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Subject: Fixes for Blazer's xwisp10b XWIS wrapper  
Posted by Polleke on Wed, 14 Feb 2007 23:17:01 GMT  
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Hey everyone,

Over the last few days I've been working on improving the xwisp.pl script. I didn't feel like keeping those modifications to myself. Blazer hasn't responded to my PM so I'm doing it this way. Most people running xwisp.pl will already use some of these changes to even get the original script running.

The fixes included:

- Password support has been added (requires full xwisp.pl+fds restart)
- MacRem input no longer disconnect after each command (fixes Brenbot 1.5 support)
- Fix server setting flags (they were mixed up)
- \$FDS\_Dir no longer points to \$FDS\_Dir/Server but \$FDS\_Dir/
- The server port is pulled from the correct config file
- MaxPlayers is pulled from the correct config file
- MaxPlayers is multiplied by two to get a correct listing

Just replacing the original xwisp.pl should work fine. Please note the change to \$FDS\_Dir. It no longer points to a /Server directory but directly to the place the renegade binary sits.

Remaining issues are: changing the password requires a full xwisp+fds restart. The console screws up after closing xwisp.pl. Players online is not correctly reported in the server listing (might be a general XWISP issue).

Things I would like to do: unify logging, make different log channels and support file logging.

I've also added a source code patch so you can review my exact changes. This is my first go at Perl, I'm not entirely sure all changes are "the way to do things (tm)"

Enjoy: <http://kakofonix.vanschayck.nl/xwisp/>

Thanks,  
Polleke

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