

## Doomsday Engine - Bug #1972

### [MP] Fast-moving planes not always reach destination on client-side

2015-02-11 18:44 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-02-11
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
When playing on a remote server with a ping of ~250ms, sometimes fast-moving planes do not reach their destination but rather stop one tic's (?) distance from the target height.			
MP setup: coop Doom II MAP26 with plenty of moving enemies.			

#### History

##### #1 - 2015-02-11 18:46 - skyjake

- Description updated

##### #2 - 2015-05-03 17:30 - skyjake

- Target version set to 50

##### #3 - 2015-05-03 17:31 - skyjake

- Subject changed from [Multiplayer] Fast-moving planes not always reach destination on client-side to [MP] Fast-moving planes not always reach destination on client-side

##### #4 - 2015-05-06 22:32 - skyjake

- Assignee set to skyjake

##### #5 - 2015-05-07 19:10 - skyjake

- Assignee deleted (skyjake)

- Priority changed from Urgent to Normal

I ran a couple of further tests on MAP26 with build 1587. I tried reproducing the error on a ping of 100 ms, and another time with 500 ms. In both cases, plane movement worked correctly. It is possible that the error will be triggered when delta traffic gets congested, or when the server is in a particular state. The original issue was triggered after playing through several maps on the server.

Lowering priority because this doesn't seem easily reproducible.

##### #6 - 2015-05-07 20:46 - skyjake

- Target version deleted (50)

##### #7 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

##### #8 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer