Doomsday Engine - Bug #13

Excessive warping on clientside

2003-03-07 16:18 - skyjake

Status:	Closed	**Start date:**	2003-03-07
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.7		

Description

Clients are subject to excessive warping while moving fast (or moderately fast), especially when playing over the Internet. Happens because the server is lagging behind in updating the client's position and then thinks the client is too far from where he 'really' is.

Potential fix: server trusts the client's position and doesn't enforce a max difference. Server does minimum buffering with ticcmds (due to the C->S lag they're already late, so why increase the lag by buffering cmds?). All movement happens on clientside, with no lag (fwd, strafe, flying, jumping).

Other clients will see warping when the server momentarily gets things wrong; e.g. a player falls from a ledge even though he really managed to jump before stepping over.

Labels: Multiplayer