

Doomsday Engine - Feature #1767

Network delta profiler

2014-04-18 08:35 - skyjake

Status:	New	Start date:	2014-04-18
Priority:	High	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Multiplayer		
Description In a multiplayer game, the server will periodically determine what has changed in the game world and send out notifications about the changes to the clients. The purpose of a delta profiler is to track the amount and quality of data sent, and make it possible to improve the quality of the delta stream so that the client gameplay experience is better. There could be a visual display of the delta statistics (cf. memory zone debug).			
Related issues:			
Related to Feature #9: Use local server to run single-player games		Progressed	2014-04-18
Related to Feature #1764: DMU 2.0: Generate network deltas		New	2014-04-18
Related to Feature #1962: Revised network protocol based on libshell		New	2015-02-11

History

- #1 - 2015-05-16 21:45 - skyjake
 - Priority changed from Normal to High
- #2 - 2016-03-27 07:44 - skyjake
 - Related to Feature #1962: Revised network protocol based on libshell added
- #3 - 2019-11-29 12:33 - skyjake
 - Target version set to Multiplayer