

Doomsday Engine - Bug #376

[Hexen MP] Weapons for all player classes

2006-10-06 14:48 - mortiss

Status: Closed	Start date: 2006-10-06
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.10	

Description

In multiplayer cooperative mode only weapons that appear on maps are the ones for the class of the person who hosts the server.

This causes any other player that joins with a different class to be unable to get any weapons.

This bug can be reproduced by following actions:
~~setup your character class as a fighter~~
host a multiplayer cooperative game in the MAP02 (seven portals) of HEXEN.

- Open the sector containing the second weapon (Timon's Axe). This can be achieved by activating the switch that opens the first portal door. The weapon is found on the triangular dais near the cache of flechettes.
- Do not pickup the weapon
- Join the game as a differnt player class (mage). In original game, the traingular dais should contain Frost Shards, whereas here you can only see the Timon's Axe.

As suggested on the forums this issue may arise due to the ability of players to join the game mid-level in Doomsday.

Labels: jHexen Multiplayer

History

#1 - 2007-05-28 06:34 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2007-05-29 12:23 - danij

Logged In: YES
user_id=849456
Originator: NO

Basically this requires that all weapons are spawned on the map for all classes. Shouldn't be a huge amount of work to fix.

#3 - 2012-04-18 14:52 - skyjake

Fixed for 1.9.8.

In co-op mode, weapons for all classes are spawned.

#4 - 2012-04-18 15:42 - vermil

I'd like to throw in that the weapon pickups are only a part of this issue; the same issue is applicable to any mob in HeXen...

In the original HeXen; all players had to join at the start of an MP game and I, assume, the game would spawn all the mobs flagged for all the present classes. For instance say you start a co-op game with two Clerics and two Fighters, the game would spawn every mob flagged for co-op, Fighter and/or Cleric.

I can flag a Dark Bishop to only appear for a Cleric player and also only in Co-op.

Or I could do something unusual like flagging a tree to appear in DM if a Fighter player is in the game, with the aim of changing a maps layout if there is a player of said class present.

Dday won't handle either of the above cases correctly, unless that class is the host.

Of course, don't get me wrong. It is something that is impossible to handle perfectly in Dday, while retaining in game joining. One can't have that Dark Bishop or tree magically appear if the required class joins mid game for instance.

I think at best, Dday's MP menu in HeXen should have options that allow the host to set which classes (or multiple classes) specific mobs spawn (naturally, weapon pickups would be exempt; all classes weapon mobs would spawn regardless).

The crazy in me suggests that might be a nice feature to have in SP as well; i.e. allow an SP player to play as a Fighter with the Mages mob set up etc.

#5 - 2012-04-18 15:46 - skyjake

You make a good point, but this goes more into the Feature Request territory.

The fix that was applied actually is not specific to weapons; it affects all the class flags.