

Doomsday Engine - Bug #1885

[Multiplayer] Incorrect player numbers in scoreboard between maps

2014-10-19 19:53 - vermil

Status:	New	Start date:	2014-10-19
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Multiplayer		
Description			
The between map scoreboard doesn't appear to take into account that the server is player1.			
The first actual player to join is displayed as player 2 on the between map scoreboard, instead of player 1.			

History

#1 - 2015-02-02 11:54 - skyjake

- Tags set to Multiplayer, Intermission

- Subject changed from [Multi] Between mapscoreboard incorrect player numbers to [Multiplayer] Incorrect player numbers in scoreboard between maps

- Category set to Defect

#2 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#3 - 2018-07-29 16:53 - skyjake

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