

## Doomsday Engine - Bug #1781

### Incorrect ping time in MP info popup

2014-04-24 10:50 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2014-04-24
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Defect	
<b>Target version:</b> 2.0 – Home UI & Packages	
<b>Description</b> The ping time to a server is not being esimated correctly.	
<b>Related issues:</b> Related to Feature #1753: Improved Master Server API <span style="float: right;"><b>Rejected</b>    <b>2014-04-18</b></span>	

#### Associated revisions

##### Revision ee9e6446 - 2014-04-24 12:11 - skyjake

Fixed|Multiplayer: Showing incorrect ping time to server

Ping estimation is currently broken (not done at the correct time), so hiding this information from the UI until a proper fix is made.

IssueID #1781

##### Revision 1250088b - 2014-04-24 12:12 - skyjake

Fixed|Multiplayer: Showing incorrect ping time to server

Ping estimation is currently broken (not done at the correct time), so hiding this information from the UI until a proper fix is made.

IssueID #1781

#### History

##### #1 - 2015-05-06 20:02 - skyjake

- Priority changed from Normal to High

##### #2 - 2015-05-06 20:03 - skyjake

Increased priority because a low ping time is an important consideration when choosing which server to join.

##### #3 - 2016-03-27 08:24 - skyjake

- Target version set to 2.1 (Late 2018)

##### #4 - 2017-02-07 11:08 - skyjake

- Status changed from New to Resolved

- Assignee set to skyjake

- Target version changed from 2.1 (Late 2018) to 2.0 – Home UI & Packages

- % Done changed from 0 to 100

##### #5 - 2017-02-08 10:10 - skyjake

- Status changed from Resolved to Closed