

Doomsday Engine - Bug #203

General network instability

2004-12-19 18:24 - michaelstather

Status: Closed	Start date: 2004-12-19
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description I'm using the latest jDoom with the latest wads and drivers under WinXP. However using 2 PCs to play in cooperative mode, the game crashes often under various conditions: Joining a server with the .md2 model pack enabled (sometimes) Starting a server then closing it and starting a new one (always) Playing a netgame and then exiting jDoom (always) Playing a netgame then disconnecting and reconnecting (sometimes) The game never crashed on any of the 2 pcs in singleplayer-mode (with -nofmod) Generally network playing is very unstable. I hope this could be improved :) I'd like to help in tracing down the problem, perhaps with a debug build.	

History

#1 - 2006-10-23 20:26 - danij

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Closing as too old.