

Doomsday Engine - Bug #1121

Can't launch when blocked by firewall

2013-05-03 15:37 - thetomaso

Status: Closed	Start date: 2013-05-03
Priority: High	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.11	

Description

v1.10.x can't launch any of my Doom games when blocked with a firewall. Why does it need internet access?

I went back to v1.9.10-1, which works just fine without internet.

(WinXP32/SP3)

Labels: Networking, Windows XP

History

#1 - 2013-04-28 06:24 - skyjake

- **assigned_to:** Jaakko Keränen
- **Priority:** 1 --> 8

#2 - 2013-04-28 06:24 - skyjake

Network access is used by the automatic server discovery protocol that pings the network every now and then to see if there are any replies from local servers.

It should gracefully disable itself when the network is not available, but it might not work on all platforms.

Does build 857 work for you? <http://dengine.net/Build857>

It contains a fix that might help in the situation.

#3 - 2013-05-04 14:56 - thetomaso

Yes, build 857 works just fine!
Thanks for the fix :)

#4 - 2013-05-07 16:45 - skyjake

Good to hear. I will include the fix in the upcoming 1.10.3 patch.

#5 - 2013-05-07 17:11 - thetomaso

I don't wanna complain too much, cuz I'm really grateful for all the work you guys have put into this project..
..But personally, I think that the whole internet connection thing should be configurable during install.
Users should be propted before any connection attempts are made.
Connecting without asking isn't exactly proper behavior.

#6 - 2013-05-08 04:04 - skyjake

- **labels:** --> Networking, Windows XP
- **status:** open --> fixed
- **Milestone:** v1.10 --> v1.11

#7 - 2013-05-09 21:49 - skyjake

We will not make it configurable at install, because modern applications are expected to have network capabilities built-in.

However, the only **Internet** connection Doomsday attempts to make by default is the checks for available updates on dengine.net. The automatic server discovery occurs on your local network only, which may consist of your own computer only if you haven't connected it to a LAN. The firewall prevents access to the network interfaces themselves and does not discern if the network in fact only consists of your own computer.

The bug here was that when the server discoverer failed to send anything on the local network, the subsequent error message was left unhandled

and therefore caused the app to be shut down as a precaution. In other words, a simple programmer oversight.