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Subject: WOL is down due to DDoS

Posted by [npsmith82](#) on Mon, 08 Dec 2003 02:01:02 GMT

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Lith...ium?

Just felt like guessing.

Btw gibberish, i think if WOL goes down DoS style, nobody will be able to see the server listings or see any of their buddies. Once you're playing in a server, it's pretty much a direct connection TO that server and WOL isn't involved one bit. Until the game ends when it may submit ladder info etc.

You should theoretically be able to play on as normal if you're already playing. Just nobody else can join from then onwards. You may have problems when it tries to cycle onto the next map tho, when it reports back into WOL.

Of course, i could be wrong.

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