

Doomsday Engine - Bug #1131

'server-game-skill' doesn't function

2013-08-06 20:30 - vermil

Status: Closed	Start date: 2013-08-06
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.12	
Description The title is all the description needed. http://www.dengine.net/forums/viewtopic.php?f=9&t=1390	
Labels: Multiplayer, Server, Skill Level	

History

#1 - 2013-08-05 22:41 - skyjake

- **labels:** multiplayer skill level --> Multiplayer, Server, Skill Level
- **assigned_to:** Jaakko Keränen
- **Priority:** 1 --> 5

#2 - 2013-08-05 22:41 - danij

This issue has since been fixed for the upcoming 1.12 release.

Note that a skill level change will only take effect when either the current map changes or a new game session is started.

#3 - 2013-08-13 06:05 - danij

- **status:** open --> fixed
- **Milestone:** v1.11 --> v1.12

#4 - 2013-09-17 09:32 - skyjake

I verified that 'server-game-skill' is working on OS X. This could be a Windows-only issue? (Hopefully not another /Og mixup).