Doomsday Engine - Feature #1754

Start local server using client GUI

2014-04-18 07:36 - skyjake

Status:	New		**Start date:**	2014-04-18
Priority:	High		**% Done:**	0%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	Multiplayer			

Description

In order to facilitate #9 and MP gameplay improvements, it should be possible to start a local server also via the client GUI.

In essence, this means the client can also act as a minimal Shell application. libshell needs to be enhanced to avoid any possible UI/feature redundancy between the Shell apps and the client's server manipulation UI.

This feature only covers ad-hoc servers: the server will be stopped when the hosting player quits.

Related issues:

Related to Feature #9: Use local server to run single-player games	**Progressed**	**2014-04-18**
Related to Feature #1638: Configure game options via Shell GUI	**Closed**	**2013-10-24**

History

#1 - 2015-01-22 10:54 - skyjake

- Priority changed from Normal to High

#2 - 2015-01-22 10:55 - skyjake

- Description updated

- Assignee set to skyjake

#3 - 2015-01-22 10:56 - skyjake

- Target version set to 50

#4 - 2015-01-22 10:57 - skyjake

- Related to Feature #1638: Configure game options via Shell GUI added

#5 - 2016-03-27 08:04 - skyjake

- Target version changed from 50 to 2.1 (Late 2018)

#6 - 2018-07-29 16:46 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer