Doomsday Engine - Bug #19

jHexen: Extruding spike anim jumpy on clientside

2003-03-12 20:22 - skyjake

Status:	Closed		**Start date:**	2003-03-12
Priority:	Low		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.7			

Description

The animation of the extruding big wooden spike is not showing up correctly on clientside. It appears to cycle between frames too many times.

Labels: jHexen Multiplayer

History

#1 - 2003-06-11 22:08 - skyjake

Logged In: YES
user_id=717323

This is most likely because the client is too liberal with predicting the animation sequence. It shouldn't start repeating things.

#2 - 2003-06-13 13:22 - skyjake

Logged In: YES
user_id=717323

Animation prediction is OK, but the floorclips values were larger than 64. They were truncated in the mobj delta. MDF_LONG_FLOORCLIP was added.