Doomsday Engine - Bug #541

Jittery view bobbing

2008-10-10 22:19 - danij

Status:	Closed	**Start date:**	2008-10-10
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:			

Description

Currently there is a problem with the view bobbing being especially jittery.

Labels: Graphics

History

#1 - 2008-11-06 16:28 - danij

Re-opened as there does still seem to be a problem.

To replicate:
Enable auto-run.
Use the default view bobbing settings.
Using the default key bindings, press 'w' at a frequency of roughly every .5 seconds.

You should notice that view seems to intermittently jerk, violently, up/down.

#2 - 2009-01-01 11:12 - danij

In addition, the view bob distance, speed and rate does not seem to change regardless of the player's speed. While walking, the default view bob distance is too large and gives the impression the player is floating in water.

#3 - 2009-11-06 14:21 - skyjake

View bobbing was twice as strong as it should be. Current beta6 head should now be OK. At least my side-by-side comparisons with old versions now show identical behavior.