Subject: Re: Moving towards scripts.dll 2.9 Posted by Cat998 on Tue, 04 Jul 2006 20:29:14 GMT View Forum Message <> Reply to Message

Fix Get_Current_Game_Mode(), it always tells you, it's WOL-server The_Game()->Port doesn't seem to work 100%, in WOL-mode it sometimes says the port is 4848, but it isn't 4848.

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