

Doomsday Engine - Bug #484

Controls stick, continuous fire

2007-10-08 02:53 - brucecampbell

Status:	Closed	Start date:	2007-10-08
Priority:	Urgent	% Done:	100%
Assignee:	daniij		
Category:			
Target version:	1.9.0-beta5		
Description			
1.9.0 b5.2			
Randomly I get a bug where Im circle-strafting with multiple keys pressed + mouse movement and when I fire it gets 'stuck' and keeps firing. This is new since 1.9.0 b5			
Labels: jDoom Gameplay			

History

#1 - 2007-12-05 14:53 - halfgaar

Logged In: YES  
user\_id=684411  
Originator: NO

I have a similar problem. When pressing certain keys, the game is paused. It's not always the same keys, though. Additionally, I can't select weapons anymore with 1-0. When I press number keys, it starts behaving very erratically; sometimes it causes the player to move backward, sometimes it pauses, etc.

The problem wasn't present in Beta 5, but now that I've upgraded to Beta 5.2, it is.

System:  
Portage 2.1.3.19 (default-linux/x86/2007.0/desktop, gcc-4.1.2, glibc-2.6.1-r0, 2.6.22-gentoo-r5 i686)  
=====

System uname: 2.6.22-gentoo-r5 i686 AMD Athlon(tm) 64 X2 Dual Core Processor 3800+  
Timestamp of tree: Wed, 05 Dec 2007 13:46:01 +0000  
app-shells/bash: 3.2\_p17  
sys-devel/autoconf: 2.13, 2.61-r1  
sys-devel/automake: 1.4\_p6, 1.5, 1.6.3, 1.7.9-r1, 1.8.5-r3, 1.9.6-r2, 1.10  
sys-devel/binutils: 2.18-r1  
sys-devel/gcc-config: 1.3.16  
sys-devel/libtool: 1.5.24  
CFLAGS="-O2 -march=i686 -pipe"

#2 - 2007-12-06 09:25 - daniij

Logged In: YES  
user\_id=849456  
Originator: NO

This issue appears to only affect the 1.9.0-beta5.2 release specifically. It would seem something is going wrong with the player rebound packet formatting.

It will be fixed for the upcoming 1.9.0-beta6 release.

#3 - 2007-12-06 10:40 - halfgaar

Logged In: YES  
user\_id=684411  
Originator: NO

Can you say when beta6 is going to be released? The package maintainers of Gentoo removed all doomsday packages but beta5.2, so I can't downgrade easily :(

#4 - 2007-12-06 11:47 - daniij

Logged In: YES  
user\_id=849456  
Originator: NO

If all goes to plan, 1.9.0-beta6 should be released sometime around Christmas and New Year.

**#5 - 2007-12-06 12:18 - halfgaar**

Logged In: YES  
user\_id=684411  
Originator: NO

OK, looking forward to it :)

**#6 - 2008-09-24 13:05 - danij**

This has been addressed for 1.9.0-beta6