
Subject: Re: XWISP 1.0 Beta Release

Posted by [forcee](#) on Fri, 22 Sep 2006 19:13:34 GMT

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at first thx blazer, nice work

when i set the maxplayers in the xwisp.p higher than i have set this in the renegade config, then i haven't the "Full Channel" Problem, but now i have the problem with NAT users

[:MXsword!u@h GAMEOPT a000000m1 :NAT:ec,0000,MXsword]

[:MXsword!u@h GAMEOPT a000000m1 :NAT:dfdca,MXsword]

[DEBUG]: Client NAT name:MXsword IP:1a730c59 NAT_PORT:fdca ... a dreaded NAT:d player!

perhaps some one other can join the server
