

Doomsday Engine - Feature #1839

Reference maps by URI in networked games

2014-07-17 16:40 - danij

Status: Closed	Start date: 2014-07-17
Priority: Normal	% Done: 100%
Assignee: danij	
Category: Enhancement	
Target version: 1.15	
Description Presently the networked game protocol references maps using logical episode and map numbers. This method of referencing maps is obsolete and URIs should be used instead. In practice, this means updating the various change deltas and messages and bumping the network game protocol version.	
Related issues: Precedes Feature #1836: External map progression, episode and hub definitions Closed 2014-07-18 2014-07-18	

History

#1 - 2014-07-17 16:40 - danij

- Precedes Feature #1836: External map progression, episode and hub definitions added

#2 - 2014-07-21 15:49 - danij

- Assignee set to danij

- % Done changed from 0 to 100

#3 - 2014-07-21 15:49 - danij

- Status changed from New to Closed