

Doomsday Engine - Feature #2333

Extend info about server wads (filename, checksum)

2019-06-24 14:40 - bond

Status:	New	Start date:	2019-06-24
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Multiplayer		
Description			
Add the list of loaded wad names (including iwad) and their checksums (md5) to server info			

History

#1 - 2019-11-29 22:35 - skyjake

- Subject changed from *Extend info about server wads* to *Extend info about server wads (filename, checksum)*
- Category set to *Enhancement*
- Target version set to *Multiplayer*

While the package IDs are there already, it does make sense to provide names and checksums so one can identify the files outside of Doomsday's package management system as well.