

## Doomsday Engine - Feature #1415

### [Master Server] Allow specifying server IP manually

2006-08-06 06:06 - draconx

<b>Status:</b> New	<b>Start date:</b> 2006-08-06
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Multiplayer	
<b>Description</b> When behind a bad ISP which transparently proxies HTTP traffic, the master server is given the wrong IP when hosting a game. Allowing the host to optionally specify their real ip would enable these users to host games.	
<b>Labels:</b> Multiplayer	
<b>Related issues:</b>	
Related to Feature #1658: Automatic port forwarding (UPnP/NAT-PMP/PCP)	<b>New</b> <b>2013-11-07</b>

#### History

##### #1 - 2013-10-18 15:46 - skyjake

- Tags set to Multiplayer, MasterServer, Server
- Subject changed from Network. Allow specifying IP to [Master Server] Allow specifying server IP manually

If provided a manual IP, the master server should ensure that there actually is a Doomsday server running at the provided address.

##### #2 - 2015-03-05 09:34 - skyjake

- Related to Feature #1658: Automatic port forwarding (UPnP/NAT-PMP/PCP) added

##### #3 - 2015-05-16 22:07 - skyjake

- Priority changed from Normal to Low

##### #4 - 2019-11-29 12:50 - skyjake

- Target version set to Multiplayer