

## Doomsday Engine - Bug #2337

### No doom II can be selected from the master list in the server tab

2019-06-26 04:35 - tacgnol

<b>Status:</b>	Feedback	<b>Start date:</b>	2019-06-25
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	tacgnol		
<b>Category:</b>	Defect		
<b>Target version:</b>	2.3.x		
<b>Description</b>			
No doom II can be selected from the master list in the server tab			
probably not normal.			
They are all greyed / not selectable.			
My servers are on 2.1.1 stable. I didn't updated them for a while, or touched the config.			

### History

#### #1 - 2019-12-01 22:32 - skyjake

- Status changed from New to Feedback
- Priority changed from High to Normal

Some additional information would be useful:

- Is this still happening, or did you figure out some config issue to work around it?
- Are your Doom 2 IWADs otherwise playable? A grayed-out server indicates that the server is using different data files than what is available on client-side. (Check which version the server is using vs. the client.)

#### #2 - 2019-12-01 22:33 - skyjake

- Assignee set to tacgnol