Doomsday Engine - Bug #2331

Server doesn't check wads (connecting via command line)

2019-06-24 14:37 - bond

Status:	New		**Start date:**	2019-06-24
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Defect			
Target version:	Multiplayer			

Description

When connecting to the server from the command line, the wads are not checked - client can use any (and often crash)

History

#1 - 2019-11-29 22:31 - skyjake

- Subject changed from Server doesn't check wads to Server doesn't check wads (connecting via command line)

- Category set to Defect

- Target version set to Multiplayer