

Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|------|-----------------|---------|------------|----------|--|-----------|------------------|--------|
| 2423 | Doomsday Engine | Feature | New | Normal | Support something like mDNS / Avahi / Bonjour protocol for local server auto discovery | Deng Team | 2020-05-10 11:23 | 0 |
| 2413 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does after a timeout when no clients connected | skyjake | 2020-12-08 08:27 | 0 |
| 2336 | Doomsday Engine | Feature | New | Normal | Comprehensive server info and metadata | | 2019-11-29 22:42 | 0 |
| 2334 | Doomsday Engine | Bug | New | High | Client should load server's data files when connecting via command line | skyjake | 2019-12-01 22:34 | 0 |
| 2333 | Doomsday Engine | Feature | New | Normal | Extend info about server wads (filename, checksum) | | 2019-11-29 22:35 | 0 |
| 2331 | Doomsday Engine | Bug | New | Normal | Server doesn't check wads (connecting via command line) | | 2019-11-29 22:31 | 0 |
| 1986 | Doomsday Engine | Feature | New | High | [MP] Configure what the server does when an episode ends | skyjake | 2020-12-08 08:27 | 0 |
| 1970 | Doomsday Engine | Feature | New | Normal | Scriptable map entry/exit, cycling | | 2019-11-29 21:13 | 0 |
| 1961 | Doomsday Engine | Bug | New | Normal | Client fatal error due to invalid data received from server | | 2018-07-29 16:53 | 0 |
| 1765 | Doomsday Engine | Feature | New | High | Multiplayer savegames (co-op) | skyjake | 2019-11-29 20:20 | 0 |
| 1754 | Doomsday Engine | Feature | New | High | Start local server using client GUI | skyjake | 2018-07-29 16:46 | 0 |
| 1658 | Doomsday Engine | Feature | New | High | Automatic port forwarding (UPnP/NAT-PMP/PCP) | skyjake | 2020-05-10 11:14 | 0 |
| 1614 | Doomsday Engine | Feature | New | High | Improved demo recording and playback | | 2019-11-29 20:20 | 0 |
| 1415 | Doomsday Engine | Feature | New | Low | [Master Server] Allow specifying server IP manually | | 2019-11-29 12:50 | 0 |
| 9 | Doomsday Engine | Feature | Progressed | High | Use local server to run single-player games | | 2019-11-29 20:21 | 0 |
| 1757 | Doomsday Engine | Feature | New | High | Separate server and client sources | | 2019-11-29 20:17 | 20 |
| 2015 | Doomsday Engine | Feature | Progressed | Normal | Remove server-side audio system | | 2019-11-29 23:06 | 50 |