Doomsday Engine - Bug #252

invisible monsters on clientside

2005-08-24 02:52 - brodell

Status:	Closed	**Start date:**	2005-08-24
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.6		

Description

Occasionally monsters are completely invisible on the client side of a multiplayer game. These monsters *can* be killed if I know where to aim, and blood shows momentarily from the impact. The problem *does not* seem to happen on the server. The problem *does* seem to happen whether or not I am using sprites or MD2 models, and whether I am using jDoom or jHeretic. Sometimes gameplay is frustrating on clientside when I get killed by a monster that I can't see or hear, and my partener on the server says "Didin't you see the Spectre there killing you?". The monsters that I've noticed are more prone to this are the Spectre on jDoom (and possible the Demon) and the Gargoyle on jHeretic. It is possible that I only notice these monsters do this more because they never give away their position by shooting a fireball at me, and they all have relatively powerful close range attacks, and that it may happen with other types of monsters.

Labels: Multiplayer

History

#1 - 2005-08-24 15:53 - danij

Logged In: YES
user_id=849456

I've not noticed this myself. Do you have any suggestions on how I might repeat this bug?

#2 - 2005-08-27 00:35 - brodell

Logged In: YES
user_id=1334088

To reproduce the bug, I simply start a two player cooperative game on my network. The monsters disapperaing seems to be random as far as the specific monster, doesn't happen with extreme frequency, and the game will sometimes go for two or more levels without me noticing anything. I ran an experiment, creating a small level with each of the monster types, arranged in a grid. On the other axis of the grid, I marked the attributes from back to front as: 45, 345, 12345, 12345 deaf, and 12345 multiplayer. Two of the times I started the level, none of the monsters disappered on the client. The other two times, however a mancubus with the 12345 attributes was invisible on the client, but not the server. It was the exact same monster both times. This confirmed my suspicion that the invisible monsters probably started out that way at the level start, and don't change afterwards. It was strange, I thought, that the disappering monster was a mancubus, and not a spectre or a demon. If you want, I can send you log files from each computer (just tell me what ones are relevant) and my test .WAD file. Thank you for your speedy response.

#3 - 2006-09-23 14:49 - skyjake

Logged In: YES
user_id=717323

This should be fixed in 1.9.0-beta5. The problem was that some mobj deltas
could get lost, and if those deltas contained the Mobj Create information, the
mobj never became visible on the clientside. Beta5 uses a more robust method
which shows the mobjs on clientside as soon as enough information is known
about them (state + position).