
Subject: Server shutdowns

Posted by [ABDII0suk](#) on Sun, 20 Jul 2003 06:35:55 GMT

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Hi, this is my first post I've made here, and I'm not all that great with computers soo. give me some lead way

This concerns server shutdowns. You see I have played in a few marathon (3 hour) servers lately, and half them have been shutdown half way through the game(server shutdown, not gameover, shutdown(no ladder)). The fps, spfs and ping are in most cases all fine and ideal. Also in most cases the admin is on the other team, and not doing so hot in the game ranks, meaning he will lose a lot of ladder, which would give him motive to shut the server down. I have been told that admins couldnt do this, but I just wanted to make sure before dropping the issue.

Thank you for replying

JIGGAKOZZ, FROM THE WINDOW... TO THE WALL.... you my niziga

Subject: Server shutdowns

Posted by [Yano](#) on Sun, 20 Jul 2003 13:24:24 GMT

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Don't play on those servers....

Subject: Server shutdowns

Posted by [Ultron10](#) on Sun, 20 Jul 2003 13:27:37 GMT

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Yeah, just don't play on those servers. If a server crashes/shutdown and you're not the host, it isn't your problem.

Subject: Server shutdowns

Posted by [Majiin Vegeta](#) on Sun, 20 Jul 2003 13:46:30 GMT

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retarded hosts run marathons and when they are losing they shut em down..

Subject: Server shutdowns

Posted by [Homey](#) on Sun, 20 Jul 2003 16:23:30 GMT

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Most big servers are in asia and when there on the us they lose connection to wol.

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Posted by [yahoo](#) on Tue, 22 Jul 2003 02:49:00 GMT

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lol i think i know one guy that does marathon games his in my buddy list

Subject: Server shutdowns

Posted by [chiron69](#) on Wed, 23 Jul 2003 04:04:58 GMT

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There was also a program where a player could shut down the server. Well known from months ago. I think its enjoying a resurgence. As is the tactic of pinging the best players to disconnect out of a game.

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Posted by [Whitedragon](#) on Wed, 23 Jul 2003 05:03:34 GMT

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chiron69There was also a program where a player could shut down the server. Well known from months ago. I think its enjoying a resurgence. As is the tactic of pinging the best players to disconnect out of a game.

i guess the program you're talking about is the WSE relay..

well the exploit that people used through the relay to crash servers was fixed in the last patch.
