

## Doomsday Engine - Bug #12

### Client stopped by invisible walls/mobj

2003-03-07 16:06 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-07
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.7	
<b>Description</b> The client can't walk through a wall that has turned from visible to invisible, e.g. the walls that Korax speaks to you from in the beginning of some maps (Heresiarch's Seminary, etc.).  The client can't walk over a tree that has been smashed. Map 8 (?), the first one with fog.  <b>Labels:</b> Multiplayer	

#### History

##### #1 - 2003-03-07 20:10 - skyjake

Logged In: YES  
user\_id=717323

Likely cause: line flag changes are not sent to clients.

Fix: line flags are added to sidedeltas. Duplication?