Subject: Quitting due to Westwood online connection loss
Posted by Alkaline on Thu, 22 Jul 2004 15:16:12 GMT

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man where have you been, this is one of the oldest problems thier is...wol poops out when they are too many players...

I tried running 64 player server, the sfsp was still 30-35 when it was full but like every hour the server restarted because of wol connection lost.

Wol just can't handle that much information or something. If you want to run a stable 50 player server, run a server in gamespy, otherwise drop the player limit to 32 or 40 players.