

Doomsday Engine - Bug #2464

Player's weapon problem in multiplayer

2021-10-23 15:11 - Giskard_hun

Status:	New	Start date:	2021-10-23
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:			
Description			
Hello,			
First of all, thank you for your work on this great engine. Believe or not, I follow your work from 1.8.6.			
The bug what I found existing only in multiplayer: the other player model doesn't "wear" the currently used weapon. In deetails: Player1 only visible with his arms on Player2's monitor (and vica-versa). If Player1 is using for ex shotgun, his multiplayer model animation plays only the fist animation, there is no weapon in his hands. But when Player2 disconnected from multiplayer game, Player1 "got" his shotgun for a second while the Player2's screen was faded out.			
It was ok in 1.8.6			