
Subject: Failed to create game channel.....

Posted by [ghostSWT](#) on Sat, 16 Apr 2005 04:31:45 GMT

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As the server crashes it doesn't send a quit command to WOL so WOL doesn't know it's not there, and there is a short window of time that it will still be listed in WOL (until WOL pings the server and doesn't get a response and time out the room). If i join after the crash and b4 WOL pings the server (there will be no map name, no time, score, player, the join button will not be enabled), and i can stay in there for as long as i want and keep the server from connecting for ever

PS. my 8 player server is full 95% of the time it's up and once some one leaves a new player joins with in 30-60sec, at times i have a hard time joining, as soon as i see the player left message i click join and I'm 2 late, because there are ppl that spend a lot of their time just trying to get in the server (keep clicking join over and over...)

And after a crash it takes a while to get it to join a channel because all the ppl just keep trying to join the channel over and over.
