Doomsday Engine - Bug #27

jHexen server doesn't restore maps in hub

2003-03-14 15:06 - skyjake

Status:	Closed		**Start date:**	2003-03-14
Priority:	Urgent		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.8			

Description

Going from map02 to the icy place works fine, but coming back restarts map02: Korax speaks, doors are closed. The server **should** load the map from the savegame written earlier.

Labels: jHexen Multiplayer

History

#1 - 2003-03-14 19:38 - skyjake

Logged In: YES
user_id=717323

There are way too many things going wrong with multiplayer games in jHexen. Fixing the messy code might not be worth the trouble.

#2 - 2003-05-07 10:40 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

>There are way too many things going wrong with
>multiplayer games in jHexen. Fixing the messy code
>might not be worth the trouble.

WTF?! How can you say "... might not be worth the trouble." ?? SUGGESTION: Make the server save each map's state when exiting, and when reentering the same map reload that state and apply it to the map in question. The map state would be stored with some sort of safety lock that wouldn't allow the state to load when entering that map in a new game. Perhaps applying some type of "Game IDs" that would be stored in the savegames.

#3 - 2003-05-07 10:48 - carlos_ed

Logged In: YES
user_id=773520

Ooops... sorry about that! Forgot to Log IN... bellow message is mine. ;)

#4 - 2003-05-07 13:17 - skyjake

Logged In: YES
user_id=717323

>Fixing the messy code might not be worth the trouble.

OK, I was only half serious when I said that. (I had been debugging it and it seemed quite hopeless.) The things you suggested are already being done, and should be working. After all, much of the multiplayer code in the jHexen dll is from the original Hexen. However, due to the numerous changes and the client/server implementation (which is a bit

kludgy at the moment) things are not working like they should, and the reasons are complicated or hard to find.

It is my intention to see these issues fixed.

#5 - 2003-06-25 15:32 - skyjake

Logged In: YES
user_id=717323

Polyobj destAngles were not set when server loaded the old state of the map from disk.

DDMF-flags that were set only in P_SpawnMobj (dontdraw, solid) weren't restored when map was loaded. Now RestoreMobj (sv_save.c) sets the correct flags.

#6 - 2003-06-25 15:53 - skyjake

Logged In: YES
user_id=717323

In deathmatch, the maps aren't even supposed to be restored.