

Doomsday Engine - Bug #472

non-server players cannot shoot

2007-09-12 19:36 - wbramed4

Status: Closed	Start date: 2007-09-12
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description Players can connect to the server okay, can run around, see other players, pick up items, use items, etc. However, when the player fires, no other player sees him firing, and he cannot cause damage to other players or objects in the game. The person who starts the server does not have this problem. Only other people who connect experience this.	
Labels: jHexen Multiplayer	