

Doomsday Engine - Bug #477

Server pause

2007-10-01 04:29 - terracon

Status: Closed	Start date: 2007-10-01
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	
Description While running a dedicated server on linux and connecting to it. The server will pause the game and sit there paused. The only way to continue playing is to restart the server to clear the pause.	
Labels: jDoom Multiplayer	

History

#1 - 2008-01-04 20:28 - danij

Logged In: YES

user_id=849456

Originator: NO

This bug is another symptom of the problems introduced with packet security fixes in 1.9.0-beta5.2