perhaps the issue is the (jarring?) jump when a footclipped player is killed?

##### #5 - 2015-03-07 11:43 - vermil

Well, what I meant was, that the camera jumps up to non-footclipped position right at the start of the movement of the death camera movement. A tiny thing, correctly given low priority, but a tiny oversight none the less

But you are right that one needs to ideally prevent the camera from going under the floor. It is a shame that Dday can't detect whether the player is killed in a footclipped sector and then simply lower the camera by a little less in such a case. But then I suppose there is the issue of the player corpse sliding out of the foot clipped sector.

On a somewhat related note, that could be considered a bug, the camera can go through the wall during the gib death of HeXen's fighter, due to its popped head having a small hitbox.

##### #6 - 2015-03-07 17:31 - danij

Fixing those kind of camera clipping issues is actually quite tricky. Simply checking the sector plane heights at the mob's origin provides no guarantee that the camera can be moved away from the point the collision system allowed the player to reach.

##### #7 - 2015-03-07 22:32 - vermil

Is it possible that the death camera be made to lower to a specific height above the floor (i.e. instead of lowering the camera by X amount)?

The way I see it, the only time a 'jump' sticks out negatively, is when it happens at the very start of the death camera lowering; I can't envisage a 'jump' if the player corpse moves out of a footclipped sector into a non-footclipped one (or vice versa) or jumps up/down a step being particularly jarring?

Obviously, that doesn't deal with the HeXen fighter, though the camera doesn't appear to clip outside the map in GZDoom (but that could just be luck, as the head popping is of course different every time), so maybe one could take a peak at what that port does?

##### #8 - 2015-03-08 00:36 - danij

- Status changed from *Feedback* to *New*

**#9 - 2015-03-08 16:10 - skyjake**

- Subject changed from *[Heretic, HeXen] death removes footclipping effect* to *[Heretic, HeXen] Player's death removes footclipping effect (viewpoint jumps abruptly)*

**#10 - 2017-04-03 14:01 - skyjake**

- Target version set to *Rendering*