

## Doomsday Engine - Bug #115

### Player anims broken on client

2003-07-23 11:59 - chilvence

<b>Status:</b> Closed	<b>Start date:</b> 2003-07-23
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	

**Description**

I was testing the player anims for my model and I noticed that the firing animations do not seem to play for clients; Just to make sure, I tried the same for chebs models, and for the original sprites and the same thing happens:

The server can see the client fire, but clients cannot see the server fire unless he is moving, and even then the frames get stuck after the first loop (for chaingun and plasma). The same thing happens in demos (presumably because demos work with a client/server mechanism also) and can be seen on Chebs e1m1 demo.

I know youre reworking the network code so you probably already knew about this, but if you didnt you do now.

**Labels:** Multiplayer

### History

#### #1 - 2003-07-23 21:20 - skyjake

Logged In: YES  
user\_id=717323

I have seen this, but I consider it a 'glitch'. It happens because the server isn't sending all the necessary data about state changes when a player is firing while standing still.

I think this'll have to wait until 1.7.13, the "Fix Everything" release.

#### #2 - 2003-07-23 23:17 - chilvence

Logged In: YES  
user\_id=675595

I thought so, Its not really bothering me, just confused me for a while.

#### #3 - 2005-03-22 16:56 - chilvence

Logged In: YES  
user\_id=675595

Still broken, 2005 now :)

#### #4 - 2005-04-07 06:51 - chilvence

Logged In: YES  
user\_id=675595

For the record, I was also working on the same damn model that I was talking about in the original post again. So we're both guilty of putting things off ;)

**#5 - 2007-05-28 06:03 - yagisan**

Logged In: YES  
user\_id=1248824  
Originator: NO

bump - whats happening here ?

**#6 - 2010-05-12 13:09 - eunbolt**

should this be closed because the current beta's don't have netgames working and the netcode is getting rewritten?