

## Doomsday Engine - Feature #9

### Use local server to run single-player games

2013-10-11 10:05 - skyjake

<b>Status:</b>	Progressed	<b>Start date:</b>	2014-04-18
<b>Priority:</b>	High	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Redesign		
<b>Target version:</b>	Architecture		
<b>Description</b>			
The objective is to make the engine always run in client/server mode, even locally in single-player games.			
Completion of this feature is planned to be a milestone for incrementing the major version number.			
<b>Note:</b> On mobile devices (iOS/Android), there still needs to be a way to compile everything into a single binary. In this scenario, the server and client would be running in the same process and communicate over a simulated network link. It would be necessary to share cached resources to avoid needless duplication. However, the majority of the engine can remain oblivious to this arrangement.			
For more information, see the <a href="#">Unified networking proposal</a>			
<b>Related issues:</b>			
Related to Feature #1754: Start local server using client GUI		<b>New</b>	<b>2014-04-18</b>
Related to Feature #1757: Separate server and client sources		<b>New</b>	<b>2014-04-18</b>
Related to Feature #1764: DMU 2.0: Generate network deltas		<b>New</b>	<b>2014-04-18</b>
Related to Feature #1766: Server-supplied (i.e., remote) resource files		<b>Closed</b>	<b>2014-04-18</b>
Related to Feature #1767: Network delta profiler		<b>New</b>	<b>2014-04-18</b>
Related to Bug #2006: [MP] Automap and Inventory left open on player death		<b>Closed</b>	<b>2015-03-30</b>
Precedes Feature #1614: Improved demo recording and playback		<b>New</b>	<b>2014-04-19</b>

### History

#### #1 - 2013-10-18 14:42 - skyjake

- Category set to Redesign

#### #2 - 2013-10-22 13:09 - skyjake

- Tags set to Client, Server

- Priority changed from Normal to High

#### #3 - 2015-02-13 10:21 - skyjake

- Target version changed from 2.0 – Home UI & Packages to 51

#### #4 - 2015-05-03 14:18 - skyjake

- Target version changed from 51 to Architecture

#### #5 - 2015-05-03 19:30 - skyjake

- Assignee deleted (Deng Team)

#### #6 - 2015-05-09 18:37 - skyjake

- Description updated

#### #7 - 2015-05-09 19:26 - skyjake

- Related to Bug #2006: [MP] Automap and Inventory left open on player death added

#### #8 - 2016-07-05 23:54 - skyjake

- Status changed from In Progress to Progressed

**#9 - 2019-11-29 20:21 - skyjake**

- *Subject changed from Unified networking to Use local server to run single-player games*