

Doomsday Engine - Bug #476

Player disconnection

2007-10-01 04:27 - terracon

Status: Closed	Start date: 2007-10-01
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description Joining a game of doom1 or doom2 with a non dedicated server causes one of the players to get disconnected when another player joins. This happens on doom and doom2. It doesn't happen all the time but is quite frequent.	
Labels: jDoom Multiplayer	

History

#1 - 2007-10-01 12:49 - danij

Logged In: YES
user_id=849456
Originator: NO

This particular problem is a known issue and has been reported numerous times already. Please search the existing bug tracker before submitting new items.