
Subject: I can't find my server on WOL
Posted by [Poskov](#) on Sat, 22 Mar 2008 19:04:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't find my server on WOL

Subject: Re: I can't find my server on WOL
Posted by [danpaul88](#) on Sat, 22 Mar 2008 21:15:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Join a different one then.

Seriously, if you expect any useful support you will have to actually tell us what the problem is, describe what happens, give us more information etc.

Subject: Re: I can't find my server on WOL
Posted by [Poskov](#) on Sun, 23 Mar 2008 00:57:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm hosting a FDS. It logs in fine and all, and runs but I can't join it or find it in the WOL server listings.

Subject: Re: I can't find my server on WOL
Posted by [trooprm02](#) on Sun, 23 Mar 2008 05:03:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Your not from "US of A" if your ISP is rogers (canada only)...

Subject: Re: I can't find my server on WOL
Posted by [Genesis2001](#) on Sun, 23 Mar 2008 05:12:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure you don't have an objects.ddb (if you do, it might be corrupted) in your server's data folder. I figured out that that was the problem with my test server hosted on my computer here. (Server couldn't be located anywhere on XWIS, yet it logged in correctly...)

EDIT

~Zack

Subject: Re: I can't find my server on WOL
Posted by [Poskov](#) on Sun, 23 Mar 2008 11:52:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

No objects but, I'm running a semi total conversion, stand alone game on my server.
(Always.dat, always2.dat (Replaced Apache texture in it but made sure file count and size was the same) always.dbs)

Subject: Re: I can't find my server on WOL
Posted by [Goztow](#) on Sun, 23 Mar 2008 17:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Sun, 23 March 2008 12:52No objects but, I'm running a semi total conversion, stand alone game on my server.
(Always.dat, always2.dat (Replaced Apache texture in it but made sure file count and size was the same) always.dbs)

That would explain.

Subject: Re: I can't find my server on WOL
Posted by [Poskov](#) on Mon, 24 Mar 2008 12:44:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Explain what;

I'm hosting a server for a custom game, how can I do this
