

## Doomsday Engine - Feature #1962

### Revised network protocol based on libshell

2015-02-11 10:18 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2015-02-11
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Redesign		
<b>Target version:</b>	Multiplayer		
<b>Description</b>			
The Shell protocol uses Doomsday 2 components for a more robust (versioned) and secure (bound/error-checked) network communication channel. All network communications between the client and the server should be revised to use this protocol instead of the current one that basically sends POD C structs over a socket.			
<b>Related issues:</b>			
Related to Bug #1961: Client fatal error due to invalid data received from se...		<b>New</b>	<b>2015-02-11</b>
Related to Feature #1767: Network delta profiler		<b>New</b>	<b>2014-04-18</b>

### History

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

- Related to Bug #1961: Client fatal error due to invalid data received from server added

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

- Tags changed from Multiplayer to Multiplayer, Protocol

#### #3 - 2015-02-11 15:13 - skyjake

- Description updated

#### #4 - 2015-02-11 15:22 - skyjake

- Priority changed from High to Urgent

#### #5 - 2016-03-27 07:43 - skyjake

- Priority changed from Urgent to High

#### #6 - 2016-03-27 07:44 - skyjake

- Related to Feature #1767: Network delta profiler added

#### #7 - 2016-03-27 08:24 - skyjake

- Target version set to 2.1 (Late 2018)

#### #8 - 2018-07-29 16:53 - skyjake

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