

Doomsday Engine - Bug #668

2nd player stuck in multiplayer jDoom

2009-04-14 12:13 - abominator

Status: Closed	Start date: 2009-04-14
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta6	
Description Me and a friend tried out different doom wads in the 1.9.0-beta6 yesterday. After i hosting a game my friend joined but was stuck the moment he loaded the map. The only thing he could do was turn around, shoot and jump once which resulted in him getting stuck in the ceiling. When i joined a game he had hosted i got the same problem. Stuck at spawning point and with no vital display. Only a wall texture covering the lower half of the screen. My friend is using Vista (on laptop) while I'm running XP and both had settings at nearly max. We were using Hamachi which has not caused problems in the past when we were running doom on Legacy.	
Labels: jDoom	

History

#1 - 2009-07-08 08:07 - skyjake

I'm closing this as the multiplayer code is being revised. The issue will be resolved.