

Doomsday Engine - Bug #2334

Client should load server's data files when connecting via command line

2019-06-24 14:40 - bond

Status:	New	Start date:	2019-06-24
Priority:	High	% Done:	0%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.3.x		
Description			
Add the ability to autoloading the absent wads when connecting to the server from the command line (like from Doomsday UI)			

History

#1 - 2019-11-29 22:37 - skyjake

- Tracker changed from Feature to Bug
- Subject changed from Server wads autoloading to Server wads autoloading when connecting via command line
- Category set to Defect
- Target version set to 2.3.x

This sounds like a bug, actually. The autoloading feature introduced in 2.1 is supposed to work regardless of how the connecting is made. Needs some testing...

#2 - 2019-12-01 21:48 - skyjake

- Priority changed from Normal to High

#3 - 2019-12-01 22:34 - skyjake

- Subject changed from Server wads autoloading when connecting via command line to Client should load server's data files when connecting via command line
- Assignee set to skyjake