

Network Issues

Game Issues

- Players cannot access dossier to see the mini-map or change their runes.
- Take Back rune & Extra Lives do not work.
- Time-affecting runes and weapons will de-sync clients.
- Barrels may not explode properly. This is due to making them Network Replicated and treating them as a loot drop, which prevents idProp2 entities from crashing the game for clients.

Host Issues

- Non-network replicated actions triggered by the host will not active for clients.
- Player Outlines and Nametags are invisible to the host. Outlines can be visible if they are static (do not disappear/reappear when breaking line of sight).
- Secondary Fire weapon projectile & hitscan attacks are invisible & inaudible to clients. Damage SFX can be added to damage decls for PvP modes so clients can hear the weapon if they are hit by one.

Client Issues

- Chaingun Energy Shield weapon mod crashes the game.
- Ice Bomb equipment lags the game.
- Health/Armor for Blood crystal upgrades do not work.
- Certain Runes do not work consistently. Notably, time-affecting runes.
- Punchables and Shootables offer no visual feedback.
- **Entity Offsets** will shift AI closer to the world origin (0, 0, 0) by 0.6%.
- Chainsaw fuel pickups cannot be picked-up after a client has already picked-up 2 of them in the same map. **Fuel pickups can be modified into give ammo triggers to oust this issue.**

- Armored Barons crash the game when they strike a player with their mace attack & their armor does not appear.
- Blood Maykrs will not disable their shield when vulnerable even though they can be damaged and killed during the window.
- Cursed Prowlers can be killed and locked-onto when a client is cursed. **The curse effect can be changed so the host and clients may undergo a similar experience.**
- Tyrants will crash the game when they walk. **The walking behavior can be disabled to oust this issue.**
- Cueballs will not launch themselves when killed and may not explode. **They can immediately explode in place so the host and clients will see the same effect.**
- Spirits can only be targeted and killed by the host.
- Tentacles cannot be chainsawed.

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