

## Doomsday Engine - Bug #736

### Player acceleration and movement

2009-07-31 12:13 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2009-07-31
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	
<b>Description</b> Make sure that player acceleration when walking and running matches the original behavior. Check control binding staging.  This may also be related to <a href="https://sourceforge.net/tracker/?func=detail&amp;aid=2158277&amp;group_id=74815&amp;atid=542099">https://sourceforge.net/tracker/?func=detail&amp;aid=2158277&amp;group_id=74815&amp;atid=542099</a>	
<b>Labels:</b> Gameplay	

### History

#### #1 - 2009-11-06 14:23 - skyjake

Side-by-side comparisons show identical behavior between 1.8.6 and beta6 head.

#### #2 - 2009-11-06 17:56 - danij

How about changing strafe direction? I seem to recall that last I tested this that player seemed too 'weighty' as if deceleration was taking slightly longer.

#### #3 - 2009-11-07 09:23 - skyjake

That's probably because strafing shouldn't be time-staged while turning is, and when the Strafe key is held down the turn control is used for sidestep (making it time-staged).

I'll try changing the setup so that turning is not used at all for sidestepping. Instead, binding conditions are used for detecting when Alt is held so the sidestep control can always be used for strafing.

#### #4 - 2009-11-07 14:24 - skyjake

Separated sidestepping and turning controls for beta6.8.

#### #5 - 2009-11-08 08:14 - danij

That fixed it. The games are controlling much more like their vanilla cousins now.

#### #6 - 2009-11-17 02:55 - danij

This isn't yet resolved I'm sorry to say.

Today I noticed that attempting to circle strafe using the default WASD bindings that it seems like the staged turning is having an effect on the turn arc. The outcome being that now my circle strafe would be better described as a "hexagonal strafe".

#### #7 - 2009-11-17 07:36 - skyjake

I'm not exactly sure what you mean but I can do some more side-by-side runs.

So are you first strafing with, say, D, and then you start turning with the Left key, or what exactly are you doing? (While running?)

#### #8 - 2009-11-17 07:38 - skyjake

W+D, I mean.

#### #9 - 2009-11-17 08:12 - danij

Whilst running forward (+W) I am attempting to strafe right (+D) and at the same time turn left by moving my mouse left.

#### #10 - 2010-04-05 12:17 - skyjake

I am unable to do anything about this at the moment due to not having a suitable reference to check the behavior against.

**#11 - 2010-04-05 12:31 - danij**

Anything I can do to assist? If its a case of not being able to compare vs the original game: are you aware that Chocolate DOOM is available for Mac: <https://sourceforge.net/projects/chocolate-doom/files/chocolate-doom/1.3.0/>

**#12 - 2010-04-05 13:05 - skyjake**

I might check that out, but as this bug report is not in my top priority list currently, please feel free to tweak the acceleration and movement if you think you've got a handle on what/how it's doing things wrong.

**#13 - 2011-12-15 15:36 - skyjake**

Turning vs. movement has been addressed. Next up: friction.

**#14 - 2012-02-24 14:56 - skyjake**

Fixed for 1.9.7 stable: sharp toggle events, late processing, sharp movement logic.