

Doomsday Engine - Bug #201

Multiple Flechette bug

2004-11-29 09:43 - ffabbia

Status:	Closed	Start date:	2004-11-29
Priority:	Low	% Done:	100%
Assignee:	danij		
Category:			
Target version:	1.8.3		
Description It's been noted by myself and others on the New Doom/Source Ports/Doomsday forum that a bug may exist within the latest version of JHexen. The bug takes the form of a player launching multiple flechettes. Hitting the key to lauch them results in a random number of flechettes being thrown, the number varies from one to four. This does not appear to be related to individual keyboards, or other user errors, as others have also experienced this. This problem has also been noted to occur when using the Dark Servant powerup. Labels: jHexen			

History

#1 - 2005-01-01 18:29 - skyjake

Logged In: YES
user_id=717323

I can't reproduce this bug.

Is your FPS below 35? Have you changed keybindings for throwing the flechette? Does the bug occur in a clean default installation?

#2 - 2005-02-16 05:13 - zachkeene

Logged In: YES
user_id=1103163

I'm getting this too with latest CVS on Linux. But yes, it only seems to happen when my FPS drops too low (not terribly difficult on my old machine :).

These are my Hexen keybindings, but I don't think they're the problem:

```
bind left "left"
bind +left "+left"
bind right "right"
bind +right "+right"
bind up "forward"
bind +up "+forward"
bind down "backward"
bind +down "+backward"
bind , "strafeL"
bind +, "+strafeL"
bind . "strafeR"
bind +. "+strafeR"
bind / "jump"
bind +/ "+jump"
bind MB3 "jump"
bind +MB3 "+jump"
bind JB5 "jump"
```

bind +JB5 "+jump"
bind -ctrl "fire"
bind +ctrl "+fire"
bind -MB1 "fire"
bind +MB1 "+fire"
bind -JB1 "fire"
bind +JB1 "+fire"
bind -space "use"
bind +space "+use"
bind -JB4 "use"
bind +JB4 "+use"
bind -alt "strafe"
bind +alt "+strafe"
bind -MB2 "strafe"
bind +MB2 "+strafe"
bind -JB2 "strafe"
bind +JB2 "+strafe"
bind -shift "speed"
bind +shift "+speed"
bind -JB3 "speed"
bind +JB3 "+speed"
bind -pgup "flyup"
bind +pgup "+flyup"
bind -JB8 "flyup"
bind +JB8 "+flyup"
bind -ins "flydown"
bind +ins "+flydown"
bind -JB9 "flydown"
bind +JB9 "+flydown"
bind -home "falldown"
bind +home "+falldown"
bind -pgdown "lookup"
bind +pgdown "+lookup"
bind -JB6 "lookup"
bind +JB6 "+lookup"
bind -del "lookdown"
bind +del "+lookdown"
bind -JB7 "lookdown"
bind +JB7 "+lookdown"
bind -end "lookentr"
bind +end "+lookentr"
bind -enter "usearti"
bind +enter "+usearti"
bind -m "mlook"
bind +m "+mlook"
bind -j "jlook"
bind +j "+jlook"
bind -1 "weapon1"
bind +1 "+weapon1"
bind -2 "weapon2"
bind +2 "+weapon2"
bind -3 "weapon3"
bind +3 "+weapon3"
bind -4 "weapon4"
bind +4 "+weapon4"
bind -bkspe "panic"
bind +bkspe "+panic"
bind -\ "health"
bind +\ "+health"
bind -0 "blast"
bind +0 "+blast"
bind -8 "teleport"
bind +8 "+teleport"
bind -7 "teleothr"
bind +7 "+teleothr"
bind -0 "poison"
bind +0 "+poison"
bind -5 "cantdie"
bind +5 "+cantdie"
bind -6 "egg"
bind +6 "+egg"
bind -e "demostop"
bind +e "+demostop"
bind +f1 "infoscreen"
bind +f3 "loadgame"

```
bind +f2 "savegame"  
bind +f4 "soundmenu"  
bind +f5 "suicide"  
bind +f6 "quicksave"  
bind +f7 "endgame"  
bind +f8 "togglemsgs"  
bind +f9 "quickload"  
bind +f10 "quit"  
bind +f11 "togglegamma"  
bind +f12 "spy"  
bind +[ "invleft"  
bind *["invleft"  
bind +] "invright"  
bind *] "invright"  
bind += "viewsize +"  
bind -= "viewsize -"  
bind + "viewsize -"  
bind * "viewsize -"  
bind +pause "pause"  
bind -f "-health"  
bind +f "+health"
```

#3 - 2006-04-09 23:43 - danij

Logged In: YES
user_id=849456

For whatever reason I too suddenly started experiencing this bug.

I checked my control bindings and +usearti was set as a repeatable event but after changing it to a one time event I was still getting this problem.

After checking the code I noticed there was slightly different logic for action[A_USEARTIFACT] between jHeretic and jHexen.

As I do not have this problem in jHeretic I changed the jHexen logic branch to use that of jHeretic - this resolved the problem.

It looks like it was an issue with the way the var "usearti" was manipulated in the jHexen logic branch.

I'll check the fix in to SVN soon.