

Doomsday Engine - Bug #28

mouse turning/mouse look jerkiness

2003-03-18 00:32 - skyjake

Status: Closed	Start date: 2003-03-18
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	

Description

Mouse movement in games is jerky unless there's some kind of mouse filtering. It'd be great if Doomsday implemented mouse filtering like Quake, Quake 2, and Quake 3 (I think UT and UT2003 do it, too).

This is ripped from the Quake source for the cvar "m_filter":

- 0.5;
mouse_y = (my + old_mouse_y)
- 0.5;
}
else {
mouse_x = mx;
mouse_y = my;
}

```
old_mouse_x = mx;  
old_mouse_y = my;  
  
mouse_x *= sensitivity.value;  
mouse_y *= sensitivity.value;
```

See the Quake 1 source for more detail. But anyway, this fixes the problem there. Perhaps Doomsday can implement something similar? Thanks!

Labels: User Interface

History

#1 - 2003-03-18 11:51 - skyjake

Logged In: YES
user_id=717323

The amount of 'jerkiness' must vary between mice. It has certainly never bothered me. But adding the filtering is trivial, so I might as well put it in there.

#2 - 2003-03-23 20:25 - skyjake

Logged In: YES
user_id=717323

Now implemented in the 2003-03-23 snapshot.

<http://www.doomsdayhq.com/changes.php>