

Doomsday Engine - Bug #18

jHexen: Nonexistent mobjs on clientside

2003-03-12 20:20 - skyjake

Status: Closed	Start date: 2003-03-12
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	
Description Sometimes (at least when using 3D models) a client will see objects hanging in the air. E.g. three overlapping flechettes. This must mean that the server is sending information about invisible, special purpose mobjs.	
Labels: jHexen Multiplayer	

History

#1 - 2003-06-13 15:02 - skyjake

Logged In: YES
user_id=717323

The problem occurs with both sprites and 3D models.

#2 - 2003-06-13 15:04 - skyjake

Logged In: YES
user_id=717323

Theory: Server is sending bogus mobj positions (x, y=zero?), or client is misinterpreting something.

#3 - 2003-06-23 07:18 - skyjake

Logged In: YES
user_id=717323

Fixed in 1.7.11, thanks to revised netcode.