

## Doomsday Engine - Bug #94

### Wrong flat textures on clientside

2003-06-29 21:24 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-29
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> If the client and the server are using (slightly) different WAD configs, the flat numbers may be different. The client misinterprets the server's numbers, and shows the wrong flats.  When necessary, the server should send the client a flat translation table, which pairs names to numbers.  <b>Labels:</b> Networking	

#### History

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##### #1 - 2007-05-28 06:05 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

bump - whats happening here ?

##### #2 - 2010-05-12 12:49 - eunbolt

should this be closed because the current beta's don't have netgames working and the netcode is getting rewritten?

##### #3 - 2011-12-15 15:39 - skyjake

Will be addressed when the net code is revised further.