
Subject: Re: C&C_Rome

Posted by [JRPereira](#) on Tue, 17 Jan 2006 08:41:28 GMT

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Chronojam wrote on Tue, 17 January 2006 03:30I demand you do C&C_Pompeii next, with volcanic ash raining down and dim lighting with lightning.

eh how about this. If I do a larger full-cnc-mode version of rome, I'll do it with a volcano and call it Pompeii, with ash and toppled buildings and maybe some statue-people in crazed death positions.

Lightning? I'm not sure sure I know how to do that.

I'm not sure I feel up to the work though. We'll see.

I figured out how to host on WOL at home. Look for "jrpserver" hosting various maps of mine (primarily rome for now).

I have wolspy up but I can't figure out how to get it to broadcast properly.

(Honestly, I need a concrete list of all ports to use/open/forward/whatever).
