

Doomsday Engine - Bug #2099

[MP] Spurious remote player movements

2015-07-10 11:17 - skyjake

Status:	Closed	Start date:	2015-07-10
Priority:	Urgent	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	1.15.2		
Description			
rhargrave wrote:			
I've been playing some coop, and it looks like the local player's movement state is being applied to other players' models as well. For instance, when you strafe, that player will strafe too, until the server sends a motion update.			
GhostGuy wrote:			
I have noticed that the recent build is that the player (client) shows animation problems. One player would see the other player's animation move on its own when the first player moves around. When one player dies, it also show the body moves when the other player that is still alive moves across the floor.			

Associated revisions

Revision 33c44c99 - 2015-07-10 22:00 - skyjake

Fixed|Bindings: Local player controls applied to all players

Fixes the problem where in multiplayer games, remote players would undergo spurious movements in rhythm with the local player.

`P_ConsoleToLocal` returns -1 if the console isn't local. However, when iterating through bindings, -1 was interpreted to mean "iterate everything" rather than restricting the iteration to a single player.

IssueID #2099

Revision 997f4df4 - 2015-07-10 22:03 - skyjake

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History

#1 - 2015-07-10 21:48 - skyjake

- Status changed from In Progress to Resolved
- Target version set to 1.15.2
- % Done changed from 0 to 100

This turned out to be a pretty simple bindings regression / refactoring oversight. The player's controls were inadvertently being applied to all players — remote and local.

#2 - 2015-07-10 22:04 - skyjake

- Status changed from Resolved to Closed