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Subject: Re: XWIS DOWN

Posted by [iRANian](#) on Sun, 01 Apr 2012 15:30:49 GMT

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BHS already controls the Renegade part of XWIS pretty much. Hosting in GameSpy mode isn't that smart as the FDS has special exceptions for GameSpy mode and that might cause unforeseen issues. I think putting the FDS in LAN mode with some third party software to broadcast to GSA should work just fine. If someone would write third party software to connect to a WOL master server and handle everything that would be great, the FDS shuts down around 30 seconds after loading a level if it isn't connected to WOL anymore in WOL mode (with a sound of the Commando saying "real tough guy" being played and an admin message shown telling that the server shut down).

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