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Subject: Re: Custom game hosting

Posted by [Poskov](#) on Sun, 06 Apr 2008 22:04:42 GMT

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danpaul88 wrote on Sun, 06 April 2008 09:12 Standalone mods work quite well on XWIS actually, because it uses the checksum from objects.ddb to decide which servers to list you only see servers for the mod you are playing when you login to XWIS, which is a nice touch really.

this is going slightly off topic,

I'm trying to host a custom game/mod server; I can't join my own server and it doesn't show up on the server listing (I'm using a different login name to host my server that the one I join with.)

The always.dbs are also exact copies in my client game and server. I've also replaced the always2.dat in my server folder with the always2.dat from my client data folder.

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