Olaf van der Spek wrote on Fri, 05 May 2006 08:49Whitedragon wrote on Fri, 05 May 2006 00:10XWIS needs to disconnect all players and servers when it restarts.
That's an option, but doesn't that cause all games to immediately restart?
I've chosen for the current scheme so servers can reconnect when it's best for them.It would. I think a better solution would to send a page to the servers notifying them of a pending XWIS restart. It would allow them to restart at their earliest convienience.

Also, I think XWIS should switch the MOTD to a page rather than the regular MOTD, that way it still comes up even after you've previously logged in on that instance of Renegade.