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Subject: Linux FDS in WOL mode..

Posted by [mac](#) on Sun, 23 Mar 2003 01:00:31 GMT

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faze

If the FDS was written properly in the first place, it would have been a no brainer to port to linux or any other POSIX platform. It wasn't and they should take these complaints to heart next time they plan to release a competitive online game.

The FDS is written properly - We're talking about two different game modes modules here. GSA and WOL. Gamespy provides easy-to-port code for their platform.

The WOL Code was/is too attached to the Win32 Platform and it was not possible to port it within the presented time restraints.

In fact, the LFDS and WFDS share the same codebase, and it's almost the same except e.g bootup code etc.

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