

Doomsday Engine - Bug #165

N_ServerOpen: Failed to host [80158185]

2004-02-22 01:03 - jaboiles

Status: Closed	Start date: 2004-02-22
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.14	
Description So whenever I try to start a network game over tcpip, my computer thinks a second then in the console I get an error "N_ServerOpen: Failed to host [80158185]" then on the next line "Error 'net' failed". The thing is it worked a few times with the heretic demo and ultimate doom. Then next time I tried it I got errors. So i did a fresh install of doomsday but still nothing. After getting no where for a while I reinstalled it again and it worked a couple times. I think its a bug, I reinstalled DirectX 9, but still nothing. Im not much of a programmer but it seems DirectPlay just isnt working. dpnsvr does come up in processses though. Ideas? Labels: Networking	

History

#1 - 2004-02-22 01:26 - jaboiles

Logged In: YES
user_id=981118

Oh yeah some info:
2.4ghz p4 with hyperthreading
winxp sp1
512mb ddr 400
dx 9
static ip