

Doomsday Engine - Bug #640

Delay with use key on intermission screens

2009-03-04 16:17 - vermil

Status: Closed	Start date: 2009-03-04
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description It seems that if you press the use key to end an intermission (i.e. after all the number counting has completed), the actual action of the intermission ending doesn't happen for several more seconds, when it should happen instantly. Other key's such as the attack key work as expected. Press them and the intermission correctly ends instantly. Labels: User Interface	

History

#1 - 2009-03-10 14:52 - danij

Rather than fix this minor problem, I suggest that we postpone this until beta7 as there are a few other issues with the intermissions, particularly in net games.

Client-side:

Clients should be able to accelerate through the intermission without any communication back to the server. Once a client reaches the end of the intermission (cannot skip any further), send an "I'm ready" response to the server (similar to a handshake?). At this point, the client is in a wait state, unable to take any further action (other than bring up the menu, quit the game etc).

Server-side:

Once the intermission has begun, the server is in a wait state. Loop until either enough clients have reported their "readiness" (majority) or a predefined timer expires, at which point continue on with the state change (map change, finale, whatever...).

Note that the server will need to allow for clients to come and go whilst in this loop however new clients joining whilst the server is waiting to end the intermission should go straight to the "I'm ready" wait state.