Doomsday Engine - Bug #266

Clients are too thin (they can walk trough small holes)

2005-12-12 16:16 - halfgaar

Status:	Closed	**Start date:**	2005-12-12
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.6		

Description

When playing jDoom multiplayer, my opponent, who is always the client, can walk through holes he wasn't intended to walk through, he's too thin. In one map, it even spared him getting a key. It's probably not just jDoom related, but I can't confirm the other games.

Here is an example location (do img-tags work? If not, just think them away :)):

[img]http://img386.imageshack.us/img386/9830/0020of.png[/img]

The client can walk through the pillars. On the map, it's here:

[img]http://img497.imageshack.us/img497/6327/0037ds.png[/img]

As you can see, it's map E2M4, doom ultimate.

Labels: Multiplayer

History

#1 - 2005-12-18 17:29 - carlos_ed

Logged In: YES
user_id=773520

If this is what I think it is, this problem is also related to one I posted... about a year or so. AND STILL ISN'T FIXED!

It seems there is a problem in client movement prediction code that causes clients to move through obstacles they shouldn't be able too. Like narrow cracks in walls, to climb instantly from a lower floor to the top of a crate... etc.

Actualy, the client itself doesn't do that. From the client point of view, everything is normal. But from the server you can clearly see the predicted "ghost" of the client to ignore certain object clipping rules. And since it's that "ghost" that counts gamewise, this can be used as a severe exploit to solve situations in an "cheating" way.

On a side note here: It pains me to see loads of progress in certain areas of Doomsday, while these and some other bugs still linger unchecked by the developers. My point is, gameplay bugs should be given high priority. But it seems emphasis is placed rather on the graphical aspect of it.

#2 - 2005-12-18 22:56 - halfgaar

Logged In: YES
user_id=684411

About that ghost problem. I noticed that too, but I experienced it merely as an appearance issue. My co-player often asks "hey, what are you doing down/up there", while I'm actually standing close to a wall or near an edge. I can see my co-player on top of walls/down cliffs as well, but when he shoots for example, the bullets do orignate from the proper location. At least, I believe so. You are inducing doubts in my brain :)

As for it taking a long time to fix these issues, I have to agree. But I can also respect people not having time. Also, I don't like bashing the author, Jaakko Keränen has done a terrific job in creating a modern-yet-classic doom with all the original doom gameplay issues/bugs that people have come to get used to as they were. I've seen older games implemented with new engines with far less success and original feeling/gameplay than jDoom/doomsday. I wish I could help, but my game-programming skills are not very good, being a web-developer (at the moment).

#3 - 2005-12-20 13:28 - carlos_ed

Logged In: YES
user_id=773520

Well, yes the shots originate from the correct location, I too think so. But, if a keycard is atop of a tall pillar you're supposed lower some other place or have to go trough a 40 minute great map, and some noob picks that key using that exploit and rushes to the exit, ending your 40 minute fun in about 20 seconds. How does that leave you? lol! x)

Anyway, I'm not bashing anyone, and I really don't think anyone has the right to do so in this case since Doomsday is free software. But I think I **DO** have the right to voice my dissapointment of having waited for **more** than a year for fix for 2 exploits and seing butloads of other improvements and those remaining there.

On a side note:

The other exploit is a game pause bug in Multiplayer. Very easy to reproduce:

1) Create the game.
2) Have the clients join the game.
3) Pause the game
4) Have the clients leave the game and re-connect.

Result: They can roam the area free while the game is paused. Even though they can't interact with the world, the ability to move while the game is paused can be used as an exploit, for example, when you create a DM game and need to force people to wait for all players to enter the game before the "battle royale" to start properly. :)