Doomsday Engine - Bug #2219

Multiplayer tab only shows "unknown game" items after changes to Data Files settings

2017-03-24 13:29 - skyjake

Status:	Closed	**Start date:**	2017-03-24
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.0.1		

Description

After configuring Data Files, existing servers listed in the Multiplayer tab become blank "unknown game" items. Refreshing the multiplayer servers list will restore the correct items.

Associated revisions

Revision ba249c79 - 2017-04-02 22:38 - skyjake

Fixed|libcore: Copying a Record to itself causes the Record to be cleared

IssueID #2219

Revision fc25181f - 2017-04-08 10:01 - skyjake

Fixed|libcore: Copying a Record to itself causes the Record to be cleared

IssueID #2219

History

#1 - 2017-04-02 22:39 - skyjake

- % Done changed from 0 to 100

#2 - 2017-04-02 22:39 - skyjake

- Status changed from New to Resolved

#3 - 2017-04-08 10:05 - skyjake

- Status changed from Resolved to Closed