

## Doomsday Engine - Bug #1598

### Strange vertical view bobbing when running into walls

2013-10-18 11:08 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2013-10-18
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Vanilla / Gameplay	
<b>Description</b> Strange vertical view-bob behavior when running into walls (bob delta differs for vertical and horizontal walls?)	

#### History

##### #1 - 2013-10-18 12:28 - vermil

I would like to challenge this being ignored, as it seems to actually be a symptom of another issue.

Dday acts like the wall isn't there and thus the friction (i.e. player movement), camera bob etc etc act incorrectly accordingly. However, the wall still ultimately blocks the players movement.

It also isn't horizontal/vertical wall specific; however the walls that are affected are consistent every time the map is ran. Modifying the map (i.e. and hence forcing a different node build). seems to change the walls or even add/remove the issue to walls on a map).

##### #2 - 2013-10-18 13:52 - skyjake

- Priority changed from Lowest to Low

##### #3 - 2017-04-03 14:40 - skyjake

- Target version set to Modding

##### #4 - 2019-11-29 22:58 - skyjake

- Target version changed from Modding to Vanilla / Gameplay