Subject: New Remote Administration Capability for the LFDS
Posted by mac on Thu, 09 Oct 2003 15:16:32 GMT
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Hello,

I have rewritten my old renrem script, and made it much better, faster and fixed a known memory leak.

It acts now as a wrapper for the LFDS, you start the wrapper, and the wrapper starts renegade and controls its input and output. Messages from the Telnet console to the LFDS are no longer taking 2 seconds to be posted, and no messages are lost anymore.

See the Readme below for more inforation.
You can download it here.

README:
Filename: Renegade LFDS Wrapper

Version: 0.1

Creator: mac

Email: mac@oneshell.de

Homepage: mac.tactical-command.de/renegade/

Description: Replacement for the LFDS' non working remote administration capability in form of a wrapper

Description:
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The Linux FDS doesn't come with a working remote administration capability. This utility provides a multi threading telnet server, that listens to requests and sends incoming commands to renegade server. It acts as a wrapper for the renegade server executable and writes directly into the console.

Installation:
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The wrapper is a compiled perlscript that is available for 4 seperate distributions:

Redhat 7 (official LFDS supported Distribution)
Redhat 8 (official LFDS supported Distribution)
Redhat 9
Suse 8.2

If your distribution is not included, you can try if any of the versions above run. If not,
you can try to contact me. I wasn't able to compile it properly using Debian 3.0 Woody, so
I cannot help here.

It is assumed that you have downloaded the right version of the program.

Edit your server.ini to include a working renrem configuration. The wrapper reads the password out
of the config file. Do not also forget to set the required Ports to their actual values. Leaving them
at 0 (default) will not work!

Example:

AllowRemoteAdmin = true
RemoteAdminIP =
RemoteAdminPassword = password
GameSpyGamePort = 4848
GameSpyQueryPort = 23500

Rename your renegade executable to "renegade", if not already done. Put "renegade_server"
into the same directory as your LFDS server.

Usage:
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Start the wrapper with

mac@defiant:~/Server> ./renegade_server

The wrapper will start the renegade server, and is also printing out the telnet port that it
has opened.

Renegade Server Wrapper 0.1 (c) 2003 by Daniel Herda <mac@oneshell.de>
Commercial Usage is prohibited.
Opening TCP Port 8555
Started Server with pid 5371
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
Console mode active
[...]

After this, you can connect to the listening daemon at the specified port:

mac@defiant:~> telnet localhost 8555
Trying 127.0.0.1...

Connected to localhost.
Escape character is '^]'.
Welcome to Renegade Remote Control. Enter your password.
password
Password accepted.
Use help to get a list of available commands.
game_info
[08:21] GameSpy mode active since Thu Feb 13 08:20:34 2003
[08:21] Gameplay in progress
[08:21]   Map : C&C_Hourglass.mix
[08:21]   Time : 0.29.09
[08:21]   Fps : 48
[08:21]   GDI : 0/1 players   0 points
[08:21]   NOD : 0/1 players   0 points
[08:21]

Notes:
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You can quit the session with "quit". This will not be sent to the LFDS.

The wrapper will restart the LFDS if it exists for any unknown reason.

There is no console input in the wrapper, because it is supposed to be run in the
background unlike the LFDS. You *need* to use the telnet access to communicate with
the server.

Credits:
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Greg Underwood for making the LFDS and investing am serious amount of time to fix all the
issues! We owe you!
Blazer for helping with POE.

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