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Subject: Re: Xptek

Posted by [spigot](#) on Mon, 22 Dec 2008 22:33:34 GMT

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Zack wrote on Mon, 22 December 2008 15:50spigot wrote on Mon, 22 December 2008 12:52The old source will not be released (seriously, the hackish nature of the code and obscene memory usage makes me cringe). The current version leaves a lot to be desired in terms of efficiency and the server-to-server protocol. I'm considering rewriting the entire project using the InspIRCd module API with a PostgreSQL backend, but I'm really not sure if there's a high demand for an XWIS alternative. If anyone has some experience with C++, APGAR encryption, or the WOL protocol, send me a PM and we'll see if we can get something started. In the end, I'd like to see the project released open source for mods that don't want to be dependent on XWIS and create a fairly decentralized network of load-balanced servers to ensure the service never goes down entirely and is fairly DDoS-resistant.

If there's a need/interest, a C++ WOL clone would be pretty interesting to work on, but I'm really not interested in developing something that brings countless DDoS attacks and drama my way.

At one point, this was being investigated by my  
dev[http://www.renegadeforums.com/index.php?t=post&reply\\_to=364398&quote=true&rid=0&SQ=&](http://www.renegadeforums.com/index.php?t=post&reply_to=364398&quote=true&rid=0&SQ=&). team...We were told there was no point and people wouldn't use it... <.<

EDIT: A friend of mine investigated the WOL protocol for me and then I found "XWISP" or something over here on renforums which allowed me a closer look at the protocol. It'd be interesting to do this WOL Clone especially for TC Mods. Sadly though, I don't know enough C++ to even offer to help

EDIT2: I was actually going to try to do this in C# tbh as, like I said above, I don't know enough about C++ to make a full-blown server application.. :/

Eh, most of the hard stuff (select/epoll/kqueue support, the SQL abstraction layer, user handling, linking, etc.) is already done (<3 the InspIRCd development team). Our main job would be writing modules to handle WOL-specific numerics and commands and coming up with a sane user authentication system. You can see some example modules at [http://svn.inspircd.org/index.py/tags/1\\_2\\_0b4\\_release/src/modules/](http://svn.inspircd.org/index.py/tags/1_2_0b4_release/src/modules/).

edit: Even if players of the vanilla version didn't use something other than XWIS, it would allow total conversion mods to have more control over their players online instead of relying on XWIS.

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