

Doomsday Engine - Bug #148

Netplay refusing to fully work

2003-10-18 19:12 - dark_pulse

Status: Closed	Start date: 2003-10-18
Priority: High	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.14	
Description I'm starting up a netgame as a client, everything starts to work fine. Everything Precaches, Music starts, and then... Nothing. The Music is played, but the level doesn't show at all. The Server Op says Ingamer I connected and everything just fine, but from my end, the level never loads. Enclosed is my Doomsday.out file, hopefully that'll help some... Labels: Networking	

History

#1 - 2003-10-18 19:12 - dark_pulse

Doomsday.out file

Attachments:

- <http://sourceforge.net/p/deng/bugs/discuss/thread/356b4142/1fa7/attachment/Doomsday.out>

#2 - 2003-10-19 00:01 - dark_pulse

Logged In: YES
user_id=649259

Followup

I tried doing a server. Much as was the case with me to him, he joined the game, his model was in the game, everything, but he never moved or took action.

Unknown if this is related to it or not, but I also noticed a lack of Weapon pickup messages (You got the Chaingun! ec.) and also when we talked, we couldn't see what we typed after hitting enter unless we looked at the Console.

#3 - 2003-10-26 04:46 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=895034

Exact same scenario here - server side, almost everything is fine. If you type a message, though, it doesn't show up onscreen (it does make the sound though).

Trying to join as a client, it never displays the map/monsters/models/weapon/anything. I tested this, though, and as a client on this non-displaying screen you CAN send messages to the server where they are received.

Hope that helps!

#4 - 2003-11-10 11:05 - skyjake

Logged In: YES
user_id=717323

I have seen this a few times. There must be a set of circumstances that lead to the client not starting a level although it should.

Happened once when starting a demo in jHeretic.

#5 - 2004-07-31 03:25 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=184138

I got the same problem: behind a NATing adsl modem: connecting goed fine, but after that I can only fly around. Not being able to pick up anything etc. Maybe jDoom is using the local IP (mine is in 192.168.x.x) so traffic never gets back?