

Doomsday Engine - Bug #426

Client can't do any damage with weapon, then crashes

2007-02-24 05:16 - scrdennis

Status:	Closed	Start date:	2007-02-24
Priority:	High	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		

Description

Client can join, walk around. Client fires or hits - but does no damage with various classes. Finally crashes with error below -

Con_Init: Initializing the console.
SW_Init: Startup message window opened.
Executable: Version 1.9.0-beta5 Jan 9 2007 (DGL).
G_Prelinit: Registering Bind Classes...
Parsing configuration files.
W_Init: Init WADfiles.
W_AddFile: data\doomsday.pk3
W_AddFile: data\jhexen\jhexen.pk3
W_AddFile: D:\ldWads\HEXEN.WAD
IWAD identification: 014e5860
W_AddFile: D:\ldWads\HEXEN.gwa
W_AddFile: data\jhexen\auto\basedata\armslot1.lmp
W_AddFile: data\jhexen\auto\basedata\armslot2.lmp
W_AddFile: data\jhexen\auto\basedata\armslot3.lmp
W_AddFile: data\jhexen\auto\basedata\armslot4.lmp
W_AddFile: data\jhexen\auto\basedata\chain.lmp
W_AddFile: data\jhexen\auto\basedata\chain2.lmp
W_AddFile: data\jhexen\auto\basedata\chain3.lmp
W_AddFile: data\jhexen\auto\basedata\fonta59.lmp
W_AddFile: data\jhexen\auto\basedata\fonta60.lmp
W_AddFile: data\jhexen\auto\basedata\fonta61.lmp
W_AddFile: data\jhexen\auto\basedata\fonta62.lmp
W_AddFile: data\jhexen\auto\basedata\fonta63.lmp
W_AddFile: data\jhexen\auto\basedata\fontb59.lmp
W_AddFile: data\jhexen\auto\basedata\fontb60.lmp
W_AddFile: data\jhexen\auto\basedata\fontb61.lmp
W_AddFile: data\jhexen\auto\basedata\fontb62.lmp
W_AddFile: data\jhexen\auto\basedata\fontb63.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot1.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot2.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot3.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot4.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot5.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot6.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot7.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot8.lmp
W_AddFile: data\jhexen\auto\basedata\keyslot9.lmp
W_AddFile: data\jhexen\auto\basedata\keyslota.lmp
W_AddFile: data\jhexen\auto\basedata\keyslotb.lmp
W_AddFile: data\jhexen\auto\basedata\lifegem.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc1.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc2.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc3.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc4.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc5.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc6.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc7.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmc8.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmf2.lmp
W_AddFile: data\jhexen\auto\basedata\lifegmf3.lmp

W_AddFile: data\jhhexen\auto\basedata\lifegmf4.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmf5.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmf6.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmf7.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmf8.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm1.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm2.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm3.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm4.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm5.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm6.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm7.lmp
W_AddFile: data\jhhexen\auto\basedata\lifegmm8.lmp
W_AddFile: data\jhhexen\auto\basedata\menufog.lmp
W_AddFile: data\jhhexen\auto\basedata\pal18to8.lmp
W_AddFile: data\jhhexen\auto\basedata\travlpic.lmp
W_AddFile: data\jhhexen\auto\basedata\wpfull0.lmp
W_AddFile: data\jhhexen\auto\basedata\wpfull1.lmp
W_AddFile: data\jhhexen\auto\basedata\wpfull2.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecec1.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecec2.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecec3.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecef1.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecef2.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecef3.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecem1.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecem2.lmp
W_AddFile: data\jhhexen\auto\basedata\wpiecem3.lmp
Reading definition file: defs\doomsday.ded
Reading definition file: defs\jhhexen\jhhexen.ded
300 sprite names
2848 states
400 things
62 lights
245 sound effects
39 songs
128 text strings
13 surface decorations
9 finales
Sys_Init: Setting up machine state.
Sys_Init: Initializing keyboard, mouse and joystick.
Sys_InitTimer.
Sys_InitMixer: SB Live! Audio [DF80]
Sfx_Init: Initializing DirectSound...
DS_DSoundInit: EAX initialized.
Sfx_InitChannels: 16 channels.
DM_WinMusInit: 5 MIDI-Out devices present.
DM_WinMusInit: MIDI initialized.
S_Init: OK.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.00 seconds.
Net_InitGame: Initializing game data.
GL_Init: Initializing Doomsday Graphics Library.
DG_Init: OpenGL.
Checking OpenGL extension: GL_EXT_compiled_vertex_array
Checking OpenGL extension: GL_EXT_paletted_texture
Checking OpenGL extension: GL_EXT_shared_texture_palette
Checking OpenGL extension: GL_EXT_texture_filter_anisotropic
Checking OpenGL extension: GL_EXT_blend_subtract
Checking OpenGL extension: GL_ARB_texture_env_combine
Checking OpenGL extension: GL_NV_texture_env_combine4
Checking OpenGL extension: GL_EXT_texture_compression_s3tc
OpenGL: Texture compression (3 formats).
Checking OpenGL extension: GL_ARB_multitexture
Checking OpenGL extension: GL_SGIS_generate_mipmap
OpenGL information:

Vendor: NVIDIA Corporation

Renderer: GeForce2 GTS/AGP/SSE

Version: 1.5.3

Extensions:

GL_ARB_imaging GL_ARB_multitexture
GL_ARB_point_parameters GL_ARB_point_sprite
GL_ARB_shader_objects GL_ARB_shading_language_100
GL_ARB_texture_compression GL_ARB_texture_cube_map
GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_dot3 GL_ARB_texture_mirrored_repeat
GL_ARB_texture_rectangle GL_ARB_transpose_matrix
GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_window_pos
GL_S3_s3tc GL_EXT_texture_env_add
GL_EXT_abgr GL_EXT_bgra
GL_EXT_blend_color GL_EXT_blend_minmax
GL_EXT_blend_subtract GL_EXT_clip_volume_hint
GL_EXT_compiled_vertex_array GL_EXT_Cg_shader
GL_EXT_draw_range_elements GL_EXT_fog_coord
GL_EXT_multi_draw_arrays GL_EXT_packed_pixels
GL_EXT_paletted_texture GL_EXT_pixel_buffer_object
GL_EXT_point_parameters GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_separate_specular_color
GL_EXT_shared_texture_palette GL_EXT_stencil_wrap
GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotro
GL_EXT_texture_lod GL_EXT_texture_lod_bias
GL_EXT_texture_object GL_EXT_vertex_array
GL_IBM_rasterpos_clip GL_IBM_texture_mirrored_repeat
GL_KTX_buffer_region GL_NV_blend_square
GL_NV_fence GL_NV_fog_distance
GL_NV_light_max_exponent GL_NV_packed_depth_stencil
GL_NV_pixel_data_range GL_NV_point_sprite
GL_NV_register_combiners GL_NV_texgen_reflection
GL_NV_texture_env_combine4 GL_NV_texture_rectangle
GL_NV_vertex_array_range GL_NV_vertex_array_range2
GL_NV_vertex_program GL_NV_vertex_program1_1
GL_SGIS_generate_mipmap GL_SGIS_multitexture
GL_SGIS_texture_lod GL_SUN_slice_accum
GL_WIN_swap_hint WGL_EXT_swap_control

GLU Version: 1.2.2.0 Microsoft Corporation

Texture units: 2

Maximum texture size: 2048

Maximum anisotropy: 2

Using anisotropic texture filtering.

Multitexturing enabled (full).

Con_StartupInit: Init startup screen.

P_Init: Init Playloop state.

HU_Init: Setting up heads up display.

ST_Init: Init status bar.

MN_Init: Init miscellaneous info.

Hexen

S_InitScript

SN_InitSequenceScript: Registering sound sequences.

N_InitService: In/out UDP port 13209.

Send INFO query.

Waiting for response.

1 server has been found.

Name: P/M L Ver: Game: Location:

0 : Doomsday 1/16 10900 jhexen 1.3.0-beta5 :13209

MAP01 (HEXEN.WAD:14e5860) p:0ms Multiplayer Host

hexen skill3 coop jump

Players: SCOTT

N_InitService: In/out UDP port 13209.

Connected.
NetCl_UpdatePlayerInfo: pl=1 color=1 class=2
Cl_AnswerHandshake: myConsole:1, gameTime:3226.
PE: (client) arrived in netgame.
Received GTP_GAME_STATE
Game state: Map=1 Skill=2 Co-op
Monsters=yes Jumping=yes Gravity=1.0
SetupLevel: MAP01
DetermineMapDataFormat: (V2 GL Node Data)
(glBSP 2.20 | 2007-02-17 01:59:12.7530 | 0x1256a908)
P_LoadMapData: MAP01
Loading Sidedef Texture IDs...
Group lines
Sector look up
Build line and subsector tables
R_InitLinks: Initializing
P_CheckLevel: Checking MAP01 for errors...
Polyobject init
Load ACS scripts
Player starting spots:
- pl0: color 0, spot 1
- pl1: color 1, spot 0

Map 1 (1): WINNOWING HALL

NetCl_UpdatePlayerInfo: pl=0 color=0 class=0
Cl_HandlePlayerInfo: console:0 name:SCOTT
Cl_HandlePlayerInfo: console:1 name:JEFF
PSV_SYNC: gameTime=11.890
Doomsday 1.9.0-beta5 Server (R7)
Disconnected.
Send INFO query.
Waiting for response.
1 server has been found.
Name: P/M L Ver: Game: Location:
0 : Doomsday 1/16 10900 jhexen 1.3.0-beta5 :13209
MAP01 (HEXEN.WAD:14e5860) p:0ms Multiplayer Host
hexen skill3 coop jump
Players: SCOTT
N_InitService: In/out UDP port 13209.

Connected.
NetCl_UpdatePlayerInfo: pl=1 color=1 class=1
Cl_AnswerHandshake: myConsole:1, gameTime:25189.
PE: (client) arrived in netgame.
Received GTP_GAME_STATE
Game state: Map=1 Skill=2 Co-op
Monsters=yes Jumping=yes Gravity=1.0
SetupLevel: MAP01
DetermineMapDataFormat: (V2 GL Node Data)
(glBSP 2.20 | 2007-02-17 01:59:12.7530 | 0x1256a908)
P_LoadMapData: MAP01
Loading Sidedef Texture IDs...
Group lines
Sector look up
Build line and subsector tables
R_InitLinks: Initializing
P_CheckLevel: Checking MAP01 for errors...
Polyobject init
Load ACS scripts
Player starting spots:
- pl0: color 0, spot 1
- pl1: color 1, spot 0

Map 1 (1): WINNOWING HALL

NetCl_UpdatePlayerInfo: pl=0 color=0 class=0
Cl_HandlePlayerInfo: console:0 name:SCOTT

```
CI_HandlePlayerInfo: console:1 name:JEFF
PSV_SYNC: gameTime=88.410
Doomsday 1.9.0-beta5 Server (R7)
JEFF renamed to JEFF.
CI_HandlePlayerInfo: console:1 name:JEFF
NetCI_UpdatePlayerInfo: pl=1 color=1 class=1
NetCI_UpdatePlayerInfo: pl=1 color=1 class=1
Disconnected.
Send INFO query.
Waiting for response.
1 server has been found.
Name:          P/M L Ver: Game:          Location:
0 : Doomsday   1/16 10900 jhexen 1.3.0-beta5 :13209
MAP01 (HEXEN.WAD:14e5860) p:0ms Multiplayer Host
hexen skill3 coop jump
Players: SCOTT
N_InitService: In/out UDP port 13209.
Connected.
NetCI_UpdatePlayerInfo: pl=1 color=1 class=0
CI_AnswerHandshake: myConsole:1, gameTime:36753.
PE: (client) arrived in netgame.
Received GTP_GAME_STATE
Game state: Map=1 Skill=2 Co-op
Monsters=yes Jumping=yes Gravity=1.0
SetupLevel: MAP01
DetermineMapDataFormat: (V2 GL Node Data)
(glBSP 2.20 | 2007-02-17 01:59:12.7530 | 0x1256a908)
P_LoadMapData: MAP01
Loading Sidedef Texture IDs...
Group lines
Sector look up
Build line and subsector tables
R_InitLinks: Initializing
P_CheckLevel: Checking MAP01 for errors...
Polyobject init
Load ACS scripts
Player starting spots:
- pl0: color 0, spot 1
- pl1: color 1, spot 0

Map 1 (1): WINNOWING HALL

NetCI_UpdatePlayerInfo: pl=0 color=0 class=0
CI_HandlePlayerInfo: console:0 name:SCOTT
CI_HandlePlayerInfo: console:1 name:JEFF
PSV_SYNC: gameTime=128.920
Doomsday 1.9.0-beta5 Server (R7)
Segmentation Violation
```

Labels: jHexen Multiplayer

History

#1 - 2007-05-28 06:07 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

is this still happening in 1.9.0beta5.1 ?

#2 - 2007-05-29 11:48 - danij

Logged In: YES
user_id=849456
Originator: NO

Yes it is. We are currently in the process of changing how firing is handled to a slightly different method (the client-side location at the time of the event (weapon fired, use event etc) is sent to the server). I believe the work has only been completed for jDoom currently.

#3 - 2008-12-30 00:24 - danij

Fixed in SVN for 1.9.0-beta6