Subject: Re: Introduction to the SSGM 4.0 TCP Logging System
Posted by jonwil on Sun, 15 Aug 2010 05:44:18 GMT

I dont know when the actual proper SSGM 4.0 testing server (the one normal players are supposed to join and play on) will be live, we want to make sure its as bug free as we can get it first.

I believe BlackIntel will be hosting it on one of their boxes.