

## ET: Legacy Development - Bug #1208

### Not possible to crawl close to wall and objects

21.02.2019 13:26 - Spyhawk

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Mod generic		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
It's not possible to crawl close to objects or walls, unlike vanilla. It is still possible to get close by crawling sideways, after which crawling forward directly towards the wall will push the player backward. This <b>might</b> be related to fixed realHead box (very wild guess).			
<b>Related issues:</b>			
Related to ET: Legacy Development - Bug # 1115: proning & touching solid mate...		<b>New</b>	<b>09.10.2018</b>

#### History

##### #1 - 21.02.2019 15:24 - keMoN

- Related to Bug #1115: proning & touching solid material let the view stutter added

##### #2 - 16.03.2019 15:44 - Spyhawk

- File 2019-03-16-153341-oasis.jpg added
- File 2019-03-16-153504-oasis.jpg added
- File 2019-03-16-153420-oasis.jpg added
- File 2019-03-16-153430-oasis.jpg added

I can reproduce as far as 2.72.. This is much likely due to the readhead code, which was introduced in 2.71.  
And the current behaviour is correct, the player shouldn't be allowed to crawl too far... because the model then crawl inside the wall/objects.  
It is however possible to crawl "from the side" (since the headbot doesn't interfere) and then rotate the body. See screenshot below.

Might be a good idea to prevent that rotation somehow.

##### #3 - 16.03.2019 15:45 - Spyhawk

- File deleted (2019-03-16-153504-oasis.jpg)

##### #4 - 16.03.2019 15:45 - Spyhawk

- File 2019-03-16-153504-oasis.jpg added

##### #5 - 16.03.2019 16:16 - Spyhawk

- Target version changed from 2.77 to 2.78

#### Files

2019-03-16-153341-oasis.jpg	182 KB	16.03.2019	Spyhawk
2019-03-16-153420-oasis.jpg	124 KB	16.03.2019	Spyhawk
2019-03-16-153430-oasis.jpg	237 KB	16.03.2019	Spyhawk
2019-03-16-153504-oasis.jpg	285 KB	16.03.2019	Spyhawk