Subject: Re: Custom game hosting Posted by danpaul88 on Sun, 06 Apr 2008 14:12:01 GMT View Forum Message <> Reply to Message

Standalone mods work quite well on XWIS actually, because it uses the checksum from objects.ddb to decide which servers to list you only see servers for the mod you are playing when you login to XWIS, which is a nice touch really.

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