

## Doomsday Engine - Bug #190

### Client crashes when another client joins.

2004-08-30 15:06 - carlos\_ed

<b>Status:</b> Closed	<b>Start date:</b> 2004-08-30
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.8.2	
<b>Description</b> Occasionally, but not always, on a 3 player game (including the host) when player 3 joins player 2 crashes to the desktop without any error message. Doomsday.out doesn't show any errors at all. It's like it just stopped logging by no reason at all.	
<b>Labels:</b> Multiplayer	

### History

#### #1 - 2004-11-21 14:38 - jason\_scalia

Logged In: YES  
user\_id=1163468

I've had the same issues as well.

#### #2 - 2005-02-17 12:37 - halfgaar

Logged In: YES  
user\_id=684411

This bug remains on version 1.8.6.

#### #3 - 2006-05-29 02:36 - jason\_scalia

Logged In: YES  
user\_id=1163468

In Doomsday Beta-4 running on a win32 machine, upon another player's connection over a LAN they will be immediately disconnected. Posting the .out file.

#### #4 - 2006-05-29 02:37 - jason\_scalia

Logged In: YES  
user\_id=1163468

Con\_Init: Initializing the console.  
SW\_Init: Startup message window opened.  
Executable: Version 1.9.0-beta4 May 28 2006 (DGL).  
G\_PreInit: Registering Bind Classes...  
Parsing configuration files.  
W\_Init: Init WADfiles.  
W\_AddFile: Wads\wads\wads\tnt.wad  
IWAD identification: 012b7686  
W\_AddFile: ERROR: C:\Program Files\Doomsday\Data\Doomsday.pk3 not found!  
W\_AddFile: Data\jDoom\jDoom.wad  
IWAD identification: 00056533  
W\_AddFile: Snowberry\addons\jdep-ext-20060501-1.pk3  
W\_AddFile: Snowberry\addons\jdep-20060501-1.pk3  
W\_AddFile: Snowberry\addons\jdoom-resource-pack-1.01.zip  
W\_AddFile: Snowberry\addons\jdui-20060501-1.pk3  
W\_AddFile: data\jDoom\auto\jDUI-EP1-Map.pk3  
W\_AddFile: data\jDoom\auto\jDUI-EP2-Map.pk3  
W\_AddFile: data\jDoom\auto\jDUI-EP3-Map.pk3  
W\_AddFile: Data\jDoom\Auto\jdep-ext.pk3.zip

W\_AddFile: Data\jDoom\Auto\jdep.pk3.zip  
 Reading definition file: Defs\Doomsday.ded  
 Reading definition file: Defs\jDoom\jDoom.ded  
 138 sprite names  
 974 states  
 140 things  
 18 models  
 8 lights  
 112 sound effects  
 68 songs  
 351 text strings  
 27 particle generators  
 25 animation groups  
 101 map infos  
 12 finales  
 Sys\_Init: Setting up machine state.  
 Sys\_Init: Initializing keyboard, mouse and joystick.  
 Sys\_InitTimer.  
 Sys\_InitMixer: Realtek AC97 Audio  
 Sfx\_Init: Initializing DirectSound...  
 DS\_DSOUNDinit: EAX initialized.  
 Sfx\_InitChannels: 16 channels.  
 DM\_WinMusInit: 1 MIDI-Out devices present.  
 DM\_WinMusInit: MIDI initialized.  
 S\_Init: OK.  
 R\_Init: Init the refresh daemon.  
 R\_InitModels: Initializing MD2 models.  
 R\_InitModels: Done in 0.00 seconds.  
 Net\_InitGame: Initializing game data.  
 GL\_Init: Initializing Doomsday Graphics Library.  
 DG\_Init: OpenGL.  
 OpenGL: Texture compression (4 formats).  
 OpenGL information:  
 Vendor: ATI Technologies Inc.  
 Renderer: RADEON 9250/9200 Series DDR x86/MMX/3DNow!/SSE2  
 Version: 1.3.1072 WinXP Release  
 Extensions:  
 GL\_ARB\_multitexture      GL\_EXT\_texture\_env\_add  
  
 GL\_EXT\_compiled\_vertex\_array      GL\_S3\_s3tc  
  
 GL\_ARB\_occlusion\_query      GL\_ARB\_point\_parameters  
  
 GL\_ARB\_texture\_border\_clamp  
 GL\_ARB\_texture\_compression  
     GL\_ARB\_texture\_cube\_map      GL\_ARB\_texture\_env\_add  
  
 GL\_ARB\_texture\_env\_combine  
 GL\_ARB\_texture\_env\_crossbar  
     GL\_ARB\_texture\_env\_dot3  
 GL\_ARB\_texture\_mirrored\_repeat  
     GL\_ARB\_transpose\_matrix      GL\_ARB\_vertex\_blend  
  
 GL\_ARB\_vertex\_buffer\_object      GL\_ARB\_vertex\_program  
  
 GL\_ARB\_window\_pos      GL\_ATI\_element\_array  
  
 GL\_ATI\_envmap\_bumpmap      GL\_ATI\_fragment\_shader  
  
 GL\_ATI\_map\_object\_buffer  
 GL\_ATI\_texture\_env\_combine3  
     GL\_ATI\_texture\_mirror\_once  
 GL\_ATI\_vertex\_array\_object  
     GL\_ATI\_vertex\_attrib\_array\_obj      GL\_ATI\_vertex\_streams  
  
 GL\_ATIX\_texture\_env\_combine3  
 GL\_ATIX\_texture\_env\_route  
     GL\_ATIX\_vertex\_shader\_output\_p      GL\_EXT\_abgr  
  
 GL\_EXT\_bgra      GL\_EXT\_blend\_color  
  
 GL\_EXT\_blend\_func\_separate      GL\_EXT\_blend\_minmax  
  
 GL\_EXT\_blend\_subtract      GL\_EXT\_clip\_volume\_hint

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GL_EXT_draw_range_elements      GL_EXT_fog_coord
GL_EXT_multi_draw_arrays        GL_EXT_packed_pixels
GL_EXT_point_parameters         GL_EXT_rescale_normal
GL_EXT_secondary_color
GL_EXT_separate_specular_color
    GL_EXT_stencil_wrap
GL_EXT_texgen_reflection
    GL_EXT_texture3D
GL_EXT_texture_compression_s3t
    GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp
    GL_EXT_texture_env_combine      GL_EXT_texture_env_dot3
GL_EXT_texture_filter_anisotro  GL_EXT_texture_lod_bias
GL_EXT_texture_mirror_clamp     GL_EXT_texture_object
GL_EXT_texture_rectangle        GL_EXT_vertex_array
GL_EXT_vertex_shader            GL_HP_occlusion_test
GL_NV_blend_square              GL_NV_occlusion_query
GL_NV_texgen_reflection         GL_SGI_color_matrix
GL_SGIS_generate_mipmap        GL_SGIS_multitexture
GL_SGIS_texture_border_clamp
GL_SGIS_texture_edge_clamp
    GL_SGIS_texture_lod
GL_SUN_multi_draw_arrays
    GL_WIN_swap_hint
WGL_EXT_extensions_string
    WGL_EXT_swap_control
    GLU Version: 1.2.2.0 Microsoft Corporation
    Texture units: 2
    Maximum texture size: 2048
    Maximum anisotropy: 16
    Multitexturing enabled (full).
Con_StartupInit: Init startup screen.
P_Init: Init Playloop state.
HU_Init: Setting up heads up display.
ST_Init: Init status bar.
MN_Init: Init miscellaneous info.
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Final DOOM: TNT: Evilution
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Game state parameters:
N_InitService: In/out UDP port 13209.
1 server has been found.
    Name:          P/M  L Ver:   Game:
Location:
0 : Doomsday      1/16  10801  jDoom 1.15.0-beta4 :
13209
    MAP01 (TNT.WAD:12b7686) p:0ms Multiplayer Host

doom2-tnt skill4 coop jump
    Players: SANCHEZ
N_InitService: In/out UDP port 13209.
Connected.
NetCl_UpdatePlayerInfo: pl=1 color=1
Cl_AnswerHandshake: myConsole:1, gameTime:1057.
PE: (client) arrived in netgame.
Received GTP_GAME_STATE
Game state: Map=1 Episode=1 Skill=3 Co-op
    Respawn=no Monsters=yes Jumping=yes Gravity=1.0
SetupLevel: MAP01
Opened PWAD file : bspcache\doom2-tnt\TNT-50D1\MAP01.wad
Reading 11 dir entries at 0xD9EB

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Creating nodes using tunable factor of 7

Building GL nodes on MAP01

Loaded 555 vertices, 134 sectors, 476 sides, 591 lines, 84 things

Map goes from (-816,-512) to (912,1584)

Creating Segs...

Built 353 NODES, 354 SSECTORS, 1727 SEGS, 772 VERTEXES

Heights of left and right subtrees = (14,13)

Saving WAD as bspcache\doom2-tnt\TNT-50D1\MAP01.gwa

Total serious warnings: 0

Total minor warnings: 0

All levels were built successfully.

VerifyMapData: BEHAVIOR for "MAP01" could not be found.

Useable data will be generated automatically if needed.

DetermineMapDataFormat: (V2 GL Node Data)

(glBSP 2.20 | 2006-05-29 02:22:19.8430 | 0x6bc70168)

P\_LoadMapData: MAP01

Loading Sidedef Texture IDs...

Group lines

Sector look up

Build line and subsector tables

Init links

P\_CheckLevel: Checking MAP01 for errors...

Init server

Deal starts

Player starting spots:

- pl0: color 0, spot 0

- pl1: color 1, spot 3

Spawn players

Done

System Control

Author: Team TNT

NetCl\_UpdatePlayerInfo: pl=0 color=3

Cl\_HandlePlayerInfo: console:0 name:SANCHEZ

Cl\_HandlePlayerInfo: console:1 name:Player

psv\_sync: gameTime=4.230

Doomsday 1.9.0-beta4 Server (R6)

Cl\_Frame2Received: Unknown delta type 5.

**#5 - 2006-08-06 15:04 - skyjake**

Logged In: YES

user\_id=717323

I believe this has been fixed for 1.9.0-beta5.