

Doomsday Engine - Bug #115

Player anims broken on client

2003-07-23 11:59 - chilvence

Status: Closed	Start date: 2003-07-23
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.7 Unstable	

Description

I was testing the player anims for my model and I noticed that the firing animations do not seem to play for clients; Just to make sure, I tried the same for chebs models, and for the original sprites and the same thing happens:

The server can see the client fire, but clients cannot see the server fire unless he is moving, and even then the frames get stuck after the first loop (for chaingun and plasma). The same thing happens in demos (presumably because demos work with a client/server mechanism also) and can be seen on Chebs e1m1 demo.

I know youre reworking the network code so you probably already knew about this, but if you didnt you do now.

Labels: Multiplayer

History

#1 - 2003-07-23 21:20 - skyjake

Logged In: YES
user_id=717323

I have seen this, but I consider it a 'glitch'. It happens because the server isn't sending all the necessary data about state changes when a player is firing while standing still.

I think this'll have to wait until 1.7.13, the "Fix Everything" release.

#2 - 2003-07-23 23:17 - chilvence

Logged In: YES
user_id=675595

I thought so, Its not really bothering me, just confused me for a while.

#3 - 2005-03-22 16:56 - chilvence

Logged In: YES
user_id=675595

Still broken, 2005 now :)

#4 - 2005-04-07 06:51 - chilvence

Logged In: YES
user_id=675595

For the record, I was also working on the same damn model that I was talking about in the original post again. So we're both guilty of putting things off ;)

#5 - 2007-05-28 06:03 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#6 - 2010-05-12 13:09 - eunbolt

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