

VRSpace.org - Bug #42

issues with avatar mesh

02/17/2021 03:02 PM - Josip Almasi

Status:	Closed	Start date:	02/17/2021
Priority:	Normal	Due date:	
Assignee:	Josip Almasi	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour

Description

When entering a world, client first joins, receives welcome message, then updates it's own mesh.
But other clients may receive Add message before while the mesh is still null.
Current implementation of babylon client loads avatars on Add command, only if the mesh is valid.

Easiest way for client implementation is for server to handle it.
E.g. ignore all clients that don't have valid mesh.

But that may be the case with other client properties, e.g. name.
Probably protocol needs to change, e.g. introduce mandatory Enter command, and required arguments to Enter command, e.g. own properties.

History

#1 - 02/19/2021 10:19 AM - Josip Almasi

- Assignee set to Josip Almasi
- Status changed from New to Closed

Two-stage session initiation introduced: first connect, then session start, setting up own properties in between.