Doomsday Engine - Bug #280

Client Crashes Upon Joining of Network Game

2006-05-29 02:49 - jason_scalia

Status:	Closed		**Start date:**	2006-05-29
Priority:	Urgent		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.9.0-beta4			

Description

Using 2 win32 machines running clean installs of beta4,
I was able to replicate a crash that happens when a
client joins a network (co-op)game. Upon joining the
game, the client will immediately crash back to
windows. The server remained unaffected.

Labels: jDoom Multiplayer

History

#1 - 2006-05-29 02:50 - jason_scalia

.out Dump

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/18d48dbe/caa7/attachment/Doomsday.out

#2 - 2006-05-29 20:37 - skyjake

Logged In: YES
user_id=717323

I think there is an existing report about this problem. It has been around for a
while now... Must fix for 1.9.0.

#3 - 2006-05-30 00:56 - jason_scalia

Logged In: YES
user_id=1163468

The last bit of info during testing in the .out file is as follows:
S-StartMusic: dm2ttl
N_InitService: In/Out UDP port 13209

I've tried in different os's and different ports etc and still the client crashes upon
joining. KuriKai also verified this during our testing.

#4 - 2006-06-01 16:12 - yagisan

Logged In: YES
user_id=1248824

hmm. two beta4 boxes, both ubuntu reproduced this today.
Message from the other player was this:
(02:19:57) cbx33: **ERROR** Cl_HandlePlayerInfo: console:0
name:YAGISAN
(02:19:57) cbx33: Cl_HandlePlayerInfo: console:1 name:Player
(02:19:57) cbx33: psv_sync: gameTime=86.590
(02:19:57) cbx33: Doomsday 1.9.0-beta4 Server (R6)
(02:19:58) cbx33: Cl_Frame2Received: Unknown delta type 35.
(02:20:00) cbx33: Z_Shutdown: Used 1 volumes, total 33554432
bytes.
(02:20:45) cbx33: ping Yagisan

#5 - 2006-06-02 02:36 - jason_scalia

Logged In: YES

user_id=1163468

I was actually able to play for a few moments using
plutonia.wad connecting from a linux (Fedora Core 5) hose to
a win32 server. I crashed with the following error:

ERROR Cl_HandlePlayerInfo: console:0 name:DIXIE NORMOUS
Cl_HandlePlayerInfo: console:1 name:JAY
psv_sync: gameTime=1.540
Doomsday 1.9.0-beta4 Server (R6)

Cl_Frame2Received: Unknown delta type 14.

Z_Shutdown: Used 1 volumes, total 33554432 bytes.

Looks like yagisan and I are seeing similar errors.

#6 - 2006-06-16 04:45 - skyjake

Logged In: YES
user_id=717323

Unknown delta type errors fixed in revision 3341. Further problems with
multiple clients probably still remain, and will be investigated.