Doomsday Engine - Bug #1963

[Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)

2015-02-11 10:46 - vermil

Status:	New	**Start date:**	2015-02-11
Priority:	High	**% Done:**	0%
Assignee:			
Category:			
Target version:	Multiplayer		

Description
Playing Plutonia Coop, where the player starts ontop a shotgun.
The players weapon doesn't switch to said shotgun and their pistol starts firing shotgun attacks.
When the player takes damage or runs over another shotgun on the map, the pistol then stops working at all.

Related issues:		
Related to Bug #1988: [MP] When spawning on a weapon, weapon fires at speed o...	**New**	**2015-03-08**

History

#1 - 2015-02-11 10:48 - vermil

Ok, further testing seems to reveal that it isn't taking damage that stops the pistol working, but rather after the player has fired a certain amount of shots; approximately 8, which is the amount of ammo a pre-placed shotgun gives (the shotgun's dropped by bad guys give half).

#2 - 2015-02-11 11:11 - vermil

- Tags set to Multiplayer

#3 - 2015-02-11 15:15 - skyjake

- Tags changed from Multiplayer to Multiplayer, Gameplay

- Subject changed from [Doom] multiplayer spawning on top of a weapon leads to broken weapon to [Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)

#4 - 2015-03-03 05:52 - danij

Most likely the reported behavior is symptomatic of a more general issue concerning player state updates in multiplayer. Until the server has completed map set up there is no point in communicating (or failing to) player state changes to clients - one should simply wait until server side map set up has completed and then send the whole state when the player enters the map (might need some kind of lobby-like mechanism for connected clients in between maps).

#5 - 2015-05-16 21:46 - skyjake

- Related to Bug #1988: [MP] When spawning on a weapon, weapon fires at speed of pistol added

#6 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#7 - 2016-03-27 08:31 - skyjake

- Priority changed from Normal to High

#8 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer