Doomsday Engine - Bug #212

[Hexen MP] "setclass" cmd should be a cheat

2005-01-31 14:17 - danij

Status:	Closed	**Start date:**	2005-01-31
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.6		

Description

Currently it is possible to change player class via the console command setclass during a multiplayer game of jHexen. This should not be allowed.

Should the net cheats mechanisim be used here?

Labels: jHexen Multiplayer

History

#1 - 2005-01-31 15:24 - skyjake

Logged In: YES
user_id=717323

> Should the net cheats mechanisim be used here?

Players should be allowed to change their class, but only when they respawn.

A client can't change its player class on its own, though. It must send the server a class change request, which will be granted when the server sees fit.

So, the cheat mechanism probably shouldn't be involved in this.

#2 - 2005-01-31 20:13 - danij

Logged In: YES
user_id=849456

Perhaps it was an abnormality due to the fact I was using two local players to test with?

Using setclass I could dynamicaly switch between class at any point (I didn't have to wait till I respawned for the change to take effect). With a few alias console commands I found I could swap very quickly during gameplay allowing me access to all the weapons/powers of each class.

#3 - 2012-04-19 07:45 - skyjake

For 1.9.8, "setclass" will be applied in a deferred way when the player (re)spawns.