

Doomsday Engine - Feature #2423

Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery

2020-05-10 07:35 - jonesmz

Status:	New	Start date:	2020-05-10
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:	3rd party compatibility		
Target version:	Multiplayer		

Description

I play a lot of local co-op with Doomsday engine. I find it quite clunky to enter the ipaddress of the server that's hosting the game every time.

Instead, for local co-op, it should be possible for the Client GUI to automatically detect a local game, and offer it as a one-click connection.

Technology like mDNS (Sometimes referred to as Avahi or Bonjour) can do this trivially. Avahi is installed by default on many (most?) Linux systems, and has a trivial to use C api. Bonjour comes with all Mac OS X machines as far as I know. Not familiar with the Windows support landscape for this, unfortunately, so I can't comment on that.

History

#1 - 2020-05-10 11:23 - skyjake

- *Category set to 3rd party compatibility*

- *Target version set to Multiplayer*

Doomsday currently does its own rudimentary UDP broadcast based autodiscovery of LAN servers, but I gather this is not working for you. One reason could be that Doomsday guesses your local LAN IP address incorrectly so it broadcasts on the wrong network. Or perhaps a firewall is blocking the messages at some point.

I agree that using a more robust existing solution would make sense here. Given that LAN configurations can get quite diverse, a simple solution is not quite sufficient.