Doomsday Engine - Bug #126

(1.7.12) Lots of Lag for Client(s)

2003-08-25 00:00 - tolwyn

Status:	Closed		**Start date:**	2003-08-25
Priority:	High		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.12			

Description

Hi, Skyjake.

I'm running a listenserver here, with 1 other person (I am the server). We live about 5 minutes away from each other, and we both have broadband.

We can usually ping each other around 50ms.

There is something really wierd with Networking and JDoom, at least with coop games.

It's very intermittant, and usually surround the plasma rifle, or the chaingun, but we can't narrow it down.

I use:
ping 1 4
And a lot of the times, it's around 100ms (which is fine); but it will shoot up to 500ms, and higher, causing about 2 full seconds of latency for the client.

This usually happens when there is a lot of action going on screen, but it's also happened in map 1 with no montsers.

I wish I could tell you what causes this, or how to recreate it.

He's still getting stuck in lifts -- the server-game-cheat 1 is a GREAT and WELCOME addition.

But the main ongoing problem is stability of the game, and definately with latency.

Labels: Networking

History

#1 - 2003-08-25 00:01 - tolwyn

Logged In: YES
user_id=616016

Corrected 1.17.12 not 1.17.14. Sorry.

#2 - 2003-08-25 00:04 - tolwyn

Doomsday Out 20030824 5:06pm

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/15abe650/d827/attachment/doomsdayout.txt

#3 - 2003-08-25 08:55 - skyjake

Logged In: YES

I'll try making a few more tweaks before the final release of 1.7.12, but the netgame problems have been scheduled for 1.7.13.

Thanks for the info.

#4 - 2003-09-21 22:55 - skyjake

Logged In: YES
user_id=717323

These issues will be (at least partially) addressed in 1.7. 13. I'm closing this bug report for now.

Once 1.7.13 is released, let's discuss the remaining problems on the deng-netbug mailing list.