Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sat, 23 Sep 2006 07:43:40 GMT

I know that i didn't have to edit this direct, but it didn't work so.

I have only tested, if i set the max players in the svrcfg_cnc.ini to 32 and in the xwisp.pl on line 455 "$joingame_maxplayers" to 64 than i can join the game, with one problem that the server shows me the NAT failure and it doesen't let me in.