Doomsday Engine - Bug #104

XG: Scrolling Textures on Clientside

2003-07-11 10:21 - skyjake

Status:	Closed	**Start date:**	2003-07-11
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.11		

Description

There may be some problems with XG plane movement in netgames. Make sure that the server is sending the correct amount of information to the clients.

Labels: Networking

History

#1 - 2003-09-13 17:38 - skyjake

Logged In: YES
user_id=717323

This should be somewhat better in 1.7.13.

Scrolling plane textures won't be working properly on clientside, though.

#2 - 2003-09-21 17:16 - skyjake

Logged In: YES
user_id=717323

XGTest.wad now works perfectly on clientside. There is most likely still problems when a plane starts moving during game play (for example when a sector type is changed). These kind of errors are easier to solve in 1.8, where XG is part of the engine and the server has proper access to the data.