Subject: Okay so its not VIS (Was: Question to mappers about VIS data
Posted by Anonymous on Sat, 22 Feb 2003 15:30:00 GMT
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What we should probably make clear is that Blazer lives at my house, and therefore IS a LAN game. He connects to my server over our local network (though he does go through the Advanced Game Listings) and the FDS reports him (and me) as a 192.168.0.* IP address.Whatever the problem is, it appears to be something with the maps... did something change when they were exported out of LevelEdit?Oh, and to answer your question: It's running in WOL. [February 22, 2003, 15:31: Message edited by: Christine Korza]