

Doomsday Engine - Bug #2141

Use server IDs to detect which public/private entries belong to the same server in the Multiplayer list

2015-12-09 21:19 - skyjake

Status:	Closed	Start date:	2015-12-09
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.1 (Late 2018)		
Description			
One instance of the server is located via broadcast on the local network, while the other instance is received from the master server.			
Servers should have randomized unique IDs (cf. client IDs) to detect when server announcements from various sources refer to the same server.			
Related issues:			
Related to Feature #1753: Improved Master Server API		Rejected	2014-04-18
Related to Bug #2285: Extreme lag with LAN discovery of multiple (12) local ...		Closed	2018-10-03
Is duplicate of Bug #1882: 1.15.0 Build #1385 Multiplayer options game server...		Closed	2014-10-18

Associated revisions

Revision 6556afa1 - 2018-11-25 15:09 - skyjake

Server|Network|API|Web: Added server instance IDs

A random ID number is given to each running server so clients can detect duplicate servers.

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Revision 231c030a - 2018-11-25 15:25 - skyjake

UI|Home|Multiplayer: Use server IDs to detect duplicates

The UI prefers to show the LAN version of the server.

IssueID #2141

History

#1 - 2015-12-09 21:20 - skyjake

- Related to Feature #1753: Improved Master Server API added

#2 - 2016-03-27 08:04 - skyjake

- Target version changed from 50 to 2.1 (Late 2018)

#3 - 2016-03-27 08:30 - skyjake

- Priority changed from High to Normal

#4 - 2016-08-09 10:28 - skyjake

- Is duplicate of Bug #1882: 1.15.0 Build #1385 Multiplayer options game server list added

#5 - 2016-08-09 10:29 - skyjake

- Status changed from New to Closed

This has been handled as part of [#2196](#).

#6 - 2017-02-08 12:02 - skyjake

- Assignee set to skyjake

- Target version changed from 2.1 (Late 2018) to 2.0 – Home UI & Packages

- % Done changed from 0 to 100

The Multiplayer list in Home shows all local servers plus the servers from the master, however the local ones are labeled "LAN". The server IP addresses are shown in the server details popup (public IP for servers from the master, local IP for LAN servers).

#7 - 2017-02-08 12:04 - skyjake

- *Tags changed from Multiplayer, RingZero, Server, UI to Multiplayer, Server, UI, Home*
- *Subject changed from Home screen shows duplicate entries for servers on local network to Use server IDs to detect which public/private entries belong to the same server in the Multiplayer list*
- *Status changed from Closed to New*
- *Target version changed from 2.0 – Home UI & Packages to 2.1 (Late 2018)*
- *% Done changed from 100 to 30*

#8 - 2017-02-08 12:04 - skyjake

- *Status changed from New to Progressed*

#9 - 2018-10-27 15:51 - skyjake

- *Related to Bug #2285: Extreme lag with LAN discovery of multiple (12) local servers added*

#10 - 2018-11-25 15:30 - skyjake

- *Status changed from Progressed to Resolved*
- *% Done changed from 30 to 100*

#11 - 2018-11-25 15:49 - skyjake

- *Status changed from Resolved to Closed*