

## Doomsday Engine - Feature #2413

### [MP] Configure what the server does after a timeout when no clients connected

2020-02-05 07:19 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-03-02
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	3.x		
<b>Description</b>			
After all players have left a server, it would be good to reset game state after a timeout. New players joining later will then get to start a new game session.			
<b>Related issues:</b>			
Related to Feature #2325: A way to vote for a specific map		<b>New</b>	<b>2019-03-25</b>
Copied from Feature #1986: [MP] Configure what the server does when an episod...		<b>New</b>	<b>2015-03-02</b>

#### History

##### #1 - 2020-02-05 07:19 - skyjake

- Copied from Feature #1986: [MP] Configure what the server does when an episode ends added

##### #2 - 2020-02-05 07:19 - skyjake

- Related to Feature #2325: A way to vote for a specific map added

##### #3 - 2020-02-05 07:54 - skyjake

- Priority changed from Normal to High

##### #4 - 2020-12-08 08:27 - skyjake

- Target version changed from 2.3 to 3.x

#### Files

heretic-ext-001.jpg	344 KB	2015-05-20	vermil
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