Doomsday Engine - Bug #105

Net: Clipping / Door Issues & Instability

2003-07-11 15:29 - tolwyn

Status:	Closed		**Start date:**	2003-07-11
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.7.11			

Description

No changes to test system between 1.7.10 and 1.7.11; but in Netgames (coop), client machine (connecting to a listen server) was having clipping problems, getting stuck on lifts, doors, etc.

Also, on 2 occasions, client would see door remain closed regardless of door state from the server. He would see me "walk through a closed door."

Reloading a saved game, and going back to area fixed the issue. Likely due to a dropped packet.

Prediction seems to still be a bit goofy.

I did have 3 crashes to desktop with no doomsday.out being generated. This occured when:

Immediately after opening some door.
Immediately beginning to shoot PG after opening a door.
Immediately after loading a saved game.

After a complete restart of the engine, no crashes would occur after performing the same actions.

Labels: Multiplayer

History

#1 - 2003-07-12 17:26 - skyjake

Logged In: YES
user_id=717323

Do the clipping/getting-stuck problems happen consistently? Is there a certain map where it happens always? (If so, where in the map?)

Double-check your installation. Does the "version" command show 1.7.11 for all clients and the dedicated server? The server is especially important.

Are the sure you're using the exact same WADs?

What exactly is "goofy" prediction? Could you name an example of something that acts strangely on clientside?

#2 - 2003-07-12 20:27 - tolwyn

Logged In: YES
user_id=616016

The clipping problems aren't consistent; I believe (my guess) it has to do with prediction and packets, or collision and packet transfer.

It occured on a lift in MM map 16, going to the blue armor

about 70% through the map. The server could not "lower" the lift as the player was "stuck" in the ceiling of the sector on the other side of the lift sector. Since noclipping is not yet enabled for netgames (see my other post on allowing cheating in netgames for this very reason), I had to exit the map to continue.

The door issue also occured on MM; however, this is the PWAD that we've been playing through. Both PWADs are identical.

I thought of versions, too, as we both did an "upgrade" to the 1.7.10 (which is why I asked how the installer handles upgrades vs. full installation). We both had the same version number as reported by the "version" console command.

It's not a dedicated server. It's a listen server. Listen server, if you remember from Quake/Quake2 is a client that **is** the server.

The prediction stuff is I'll see him walk more forward than he really is, on death/respawn, he'll stand up at his corpse and a moment later he's back at the respawn area, he'll bounce through doors and come back.

It's just movement prediction. Seems more pronounced with 1.7.11, but it could be my imagination.

#3 - 2003-07-12 20:28 - tolwyn

Logged In: YES
user_id=616016

I meant to say we both upgraded to 1.7.11, not 1.7.10 as indicated above. Typo.

#4 - 2003-09-21 22:51 - skyjake

Logged In: YES
user_id=717323

These issues will be (at least partially) addressed in 1.7. 13. I'm closing this bug report for now.

Once 1.7.13 is released, let's discuss the remaining problems on the deng-netbug mailing list.