

## Doomsday Engine - Bug #22

### Player clmobj stops animating

2003-03-13 07:38 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-13
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.7	
<b>Description</b> <p>This seems to happen at least in jDoom and jHeretic. It affects player animations like attacking (anim stops at the muzzle flash frame) and death (anim stops when player is about half-collapsed). The animation is correctly updated when the attacking/dead player respawns.</p> <p>Obviously the server is incorrectly determining when to send data about the mobj to clients. There is a possibility that the problem only affects the server player's mobj.</p> <p><b>Labels:</b> Multiplayer</p>	