Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sun, 24 Sep 2006 08:53:01 GMT

I think the two problems with port and players are a bite, because we this is problems are fast to fix.

The biggest problems are, that the server, MXrave wrote sometimes for 2-3 secounds are virual down.

Yesterday i have tested the remote connection with telnet to the server. I can connect, the server asks the password but then the server disconnet me.
Currently i don't know why i can't connet to it.

Now something positiv
On linux and with xwisp the renegade server is very fast.
The server starts the maps very fast and works, with some little problmes very fine.