

## Doomsday Engine - Bug #569

### Controls non-functional in multiplayer for clients

2008-11-14 13:51 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2008-11-14
<b>Priority:</b> Urgent	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.9.7 Unstable	
<b>Description</b> A short initial trial of the current state of multiplayer revealed that there is quite a few issues at the moment:  As a client the only controls that work worked were in the console. As a client I was spawned dead yet to the server player I did not appear to be. A second later the server saw the client die. Once truly dead, the client's position snapped to that of the server player after which the client's POV was from the feet of the server player (appears like my dead body is being dragged around). It was not possible to respawn.  <b>Labels:</b> Multiplayer	