

## Doomsday Engine - Bug #1961

### Client fatal error due to invalid data received from server

2015-02-11 10:11 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-02-11
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
Sometimes (not very often) the client will crash / fatal error when it attempts to read an invalid data packet received from the server. This might be due to the server terminating first due to unhandled exception.			
<b>Related issues:</b>			
Related to Feature #1962: Revised network protocol based on libshell		<b>New</b>	<b>2015-02-11</b>

### History

#### #1 - 2015-02-11 10:18 - skyjake

- Related to Feature #1962: Revised network protocol based on libshell added

#### #2 - 2015-02-11 15:22 - skyjake

- Priority changed from Normal to High

#### #3 - 2015-03-21 22:43 - skyjake

- Status changed from In Progress to New

#### #4 - 2015-05-06 22:32 - skyjake

- Assignee deleted (skyjake)

#### #5 - 2015-05-09 08:49 - skyjake

- Priority changed from High to Normal

This may have been caused by [#1954](#), and has therefore been fixed. Should keep an eye out.

#### #6 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#### #7 - 2018-07-29 16:53 - skyjake

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