

## Doomsday Engine - Bug #1980

### Client should refuse to use the same userdir as another already running client

2015-02-16 00:19 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2015-02-16
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Defect		
<b>Target version:</b>	2.3.x		
<b>Description</b>			
When one has more than Doomsday client running on their computer at once, one get's an illegal operation message on closing one of them.			
I pulled this out the out file: ^ > Mus_Start > M_Mus2Midi: Failed opening output file "dd-buffered-song1.mid" MasterWorker: Received 7 servers from mas^ : Starting music 'titl' ed to replace renderer.dei: existing file could not be removed. [RemoveError] (DirectoryFeed::removeFile) Cannot remove "renderer.dei" in directory "% HOMEPATH%\Documents\Doomsday Frontend\runtime\configs" ^ : Terminated by signal			
<b>Related issues:</b>			
Related to Bug #2055: [MP] Multiple instances can't connect to a local server		<b>New</b>	<b>2015-05-16</b>
Related to Feature #2057: Multiple client instances		<b>New</b>	<b>2015-05-16</b>

### History

#### #1 - 2015-02-16 10:20 - vermil

Certainly, I imagine it's because Dday tries to write to or remove files already in use.

To deal with such, Dday would literally have to be aware of how many instants of Dday is open and map each to separate files (i.e doomsday.out, doomsday1.out, doomsday2.out etc etc).

But the practically...

#### #2 - 2015-02-16 10:25 - skyjake

At present time, if one is running multiple instances of the client locally, it is the user's responsibility to set a unique runtime folder for each (with "-userdir" on the command line).

The bug here is that the client should detect whether another instance is running on the userdir and refuse to launch.

A feature request could be that the client would automatically create a suitable userdir (perhaps by adding a suffix). This would mean, though, that all the persistent state of the first instance is not shared.

#### #3 - 2015-02-16 10:25 - skyjake

- Subject changed from *Crash with multiple clients when quitting* to *Fatal error when quitting with multiple local client instances (same userdir)*

#### #4 - 2015-02-23 09:03 - skyjake

- Priority changed from *Normal* to *Low*

#### #5 - 2015-05-16 15:18 - skyjake

- Related to Bug #2055: [MP] Multiple instances can't connect to a local server added

#### #6 - 2015-05-16 15:35 - skyjake

- Related to Feature #2057: Multiple client instances added

#### #7 - 2017-04-03 13:59 - skyjake

- Category set to *Defect*

- Target version set to *2.1 (Late 2018)*

**#8 - 2018-10-27 15:20 - skyjake**

- Target version changed from 2.1 (Late 2018) to 2.2 (2019)

**#9 - 2019-10-14 10:31 - skyjake**

- Target version changed from 2.2 (2019) to 2.3.x

**#10 - 2019-12-01 21:52 - skyjake**

- Subject changed from *Fatal error when quitting with multiple local client instances (same userdir)* to *Client should refuse to use the same userdir as another already running client*