

Doomsday Engine - Bug #2332

Duplicate server entries on master-server

2019-06-24 14:39 - bond

Status:	New	Start date:	2019-06-24
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:	Multiplayer		
Description			
Start public server, stop it, wait until it disappear on master (imho tooo long), change (tcp) port and start it again - there will be two entries in master list: with old and new ports			

History

#1 - 2019-11-29 22:33 - skyjake

- *Category set to Defect*

- *Target version set to Multiplayer*

Master should clear records of stopped servers quicker.