

Doomsday Engine - Bug #1961

Client fatal error due to invalid data received from server

2015-02-11 10:11 - skyjake

Status:	New	Start date:	2015-02-11
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Multiplayer		
Description			
Sometimes (not very often) the client will crash / fatal error when it attempts to read an invalid data packet received from the server. This might be due to the server terminating first due to unhandled exception.			
Related issues:			
Related to Feature #1962: Revised network protocol based on libshell		New	2015-02-11

History

#1 - 2015-02-11 10:18 - skyjake

- Related to Feature #1962: Revised network protocol based on libshell added

#2 - 2015-02-11 15:22 - skyjake

- Priority changed from Normal to High

#3 - 2015-03-21 22:43 - skyjake

- Status changed from In Progress to New

#4 - 2015-05-06 22:32 - skyjake

- Assignee deleted (skyjake)

#5 - 2015-05-09 08:49 - skyjake

- Priority changed from High to Normal

This may have been caused by [#1954](#), and has therefore been fixed. Should keep an eye out.

#6 - 2016-03-27 08:26 - skyjake

- Target version set to 2.1 (Late 2018)

#7 - 2018-07-29 16:53 - skyjake

- Target version changed from 2.1 (Late 2018) to Multiplayer