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Subject: Yay! I can't connect!

Posted by [Da Spadger](#) on Thu, 22 Nov 2007 04:15:48 GMT

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Uh, yeah. I seem to have a wonderful ability to not connect to WOL/XWIS.

I have reinstalled the game, applied the 1037 patch, installed RenGuard, installed core patches in that order, along with that scripts thing mentioned in the FAQ. There's no firewall to mess things up and I'm running XP SP2. I don't see what else I should mention.

Please help. :/

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Subject: Re: Yay! I can't connect!

Posted by [Goztow](#) on Thu, 22 Nov 2007 07:43:03 GMT

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What does the MOTD say when you connect?

Also check the file "hosts" in directory C:\WINDOWS\SYSTEM32\DRIVERS\ETC . Open it with notepad.

If there's an extra line in there, under or above "127.0.0.1 localhost", then post your hosts-file in this subforum so we can help you out.

In worst case you'll need to reinstall WOL or even the complete game.

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Subject: Re: Yay! I can't connect!

Posted by [Da Spadger](#) on Thu, 22 Nov 2007 15:18:55 GMT

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I don't get a message, just "Unable to connect to Westwood Online".

In hosts, there's nothing besides "127.0.0.1 localhost", but in a file called hosts.bak there's one billion zillion extra lines, should I post that one instead?

I could try reinstalling WOL I guess. Edit: That didn't work.

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Subject: Re: Yay! I can't connect!

Posted by [Goztow](#) on Thu, 22 Nov 2007 15:49:20 GMT

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No, that .bak should be useless. Did you check if windows firewall didn't turn itself on? It tends to do that for no apparant reason =/.

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Subject: Re: Yay! I can't connect!  
Posted by [Carrierll](#) on Thu, 22 Nov 2007 16:11:44 GMT  
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Goztow wrote on Thu, 22 November 2007 15:49No, that .bak should be useless. Did you check if windows firewall didn't turn itself on? It tends to do that for no apparant reason =/.

My brother found a virus that could turn windows firewall off via the command line, it stands to reason that MS probably have it written in their updates to turn it on via the command line, or that applications that offer to "add themselves to the windows firewall exception list" (modern games, in other words) turn it on when they do that. Anyway, that's probably HOW it's turned on...

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Thu, 22 Nov 2007 17:53:10 GMT  
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The windows firewall is deactivated.

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Subject: Re: Yay! I can't connect!  
Posted by [Carrierll](#) on Thu, 22 Nov 2007 18:05:19 GMT  
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Go to Start > Run

Type "cmd" and press "OK"

then type

ping c.xwis.net

And say if it gives you four counts of "Reply from 212.162.52.4: \*stuff\*" or four counts of "Request timed out"

If it's the latter, something isn't letting you get to XWIS for Renegade.

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Thu, 22 Nov 2007 18:57:51 GMT  
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What the crap, cmd says ping isn't a valid command. O\_\_o

EDIT: Here we go. I can ping c.xwis.net just fine.

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Subject: Re: Yay! I can't connect!  
Posted by [Carrierll](#) on Thu, 22 Nov 2007 19:22:41 GMT  
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How about re-installing the game as per this?

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Thu, 22 Nov 2007 19:38:11 GMT  
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That's exactly how I did it, but I backed up the saved games and the configs instead.

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Subject: Re: Yay! I can't connect!  
Posted by [Carrierll](#) on Thu, 22 Nov 2007 21:57:25 GMT  
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No problem... this is strange. Really... strange. Try asking XWIS people for help.

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Thu, 22 Nov 2007 22:49:27 GMT  
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Done. I hope they can help. :/

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Subject: Re: Yay! I can't connect!  
Posted by [Goztow](#) on Fri, 23 Nov 2007 07:37:38 GMT  
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I hope they can :-S. It still sounds like a firewall'ish problem to me, as you can ping the adress but the game can't seem to reach it :-S.

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Fri, 23 Nov 2007 14:06:08 GMT  
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Just wondering, should the port number be set to anything specific? I noticed that the default value was 0, and tried 1000. It still didn't work though. :/

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Subject: Re: Yay! I can't connect!  
Posted by [Goztow](#) on Fri, 23 Nov 2007 14:20:44 GMT  
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Da Spadger wrote on Fri, 23 November 2007 15:06 Just wondering, should the port number be set to anything specific? I noticed that the default value was 0, and tried 1000. It still didn't work though. :/  
Huh? U can only set the port for the FDS. But we're talking about a client here, right?

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Subject: Re: Yay! I can't connect!  
Posted by [Da Spadger](#) on Fri, 23 Nov 2007 14:26:11 GMT  
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Yeah.

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Subject: Re: Yay! I can't connect!  
Posted by [Carrierll](#) on Fri, 23 Nov 2007 21:54:29 GMT  
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Pardon Goztow? Watch... (Attachment)

Nah, it shouldn't be at anything. 0 means the client and the server will choose a port between them. However, you may want to consider specifying a port (say 1234) and then forwarding all traffic to your PC from your router on that port (if you have a router)

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### File Attachments

1) [ClientOptions.jpg](#), downloaded 424 times

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# Multiplay

Display Player Names In Game

## Internet Options:

Allow Incoming Pages

Allow Others to Find Me

Only show chat from buddies

Only show chat from clan members

Bad Language Filter

Show Asian language chat

Show Non-Asian language chat

## Firewall:

Port Number:

0

Send Delay

**Back**

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Subject: Re: Yay! I can't connect!  
Posted by [cmatt42](#) on Fri, 23 Nov 2007 23:35:41 GMT  
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You know, it's strange. Some people have found the XWIS tool thingy to fix this problem, even though it isn't needed. Try it:

<http://strike-team.net/nuke/html/modules.php?op=modload&name=Downloads&file=index&req=viewdownload&cid=1>

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