

Doomsday Engine - Bug #33

Netgame pausing doesn't work

2003-03-30 21:07 - skyjake

Status: Closed	Start date: 2003-03-30
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.8	
Description When the server pauses the game, clients do not pause.	
Labels: Multiplayer	

History

#1 - 2003-05-26 12:25 - skyjake

Logged In: YES
user_id=717323

In a netgame, the server can pause the game. Clients can't pause or unpause.