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Subject: Re: [GENERAL] bug

Posted by [EvilWhiteDragon](#) on Fri, 18 Apr 2014 06:04:38 GMT

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Ethel wrote on Fri, 18 April 2014 01:29: Gonna add on to this, seems that the code to connect to the updater server (sano.sanoweb.nl?) seems to be blocking with no timeout, i.e. when the update server is not up, the game will not ever start unless you use game2.exe. Any word on this?

Can't help with the issue, but I can at least explain the address. The TiberianTechnologies website and patches run on a webserver provided for by a friend of ours. He owns the website sanoweb.nl.

I presume you did a reverse lookup on the IP or something like that to figure the web-address out?

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