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Subject: Re: Renegade is dead  
Posted by [Crimson](#) on Sun, 13 Nov 2005 00:54:26 GMT  
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majikent wrote on Sat, 12 November 2005 13:45Crimson wrote on Sat, 12 November 2005 12:45Ma1kel wrote on Sat, 12 November 2005 05:21Xphaze Marathon and BC AOW, both having a special set up for their ports to fix the NAT problem on their side, both full most of the time.

There's no "special setup". Olaf and Scorpio9a fixed the problem.

I'll vouch for it... I've been playing on XWIS since WOL started having problems. I'm behind a NAT and have had no problems what so ever playing ANY servers.

The problem is, because of someone who was ill-informed, we've been calling it the "NAT bug" but it was never related to NAT. I, too, am behind NAT and I was able to join some servers, but not all. So, unless someone who codes for BC and/or XPhaze says they specifically did something, then you have come to the wrong conclusion. I am confident that you did because if anyone from either of those communities had a fix like that, they would have posted it in the Server Owners forum where we were discussing the bug with Olaf.

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