

## Doomsday Engine - Bug #1011

### server-game-coop-nothing prevents player spawning

2012-03-19 15:05 - jeansanspeur

<b>Status:</b>	Closed	<b>Start date:</b>	2012-03-19
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.7		
<b>Description</b>			
<p>I tried setting up a (dedicated) co-op server with Doomsday 1.9.7_build439 with the following settings</p> <pre>server-game-respawn 1 server-game-coop-nothing 1 server-game-deathmatch 0 server-game-coop-respawn-items 0 server-game-coop-noweapons 1 server-game-coop-nodamage 1 server-player-limit 16 server-public 0</pre> <p>The server started without any problems but it crashed as soon as someone joined the server. The last line of my doomsday.out are as follows:</p> <pre>N_DoNodeCommand: JOIN 0013 Player N_JoinNode: Node 1 listens at 127.0.0.1:50333. Sv_PlayerArrives: 'Player' has arrived. Sv_PlayerArrives: 'Player' assigned to console 1 (node: 1) NetSv_ChangePlayerInfo: pl1, col=1 Player starting spots: Sv_HandlePacket: Hello from client 1 (CDAF7685). NetSv_NewPlayerEnters: spawning player 1. Player starting spots: - pl1: color 1, spot 1 P_SpawnPlayer: Failed spawning mobj for player 1 (class:0) pos:[176, -1616, 0] angle:1073741824. Writing state:"configs/doom/game.cfg"... Unloaded game. MasterWorker_Shutdown: Waiting for thread to stop... Shutting down the console...</pre> <p>Taking a look at the sourcecode (p_obj.c, the "P_SpawnMobj3f" routine) reveals that enabling the "server-game-coop-nothing" options prevents the spawning of any objects in co-op play, including players. I guess that this behaviour should be considered a bug.</p>			
<b>Labels:</b> Multiplayer			

### History

#### #1 - 2012-03-19 15:09 - skyjake

I've "fixed" this by removing the malfunctioning "server-game-coop-nothing" variable.

It'll return later if/when we can implement it properly.

#### #2 - 2012-04-23 03:47 - jeansanspeur

I forgot to mention that players can join when "server-game-coop-nothing" is disabled.