

Doomsday Engine - Bug #160

Some game events not sent to clients in jHexen

2004-01-13 08:33 - chriskl

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|---|-------------------------------|
| Status: Closed | Start date: 2004-01-13 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: 1.7.14 | |
| Description | |
| Hi, | |
| My friend and I have been playing through all of jHexen. Quite often something happens like I (the server) open a door, but the client doesn't see it as open. | |
| This has happened in lots of different places in the game. One example being the spinning grinders in 3rd hub(?). The grinders move apart at some point. At least, they did for me, not for the client. | |
| Sometimes save and reload fixes it. Sometimes a quit and restart fixes it. Sometimes not even a reboot, restart and reload does not fix it. In these cases, I had to go and do that part of the map myself while the client waited. | |
| Are some game event message failing to be sent to the client? | |
| Chris | |
| Labels: Networking | |

History

#1 - 2006-08-02 23:19 - danij

Logged In: YES
user_id=849456

I'm closing this as its too old. We may have already fixed the cause of the original crash too.