

Doomsday Engine - Bug #93

Jittery missiles

2003-06-29 21:20 - skyjake

Status: Closed	Start date: 2003-06-29
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Sometimes missiles jitter back and forth while they're flying. This happens because the server is constantly sending XYZ coordinates for the missile, and they may be different than the clientside prediction. The server should only send the XYZ one time, and then let the client predict the movement on its own (as long as momentum doesn't change). Labels: Networking	