

## Doomsday Engine - Bug #72

### Loading a savegame kicks all clients

2003-06-16 15:23 - tolwyn

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-16
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> The save-game from the server should contain the 'n' player id. Somehow, clients, connecting in order (remember Quake2), should be able to "spawn" in their slot in loaded saved games.  This was possible in Doom...  serssetup -nodes 2 -loadgame 0  Perhaps with, at the command line, once connected:  serverloadgame 'n'  Or just have the game know that it's in a multiplayer game, and the loadgame command works appropriately.  <b>Labels:</b> Multiplayer	

#### History

##### #1 - 2003-06-18 15:50 - tolwyn

Logged In: YES  
user\_id=616016

To better summarize:

2 Players are playing Coop.  
Server machine (non-dedicated) saves games.  
Try to load savegame while still connected simply disconnects clients.

On client reconnect, his gamestate is "reset." And he doesn't spawn in his player start. He also sees the server as standard grey marine, regardless of custom player settings, etc.

##### #2 - 2003-07-03 20:39 - skyjake

Logged In: YES  
user\_id=717323

I have now tested savegames in 1.7.11/net2 and things seem to be working. Could it be that the client was using the same player ID as the server? (A copied installation?)

##### #3 - 2003-07-11 15:23 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

Yes. Doomsday was re-packaged for a friend without access. The client.id files created by Doomsday were identical between the two clients.

This will make loading/saving netgames not possible.

This can be closed!