

Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
9	Doomsday Engine	Feature	Progressed	High	Use local server to run single-player games		2019-11-29 20:21	0
1415	Doomsday Engine	Feature	New	Low	[Master Server] Allow specifying server IP manually		2019-11-29 12:50	0
1614	Doomsday Engine	Feature	New	High	Improved demo recording and playback		2019-11-29 20:20	0
1961	Doomsday Engine	Bug	New	Normal	Client fatal error due to invalid data received from server		2018-07-29 16:53	0
1970	Doomsday Engine	Feature	New	Normal	Scriptable map entry/exit, cycling		2019-11-29 21:13	0
2331	Doomsday Engine	Bug	New	Normal	Server doesn't check wads (connecting via command line)		2019-11-29 22:31	0
2333	Doomsday Engine	Feature	New	Normal	Extend info about server wads (filename, checksum)		2019-11-29 22:35	0
2336	Doomsday Engine	Feature	New	Normal	Comprehensive server info and metadata		2019-11-29 22:42	0
1757	Doomsday Engine	Feature	New	High	Separate server and client sources		2019-11-29 20:17	20
2015	Doomsday Engine	Feature	Progressed	Normal	Remove server-side audio system		2019-11-29 23:06	50
2423	Doomsday Engine	Feature	New	Normal	Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery	Deng Team	2020-05-10 11:23	0
1658	Doomsday Engine	Feature	New	High	Automatic port forwarding (UPnP/NAT-PMP/PCP)	skyjake	2020-05-10 11:14	0
1754	Doomsday Engine	Feature	New	High	Start local server using client GUI	skyjake	2018-07-29 16:46	0
1765	Doomsday Engine	Feature	New	High	Multiplayer savegames (co-op)	skyjake	2019-11-29 20:20	0
1986	Doomsday Engine	Feature	New	High	[MP] Configure what the server does when an episode ends	skyjake	2020-12-08 08:27	0
2334	Doomsday Engine	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
2413	Doomsday Engine	Feature	New	High	[MP] Configure what the server does after a timeout when no clients connected	skyjake	2020-12-08 08:27	0