
Subject: Re: direct connection

Posted by [Spyder](#) on Wed, 07 Jan 2009 20:58:17 GMT

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2GLOCK9S wrote on Wed, 07 January 2009 21:56Poskov wrote on Wed, 07 January 2009 14:49i was thinking more along the lines where u use +connect blah blah blah or something like that

C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

if you didn't know the full one it's right there

you can get IP's off the server's website, admins via website or IRC, right click on server in GSA.

I used to use direct connect until i discovered Resurrection, www.icefinch.net. Resurrection is the ideal way to connect to servers.

Admins normally don't want to give you the server ip/port. I always use a sniffer tool to steal them
