
Subject: XWIS Status
Posted by [Crimson](#) on Thu, 04 May 2006 22:40:02 GMT
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In what I believe to be a response to attacks on several servers earlier today, XWIS has restarted as a new instance, which means all servers need to reconnect to appear on the list.

Subject: Re: XWIS Status
Posted by [AmunRa](#) on Thu, 04 May 2006 22:47:17 GMT
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will the attacks never cease? :/

Subject: Re: XWIS Status
Posted by [Spetz5](#) on Thu, 04 May 2006 23:03:10 GMT
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Bloody buggers! there doing it again!

Subject: Re: XWIS Status
Posted by [jschultz9](#) on Fri, 05 May 2006 02:07:36 GMT
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cant blame this one on me

Subject: Re: XWIS Status
Posted by [Whitedragon](#) on Fri, 05 May 2006 04:10:16 GMT
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XWIS needs to disconnect all players and servers when it restarts.

Subject: Re: XWIS Status
Posted by [Goztow](#) on Fri, 05 May 2006 07:13:09 GMT
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tx for notifying

Subject: Re: XWIS Status

Posted by [Kamuix](#) on Fri, 05 May 2006 07:30:32 GMT

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Thx for thanking her for notifying

Subject: Re: XWIS Status

Posted by [Goztow](#) on Fri, 05 May 2006 10:40:26 GMT

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Kamuix wrote on Fri, 05 May 2006 03:30Thx for thanking her for notifying

Tx for thanking me for thanking her for notifying

Subject: Re: XWIS Status

Posted by [trooprm02](#) on Fri, 05 May 2006 12:05:52 GMT

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Goztow wrote on Fri, 05 May 2006 05:40Kamuix wrote on Fri, 05 May 2006 03:30Thx for thanking her for notifying

Tx for thanking me for thanking her for notifying

LOL

Subject: Re: XWIS Status

Posted by [Olaf van der Spek](#) on Fri, 05 May 2006 12:49:37 GMT

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Whitedragon wrote on Fri, 05 May 2006 00:10XWIS needs to disconnect all players and servers when it restarts.

That's an option, but doesn't that cause all games to immediately restart?

I've chosen for the current scheme so servers can reconnect when it's best for them.

Subject: Re: XWIS Status

Posted by [PackHunter](#) on Fri, 05 May 2006 12:57:59 GMT

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jschultz9 wrote on Thu, 04 May 2006 22:07cant blame this one on me

Sure we can.

Subject: Re: XWIS Status

Posted by [Kanezor](#) on Fri, 05 May 2006 19:59:06 GMT

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Olaf van der Spek wrote on Fri, 05 May 2006 08:49Whitedragon wrote on Fri, 05 May 2006 00:10XWIS needs to disconnect all players and servers when it restarts.

That's an option, but doesn't that cause all games to immediately restart?

I've chosen for the current scheme so servers can reconnect when it's best for them.It would. I think a better solution would be to send a page to the servers notifying them of a pending XWIS restart. It would allow them to restart at their earliest convenience.

Also, I think XWIS should switch the MOTD to a page rather than the regular MOTD, that way it still comes up even after you've previously logged in on that instance of Renegade.

Subject: Re: XWIS Status

Posted by [Crimson](#) on Fri, 05 May 2006 20:01:56 GMT

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I would rather restart the server at my convenience (like, at map end at least) rather than being forced offline.

A page would be nice, though.
