



# Mapping Measurements



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## Vents

- Light-only, crouch- 48 units square, clipped down to 44 units tall
- Light and medium, crouch- 56 units square, clipped down to 47 units tall
- Light, medium, heavy, crouch- 56 units square
- Light can stand, medium and heavy crouch- 64 units square, clipped down to 61 units tall
- Light and medium can stand, heavy crouch- 72 units square, clipped down to 64 units tall
- Light, medium, heavy stand- 80 units square

## Mapping related measurements

### Height

#### Room Heights

A good height to make rooms is 160 or 192 units. It's high enough for bunny hopping and doors but keeps a respectable profile.

#### Elevation

Tallest walk-on-to-able object is 18 inches/units.

Minimum height to grab without augmentation is 112 inches/units (heavy's can't grab).

#### Jumping height

Maximum height for a jump-crouch llight/medium is 65 inches/units.  
Maximum height for a jump-crouch heavy is 68 inches/units.

Maximum height for a normal jump is 48 inches/units.  
Maximum height for a couch jump is 48 inches/units.

Maximum height for an augmented normal jump heavy is 76 inches/units.  
Maximum height for an augmented normal jump medium is 130 inches/units.  
Maximum height for an augmented normal jump light is 184 inches/units.

Maximum height for an augmented jump-crouch heavy is 96 inches/units.  
Maximum height for an augmented jump-crouch medium is 147 inches/units.  
Maximum height for an augmented jump-crouch light is 202 inches/units.

Maximum height for an augmented jump-grab medium is 194 inches/units.  
Maximum height for an augmented jump-grab light is 249 inches/units.

#### Jumping Distance

Maximum length for an unaugmented jump of even height for a light is ~200 inches/units.  
Maximum length for an augmented jump of even height for a light is ~400 inches/units.  
Maximum length for an augmented running jump of even height for a light is ~500 inches/units.

Maximum length for an unaugmented jump of even height for a medium is just short of 200 inches/units.  
Maximum length for an augmented jump of even height for a medium is just short of 300 inches/units.  
Maximum length for an augmented running jump of even height for a medium is just short of 350 inches/units.

Maximum length for an unaugmented jump of even height for a heavy is just short of 150 inches/units.  
Maximum length for an augmented jump of even height for a heavy is just short of 200 inches/units.  
Maximum length for an augmented running jump of even height for a heavy is just over 200 inches/units.

Maximum length for an unaugmented jump of height of 96 to 0 for a heavy is just short of 200 inches/units.  
Maximum length for an augmented jump of height of 96 to 0 for a heavy is just over 200 inches/units.  
Maximum length for an augmented running jump of height of 96 to 0 for a heavy is just short of 300 inches/units.

Maximum length for an unaugmented jump of height 194 to 0 for a medium is short of 250 (but over 200) inches/units.  
Maximum length for an augmented jump of height 194 to 0 for a medium is ~300 inches/units. Maximum length for an augmented running jump of height 194 to 0 for a medium is ~400 inches/units.

Maximum length for an unaugmented jump of height 249 to 0 for a light is ~300 inches/units (taking damage).  
Maximum length for an augmented jump of height 249 to 0 for a light is ~500 inches/units.  
Maximum length for an augmented running jump of height 249 to 0 for a light is ~600 inches/units.

### Player

#### Crouching

Minimum clearance for light while crouching is 45 inches/units.  
Minimum clearance for medium while crouching is 48 inches/units.  
Minimum clearance for heavy while crouching is 53 inches/units.

#### Standing

Minimum clearance for light while standing is 62 inches/units.  
Minimum clearance for medium while standing is 65 inches/units.  
Minimum clearance for heavy while standing is 73 inches/units.

- the mininum is 1 unit more then the size itself, eg a standing light is 61inches/units

### Extra info

Minimum width to walk through is 33 inches/units.

Player size in cyberspace = 64x64x64

TAC Scan range = 2048 3d units

### Move Speed

#### Light

Run speed = 250  
Sprint speed = 312.5  
Crouched speed = 125

#### Medium

Run speed = 200  
Sprint speed = 250  
Crouched speed = 100

#### Heavy

Run speed = 160  
Sprint speed = 200  
Crouched speed = 80  
Run speed with minigun spinning = 96  
Crouched speed with minigun spinning = 7.27

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