Doomsday Engine - Feature #1757

Separate server and client sources

2014-04-18 07:50 - skyjake

Status:	New		**Start date:**	2014-04-18
Priority:	High		**% Done:**	20%
Assignee:				
Category:	Cleanup			
Target version:	3.x			

Description

Currently the server is being built from the same source files as the client, using the __SERVER__ preprocessor definition. The code should be refactored so that common functionality is placed into libdoomsday that is linked against both the client and server apps, and that code unique to the server is kept completely separate from the client sources.

This cleanup will ensure that development of both the server and client can continue unimpeded in the future.

Related issues:

Related to Feature #9: Use local server to run single-player games	**Progressed**	**2014-04-18**
Related to Feature #2015: Remove server-side audio system	**Progressed**	**2015-04-22**

History

#1 - 2014-04-18 07:50 - skyjake

- Tags changed from Client, Server, Cleanup, SourceCode to Client, Server, Cleanup, SDK

#2 - 2015-04-22 05:39 - danij

- Related to Feature #2015: Remove server-side audio system added

#3 - 2019-11-29 20:15 - skyjake

- Category changed from Redesign to Cleanup

- % Done changed from 0 to 20

#4 - 2019-11-29 20:16 - skyjake

- Description updated

#5 - 2019-11-29 20:17 - skyjake

- Target version set to 3.x