

Doomsday Engine - Bug #1971

[Doom] Invulnerability effect not cleared between maps when leaving an MP game and joining another

2015-02-11 18:39 - skyjake

Status: Closed	Start date: 2014-04-23
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Defect	
Target version: 1.15	
Description In Doom, the invulnerability effect is not cleared when leaving an MP and joining another. To reproduce, get an invulnerability powerup and join another MP game.	
Related issues:	
Related to Bug #2004: Invulnerability filter not cleared between maps in all ...	Closed 2015-03-26
Copied from Bug #1776: [Doom] Invulnerability effect not cleared between maps...	Closed 2014-04-23

Associated revisions

Revision 3e1527da - 2015-02-11 19:22 - skyjake

Fixed|Multiplayer|Client: Cleaning up client state when leaving a game

The client was not properly cleaning its state when leaving a game. Now received packets are discarded and the postfx shader is reset to "none".

If one was kicked from an MP game due to version conflict, the old buffered packets caused a segfault when the client continued handling them after connecting to a new server.

IssueID #1954

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History

#1 - 2015-02-11 18:39 - skyjake

- Copied from Bug #1776: [Doom] Invulnerability effect not cleared between maps (leaving a map) added

#2 - 2015-02-11 19:19 - skyjake

- Status changed from New to Closed

- Target version set to 1.15

- % Done changed from 0 to 100

#3 - 2015-03-26 19:49 - skyjake

- Related to Bug #2004: Invulnerability filter not cleared between maps in all cases (unload, savegame, warp) added