

Doomsday Engine - Multiplayer bugs

#	Tracker	Status	Priority	Subject	Assignee	Updated	% Done
1989	Bug	New	Urgent	Client assert fail (possible crash) if joining game during intermission	skyjake	2018-07-29 16:53	0
2064	Bug	New	Urgent	Bugs in HeXen Multiplayer		2018-07-29 16:53	0
2152	Bug	New	Urgent	[Hexen] Afrits become stuck/invincible in multiplayer		2018-07-29 16:53	0
2334	Bug	New	High	Client should load server's data files when connecting via command line	skyjake	2019-12-01 22:34	0
1963	Bug	New	High	[Doom] Spawning on top of a weapon leads to broken weapon (multiplayer)		2018-07-29 16:53	0
1965	Bug	New	High	[Doom] Multiplayer Arch Vile Fire doesn't thrust the player upward		2018-07-29 16:53	0
1089	Bug	Progressed	High	[MP] Client cannot dismiss "Help/Info" finale		2018-07-29 16:46	0
2337	Bug	Feedback	Normal	No doom II can be selected from the master list in the server tab	tacgnol	2019-12-01 22:33	0
1988	Bug	New	Normal	[MP] When spawning on a weapon, weapon fires at speed of pistol		2018-07-29 16:53	0
2055	Bug	New	Normal	[MP] Multiple instances can't connect to a local server		2018-07-29 16:53	0
1967	Bug	New	Normal	[Multiplayer] Heretic/HeXen liquid splashes/damaging floors doubled		2018-07-29 16:53	0
1972	Bug	New	Normal	[MP] Fast-moving planes not always reach destination on client-side		2018-07-29 16:53	0
1885	Bug	New	Normal	[Multiplayer] Incorrect player numbers in scoreboard between maps		2018-07-29 16:53	0
1961	Bug	New	Normal	Client fatal error due to invalid data received from server		2018-07-29 16:53	0
787	Bug	New	Normal	[Co-op] Voodoo dolls not supported		2017-04-03 18:34	0
2054	Bug	New	Low	[MP] No weapon pickup notification in Hexen		2018-07-29 16:53	0