Doomsday Engine - Bug #2277

(linux/ubuntu) doomsday-server is only sending the default port to the master list.

2018-08-10 05:36 - tacgnol

| Status: | Closed | Start date: | 2018-08-10 |
|-----------------|-----------------|-------------|------------|
| Priority: | High | % Done: | 100% |
| Assignee: | skyjake | | |
| Category: | Defect | | |
| Target version: | 2.1 (Late 2018) | | |

Description

Hello, after some troubleshooting from this thread: http://talk.dengine.net/discussion/2569/multiple-public-server-issue

It seems that with the ubuntu linux package, the doomsday-server program is sending the default port instead of the specified port.

I believe the local discovery with UDP is working properly, i can see the proper port on the lan. The issue is only with the public master list.

I tried the same config with a windows build, and it was working properly with the correct specified port being advertised.

Associated revisions

Revision c6c64af9 - 2018-09-30 12:54 - skyjake

Fixed|Server: Server's port not included in master server announcement

In case the local IP address was not determined and "net-ip-address" was not set, the server's port was omitted from the master server announcement.

IssueID #2277

History

#1 - 2018-08-11 15:29 - skyjake

- Category set to Defect
- Assignee set to skyjake
- Priority changed from Normal to High
- Target version set to 2.1 (Late 2018)

#2 - 2018-09-30 12:56 - skyjake

- Status changed from New to Resolved
- % Done changed from 0 to 100

#3 - 2018-10-01 09:50 - tacgnol

Working great, thanks!

#4 - 2018-10-01 10:22 - skyjake

- Status changed from Resolved to Closed

2024-04-25 1/1