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Subject: Re: XWISP 1.0 Beta Release

Posted by [Blazer](#) on Fri, 22 Sep 2006 23:25:01 GMT

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NAT:d players were the hardest to get working, but they do work, as I tested with several NAT:d folks (Scorpio9a is one of them).

That warning message is just left over from when I was testing.

Where are you editing the maxplayers in xwisp.pl? You shouldn't have to directly edit that variable, since its parsed from your server.ini

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