Subject: Re: Moving towards scripts.dll 2.9
Posted by Cat998 on Tue, 04 Jul 2006 20:29:14 GMT
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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.