Subject: WOL is down due to DDoS
Posted by gibberish on Mon, 08 Dec 2003 02:23:49 GMT

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npsmith82You may have problems when it tries to cycle onto the next map tho, when it reports back into WOL.
You are correct, however when the map changes and the server trys to report the stats, it crashes.

This is what I am trying to stop.