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Subject: Direct Connection

Posted by [Sladewill](#) on Fri, 29 Jan 2010 16:18:16 GMT

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Why does direct connect crash renegade, whereas connecting to a server through XWIS is more stable?

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Subject: Re: Direct Connection

Posted by [EvilWhiteDragon](#) on Fri, 29 Jan 2010 16:20:05 GMT

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Sladewill wrote on Fri, 29 January 2010 17:18 Why does direct connect crash renegade, whereas connecting to a server through XWIS is more stable?

What do you mean? Direct connect is just as stable as XWIS. It's just that with DC, if you disconnect from the server it is programmed to exit. Which makes sense when you consider that DC was only created to support Gayspy.

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Subject: Re: Direct Connection

Posted by [GEORGE ZIMMER](#) on Fri, 29 Jan 2010 17:24:34 GMT

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I've never really had problems with DC, to be honest... how exactly is it unstable?

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Subject: Re: Direct Connection

Posted by [Sladewill](#) on Fri, 29 Jan 2010 17:49:50 GMT

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Well players that use RR, Gamespy or Direct Connect to our server crash out constantly, whereas the ones that use WOL never crash at all.

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Subject: Re: Direct Connection

Posted by [Carrierll](#) on Fri, 29 Jan 2010 21:13:22 GMT

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This needs to be in Win32 FDS. (Or Linux FDS if you run the Linux FDS)

Any server side modifications on your server?

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Subject: Re: Direct Connection

Posted by [Sladewill](#) on Fri, 29 Jan 2010 22:38:58 GMT

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yes lots of coding

building server, they seem to dislike changing of skins the most.

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Subject: Re: Direct Connection  
Posted by [Sean](#) on Sat, 30 Jan 2010 00:56:32 GMT  
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GEORGE ZIMMER wrote on Fri, 29 January 2010 11:24I've never really had problems with DC, to be honest... how exactly is it unstable?

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Subject: Re: Direct Connection  
Posted by [Goztow](#) on Sat, 30 Jan 2010 10:11:17 GMT  
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Do they crash at certain moments / times (e.g. on game join or when using a command)?

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Subject: Re: Direct Connection  
Posted by [EvilWhiteDragon](#) on Sat, 30 Jan 2010 11:07:18 GMT  
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Sladewill wrote on Fri, 29 January 2010 23:38yes lots of coding

building server, they seem to dislike changing of skins the most.  
Well, obviously something is wrong at your server then, as none seem to have this problem besides you.

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Subject: Re: Direct Connection  
Posted by [Sladewill](#) on Sat, 30 Jan 2010 12:13:20 GMT  
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hmm, really it seems that skins are the main factor, leave hook can cause problems at times but they are the only player related issues.

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Subject: Re: Direct Connection  
Posted by [StealthEye](#) on Sat, 30 Jan 2010 17:47:36 GMT  
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The only thing I could think of that may be slightly different is bandwidth control. It may be so that it doesn't take the settings set up in the WOL config correctly. Other than that, there's hardly a difference between WOL and direct connect. I've never heard about any problems with it either...

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