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Subject: SPYWOL?

Posted by [Alkaline](#) on Tue, 24 Aug 2004 06:21:04 GMT

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Whats the possibility of making a wol broadcasting app similiar to wolspy but it does the opposite, broadcasts gamespy players in wol.

I say this because a couple of things can then happen:

1, BY FAR THE MOST IMPORTANT: Say good bye to the wol connection loss error. Since server is gsa based it won't have to be dependant on wol buggy irc.

2, cdkey banning: finnaly have the feature gsa servers have but wol was denied, no longer would you be at the mercy of the dreaded dynamic ip.

3, gsa>wol but i won't get into that...

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