Subject: Re: XWIS Status
Posted by Olaf van der Spek on Fri, 05 May 2006 12:49:37 GMT
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Whitedragon wrote on Fri, 05 May 2006 00:10XWIS needs to disconnect all players and servers when it restarts.
That's an option, but doesn't that cause all games to immediately restart?
I've chosen for the current scheme so servers can reconnect when it's best for them.