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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Fri, 03 Sep 2004 01:51:00 GMT

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RenxAlkalineXtrm2MattYup. My 42/44 player keeps crashing. At first I thought it was the FDS Exploit as I hadn't patched it.. but it's happened many times after I did patch it. Very annoying when you got a full server and their happily playing

ya but you got like a 10-11 map rotation... imagine 64 maps, and people keep having to play the first 10 because of the constant reboots.

`!setnextmap <map>`

listen here, you can only do `!setmap` once every 2 maps because the next one reverts to the original rotation integrity. Not to mentio this method is buggy and sometimes results in permanant rotation alteration.

OHH this can only be done by mods.

None of this would be an issue if people would just host on gamespy :rolleyes: perhaps wol being down for a couple of weeks would be a good thing

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