

Doomsday Engine - Bug #1884

Current MP game not automatically disconnected when connecting to a new server (unable to switch between servers on the same IP address)

2014-10-19 19:52 - vermil

Status:	Closed	Start date:	2014-10-19
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	1.15		

Description

One can't join a different server on the same IP address.

Dday doesn't switch servers and the alert log incorrectly informs one that they are already connected.

Associated revisions

Revision bacb907a - 2015-02-05 17:01 - skyjake

Fixed|Multiplayer: Joining fails with a message "already joined"

If the game mode did not change, nobody was making sure that the current MP game was disconnected.

IssueID #1884

History

#1 - 2015-02-02 11:56 - skyjake

- Tags set to *Multiplayer, Client*
- Subject changed from *[Multi] Unable to switch between servers on the same IP address* to *Unable to switch between servers on the same IP address*
- Category set to *Defect*
- Status changed from *New* to *In Progress*
- Assignee set to *skyjake*
- Target version set to *1.15*

#2 - 2015-02-05 16:25 - skyjake

The IP address is actually not the problem. The problem is that only a game mode change will automatically disconnect from the current game. The correct behavior would be to always disconnect the current MP game before initiating a new connection.

#3 - 2015-02-05 16:26 - skyjake

- Subject changed from *Unable to switch between servers on the same IP address* to *Current MP game not automatically disconnected when connecting to a new server (unable to switch between servers on the same IP address)*

#4 - 2015-02-05 17:33 - skyjake

- Status changed from *In Progress* to *Resolved*
- % Done changed from *0* to *100*

#5 - 2015-02-05 17:33 - skyjake

- Status changed from *Resolved* to *Closed*