

Doomsday Engine - Bug #128

jDoom: Netgame Client Glitches

2003-08-28 12:08 - skyjake

Status: Closed	Start date: 2003-08-28
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	

Description

Quote Steve Logan:

Me and my friends have been experiencing some problems while playing jdoom over our network. Basically, on all of the computers except for the host computer "weird" things would happen. These include enemies that appear from a teleporter are completely invis, enemies that walk through walls, or enemies that only have their torsos above the floor. This happens rather often but never on the host computer. I did not experience any of these things until I upgraded from version 1.6 a few weeks ago.

Labels: Networking

History

#1 - 2003-08-30 00:19 - chrisdragon

Logged In: YES
user_id=763563

I just had a game of co-op and was experiencing some of these anomalies; items floating above the ground, prediction off a bit, the torso-above-floor with enemies, etc.

#2 - 2003-08-30 00:20 - chrisdragon

Logged In: YES
user_id=763563

I forgot, also some of the hi-res switch textures were not showing, the low-res ones were used instead

#3 - 2003-08-31 19:38 - skyjake

Logged In: YES
user_id=717323

jDoom netgame problems specific to player spawning (from inkognit-):

We have been playing Ultimate Doom, Doom2 and Final Doom in co-op mode and here some of bugs we have found.

Doomsday 1.7.12

Every WAD file should be 1.9, i tested listed levels with doom legacy 1.40 and no such problem exists

Final Doom: Plutonia - MAP 28.
Unplayable in multiplayer mode, all players start stucked.

Doom 2 - MAP29.
Unplayable, every client (not server) starts inside of wall after death.

Final Doom: Plutonia - MAP 06
Players sometimes starts stucked inside of wall after death.

Final Doom: Plutonia - MAP30
It starts in level 31 after killing boss

Final Doom: TNT - MAP18
Unplayable, Starts stucked.

Final Doom: TNT - MAP30
Player start stucked in lava

#4 - 2003-09-06 18:06 - skyjake

Logged In: YES
user_id=717323

The startspot problems should be fixed in 1.7.13.

#5 - 2003-09-21 20:40 - skyjake

Logged In: YES
user_id=717323

Many of the issues in the original bug report should be fixed in 1.7.13. Closing this for now...