

## Doomsday Engine - Bug #16

### Client can't connect to server

2003-03-11 04:33 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-03-11
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.8	

**Description**

while running a dedicated and non-dedicated server on another machine and listing publicly on master server, I continually received server not found errors while trying to connect. I tried different port numbers to no avail. I'm running the latest binaries dated 3-7. I have a cable connection to the net with 5 separate IP numbers and no active firewall.

**Labels:** Networking

#### History

##### #1 - 2003-03-11 09:53 - skyjake

Logged In: YES  
user\_id=717323

Was the IP address listed on the master an address that other people can connect to? Currently the master server gets the IP addresses from the REMOTE\_ADDR that Apache tells it. If this doesn't produce the right results, it might be necessary to include the IP address to use in the announcement.

##### #2 - 2003-03-12 02:09 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

The IP address was listed in the web-based server browser, I tried to manually connect from the console with the same problem. Sorry about missing email:

[iliveagain@planetblood.com](mailto:iliveagain@planetblood.com)

##### #3 - 2003-03-12 02:14 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: YES  
user\_id=731914

ok, I am registered now, I will do some more testing tonight to make sure it's not my machines causing the problem, however, I doubt it cause I have other game servers running with no problems

##### #4 - 2003-03-12 07:53 - skyjake

Logged In: YES  
user\_id=717323

Then it must be something to do with DirectPlay. Are you running WinXP? Are any other servers using DirectPlay?

For the record, I tried running a jDoom dedicated server on my computer. It was listed in the master list, and I could connect to it just fine using another computer (my laptop,

connected to the Internet using a cell phone (!) at 9600 bps). The ping was around 1000 ms but it worked, and was sufficiently playable.

**#5 - 2003-03-13 03:43 - skyjake**

*(originally posted by anonymous SF.net user)*

Logged In: YES  
user\_id=731914

Ok, It was totally my fault for the client's not connecting, got that figured out.

The master server seems to be down at the time of this message though. Also, seems that when the player pawn gets killed from time to time playing jHeretic, that the pawn remains in a standing position. It doesn't happen all the time, just randomly.

**#6 - 2003-03-13 07:31 - skyjake**

Logged In: YES  
user\_id=717323

What did you do to fix the connection problem? There might be something I can do to prevent similar problems in the future.

**#7 - 2003-03-13 15:43 - skyjake**

*(originally posted by anonymous SF.net user)*

Logged In: YES  
user\_id=731914

For some reason all the files in the latest snapshot did not copy onto the server which was causing the connection problem. My apologies for not noticing that sooner.

**#8 - 2003-05-25 21:23 - skyjake**

Logged In: YES  
user\_id=717323

The rest of the connection problems will hopefully be amended by DirectPlay 8 in v1.7.9. Closing this bug for now...