Doomsday Engine - Bug #193

Problem with clipping in Multiplayer

2004-08-30 15:45 - carlos_ed

Status:	Closed		**Start date:**	2004-08-30
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.8.2			

Description

Doomsday fresh installed. Multiplayer game. Any map
that has for example an item on top of a tall sector
adjacent or contained in a much lower sector, a create
for example.

```
- Game host runs against the crate. Impossible to
reach the Item, obviously doesn't pick it up.
   - Any client runs against the crate. Picks up the item.
and appears to the others as standing on top of the
crate in a position where he is able to pick up that item.
While on that client's computer he is on the correct
possition on the floor right next to the crate with his
face on the crate side.
```

Guess on the problem:
Serverside prediction isn't clipping objects. Or isn't
cliping on 2 sided lines spliting diferent height sectors.

Possible solution:
Make predicted objects get cliped also. So this can
never occurs. It's kind of annoying when people use
this "exploit" on deathmatch to pick up items without
having to lower higher sectors.

Labels: Multiplayer