
Subject: XWISP 1.0 Beta

Posted by [Blazer](#) on Sun, 10 Sep 2006 10:24:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I plan on releasing a beta of XWISP 1.0 this weekend. It has been working for several months, but I have been waiting for ssaow 1.6 to come out so that I could fully test it (XWISP relies on recently added functions to scripts.dll, which in turn are compiled into ssaow). SSAOW 1.6 seems to have been delayed, so I figured I might as well release a beta so that anyone who is interested can check it out.

Here are some of the features of XWISP. The final release will have a fully detailed feature list and documentation.

- * XWISP is written in Perl and will work on any distribution of Linux that the LFDS works on.
- * XWISP allows the Linux FDS to be on both Gamespy and XWIS simulataneously
- * XWISP gives the LFDS all of the WOL/XWIS functionality of the Win32 FDS, except for ladder support. The XWIS ladder is currently nonexistent, so I didn't bother writing code for it.
- * XWISP adds a few features like notifying when a player is loading the map, a pre-ban list, and detection/banning of IP harvesting bots and people using "relays" to block unauthorized joining of your server channel.
- * XWISP supports "macrem" and so is compatible with BrenBot.
- * XWISP encapsulates the LFDS. When you launch XWISP, it launches renegade for you and all console IO is passed through XWISP.
- * XWISP has an optional (I may remove it for the final release unless people want it to stay) IRC interface so that the server admin can observe the XWIS protocol exchanges and send both XWIS and LFDS console commands.
- * XWISP parses the renegade server.ini and svrcfg_cnc.ini. This greatly reduces the amount of user configuration. The result is the only thing you have to configure is in xwisp.conf, which mostly has options to specify the bots IRC information. This also means that XWISP does not require you to provide your encrypted password, it will read your standard password from server.ini and encrypt it to the apgar format needed for transmission to xwis.
- * XWISP has an optiona full-ANSI console mode. This allows the console to have an IRC-like mode, where text starts near the bottom and scrolls upwards, with a protected area at the bottom of the screen for typing commands.
- * WOL functionality includes:
 - full support for NAT players
 - sending and receiving of PAGE command
 - xwis channel administration (kicks and bans)
 - auto-kick of people who idle at the start screen (with configurable delay)

- proper format of xwish channel topic including correct non-static ping values

Source code will not be provided with the beta release, but it will with the final. XWISP relies on several perl modules and it is easier for me to release it as a standalone elf executable than to support people who do not know how to install perl modules. That being said, the source code is not secret, and I know that some people know how to extract it from the executable. If you want to see it that bad, I don't mind. Just bear in mind that I will be doing lots of cleanup and changes for the final release, so I suggest to just wait until then if you want to see how it works.

I will support XWIS as far as bug reports and feature requests, but I cannot be responsible for helping with linux issues, LFDS issues, or brenbot issues. If you are familiar with linux, and already have a working LFDS, and a working brenbot, then XWISP will most likely work "out of the box" for you. I really don't have time to deal with people whose first question is "how do I install linux"
