

VRSpace.org - Bug #140

avatar jumping/standing up broken

06/24/2022 11:41 AM - Josip Almasi

Status:	Closed	Start date:	06/24/2022
Priority:	Normal	Due date:	
Assignee:	Vander Dias	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
So instead of https://www.youtube.com/watch?v=05Tmra7nSTY&t=45s we get either https://youtu.be/SOf_E60BSII or https://youtu.be/-0N73s6nAiU depending whether these are commented out or not: https://github.com/jalmasi/vrspace/commit/3cb7ac2d0f4b2a65e17932b7cfabdaa0172341ee			
Avatar.trackHeight() tracks user real world height in XR (it's set up in avatar-selection.js). It's a hack alright, but looks like either Avatar.standUp() or Avatar.jump() is malfunctioning. It may be neither, as the code is simply not properly maintained, but it's likely as we have other issues that are likely related.			
So we need a testbed first, that's going to make the issue reproducible outside of XR, and possible to debug. We need either a button or a 3d object in avatar-test.html that's going to route height changes to trackHeight() and make character jump.			
Related issues:			
Related to Bug #139: bjs5: when looking down or sitting, avatar does not stan...		Closed	06/22/2022

History

#1 - 06/25/2022 12:09 PM - Josip Almasi

- Related to Bug #139: bjs5: when looking down or sitting, avatar does not standup again added

#2 - 06/28/2022 01:04 AM - Vander Dias

- Status changed from New to Resolved

- Assignee set to Vander Dias

Lol, debugging is sometimes embarrassing. Hours checking things to discover that it was just the threshold too high.

```
...  
} else if ( height > this.maxUserHeight && Math.abs(speed) > 0.1 ) {  
...  
}
```

It was just a simple adjustment on the speed threshold and it is working again...

#3 - 04/05/2023 10:20 AM - Josip Almasi

- Status changed from Resolved to Closed