

## Doomsday Engine - Bug #476

### Player disconnection

2007-10-01 04:27 - terracon

<b>Status:</b> Closed	<b>Start date:</b> 2007-10-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> Joining a game of doom1 or doom2 with a non dedicated server causes one of the players to get disconnected when another player joins. This happens on doom and doom2. It doesn't happen all the time but is quite frequent.	
<b>Labels:</b> jDoom Multiplayer	

### History

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#### #1 - 2007-10-01 12:49 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

This particular problem is a known issue and has been reported numerous times already. Please search the existing bug tracker before submitting new items.