Subject: WOL Linux server problem
Posted by bjorn on Mon, 12 Jan 2004 13:13:24 GMT
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I'm not sure if i'm posting this in the right place but i couldn't get into the "server owners" bit so i guess this place will be as good as any.

I've just set up a c&c renegade linux server on a linux box, now it runs fine when i have it running in "GameSpy" mode but as soon as i change it over to "WOL" mode it throws a hissyfit and repeats this "*** Auto starting game. Type 'quit' to abort ***" non stop untill i kill it. Normaly it would only say it once then give you some other data like "loading level" etc any ideas ?

Subject: WOL Linux server problem
Posted by iluvatar on Mon, 12 Jan 2004 19:08:50 GMT
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I thougt that linux doesnt work with WOL mode, only GSA

Subject: WOL Linux server problem
Posted by mac on Mon, 12 Jan 2004 19:15:49 GMT
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WOL mode is not supported in the LFDS.

Subject: WOL Linux server problem
Posted by bjorn on Mon, 12 Jan 2004 23:43:42 GMT
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oh ok .. and i'm guessing the windows version does ?

Subject: WOL Linux server problem
Posted by snipesimo on Tue, 13 Jan 2004 00:32:44 GMT
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yes :rolleyes:

Subject: WOL Linux server problem
Posted by Blazer on Tue, 13 Jan 2004 01:39:09 GMT
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I heard the Commodore-64 version does!

Subject: WOL Linux server problem
Posted by bjorn on Tue, 13 Jan 2004 02:55:32 GMT
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heh damn mocking :rolleyes:

Subject: WOL Linux server problem
Posted by Blazer on Tue, 13 Jan 2004 03:22:52 GMT
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Hehe sorry I couldn't resist