

## Doomsday Engine - Bug #2331

### Server doesn't check wads (connecting via command line)

2019-06-24 14:37 - bond

|  |             |                    |            |
|--|-------------|--------------------|------------|
| <b>Status:</b>   | New         | <b>Start date:</b> | 2019-06-24 |
| <b>Priority:</b>   | Normal      | <b>% Done:</b>     | 0%         |
| <b>Assignee:</b>   |             |                    |            |
| <b>Category:</b>   | Defect      |                    |            |
| <b>Target version:</b>   | Multiplayer |                    |            |
| <b>Description</b>   |             |                    |            |
| When connecting to the server from the command line, the wads are not checked - client can use any (and often crash) |             |                    |            |

#### History

##### #1 - 2019-11-29 22:31 - skyjake

- Subject changed from Server doesn't check wads to Server doesn't check wads (connecting via command line)
- Category set to Defect
- Target version set to Multiplayer