
Subject: LFDS Error

Posted by [sum12nuke](#) on Tue, 29 May 2007 03:43:42 GMT

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Well, initially when I installed LFDS it worked without any configurations. So, I configured it. I basically configured it nicely how I want it. Then I ran it.

It started out normal for a split second or two, then it starts to output "**** Auto starting game. Type 'quit' to abort ****" in a seemingly unconditional while loop (keeps outputting that millions of times forever).

I troubleshooted and found that this was caused by setting "GameType" in server.ini to "GameType: WOL", it was originally GameSpy.

Anyone have a solution or has had this problem?

Thanks

-Zach
