
Subject: XWISP 1.0 Beta

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

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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"

Subject: Re: XWISP 1.0 Beta
Posted by [Nightma12](#) on Sun, 10 Sep 2006 10:46:13 GMT
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Quote:(XWISP relies on recently added functions to scripts.dll, which in turn are compiled into ssaow).

www.aohost.co.uk/ssaow.zip

SSAOW 1.5 upgraded to scripts 2.9.2, although i dont have the Linux build... shouldnt b to hard to compile as .so?

Subject: Re: XWISP 1.0 Beta
Posted by [Blazer](#) on Sun, 10 Sep 2006 11:17:21 GMT
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That archive does not contain the files required to run ssaow on Linux. There are no .so binaries, nor a makefile to create the scripts-RH8.so, bhs8.so, and bhs.so. It also contains a blackintel.dll that I have no idea what it does - doesnt matter anyhow since linux won't use it, but all the same I dont blindly install unknown things on my server

Subject: Re: XWISP 1.0 Beta
Posted by [Nightma12](#) on Sun, 10 Sep 2006 11:21:07 GMT
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BlackIntel.dll is the SFPS changer + reserved slots

but yeah, the source in there is the Win32 version which was y i said about compiling as .so

Subject: Re: XWISP 1.0 Beta
Posted by [EvilWhiteDragon](#) on Sun, 10 Sep 2006 11:24:33 GMT
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Thank you for your trust in Blackintel :\

It does the following:
Fix the wall lag, contains reserved slots and allows you to increase/decrease Server FPS.

As it are all ASM hacks, they wont work on Linux unless you would port the dll. If you want we might be able to port it.

Subject: Re: XWISP 1.0 Beta
Posted by [Blazer](#) on Sun, 10 Sep 2006 11:25:22 GMT
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You can't just magically make win32 source turn into .so files. You need to have a Makefile which compiles all of the object files and links them to create the .so binaries. I prefer to wait until the official release of ssaow1.6, than to attempt to support a third-party backported version that has to be hacked on to make it work.

Subject: Re: XWISP 1.0 Beta
Posted by [Blazer](#) on Sun, 10 Sep 2006 11:29:09 GMT
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EvilWhiteDragon wrote on Sun, 10 September 2006 07:24 Thank you for your trust in Blackintel :\

It does the following:
Fix the wall lag, contains reserved slots and allows you to increase/decrease Server FPS.

As it are all ASM hacks, they wont work on Linux unless you would port the dll. If you want we might be able to port it.

Heh I meant no disrespect to Blackintel. I do not install unknown binaries from *any* source that I have no information on. The information you just gave certainly helps. Are there any other features it provides? I have no desire to change the server FPS, unless lowering it has some sort of benefit. The wall lag fix sounds interesting though, how does it work? Is it similar to turning on client physics optimization?

Subject: Re: XWISP 1.0 Beta
Posted by [EvilWhiteDragon](#) on Sun, 10 Sep 2006 11:51:36 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=21053&start=0&rid=20224>

There you can find most info on the wall lag fix.

The reserved slots:

<http://www.renegadeforums.com/index.php?t=msg&th=20826&start=0&rid=20224>

The Server FPS change:

<http://www.renegadeforums.com/index.php?t=msg&th=20373&start=0&rid=20224>

A decreased SFPS has as an advantage less CPU usage, so you would be able to run more servers on your box for example, eh Nightma12 .

Subject: Re: XWISP 1.0 Beta

Posted by [dead6re](#) on Sun, 10 Sep 2006 14:40:29 GMT

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BlackIntel.dll will NOT work on linux unless we find the locations inside the linux fds binary. Certainly, we can port this across if you are interested.

Subject: Re: XWISP 1.0 Beta

Posted by [Stumpy](#) on Sun, 10 Sep 2006 15:35:08 GMT

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another guy called "Neku" maybe somebody know him, already got those things for the lfds.

Subject: Re: XWISP 1.0 Beta

Posted by [dead6re](#) on Sun, 10 Sep 2006 20:28:18 GMT

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It is a lot easier to find locations in the LFDS due to symbols and mangled names. WFDS doesn't have any.

Subject: Re: XWISP 1.0 Beta

Posted by [Blazer](#) on Fri, 15 Sep 2006 10:10:33 GMT

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Sorry for the delay on releasing this, work has been sheer hell this week. I am part of the team working on the Cisco Networking Academy (<http://www.cisco.com/web/learning/netacad/index.html>) migration project, which is basically a huge effort to totally re-engineer and move the infrastructure of the networking academy from our in-house hosting to a whole new environment hosted at a Cisco datacenter in San Jose. This project has been in the works for months and is culminating with a cutover this weekend. Some of us have to literally work every waking hour the entire weekend.

I promise that as soon as I have some free time I will tidy up the few little things in the code that I need to and post it.

Subject: Re: XWISP 1.0 Beta
Posted by [danpaul88](#) on Fri, 15 Sep 2006 10:20:34 GMT
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Blazer wrote on Fri, 15 September 2006 11:10 Sorry for the delay on releasing this, work has been sheer hell this week. I am part of the team working on the Cisco Networking Academy (<http://www.cisco.com/web/learning/netacad/index.html>) migration project, which is basically a huge effort to totally re-engineer and move the infrastructure of the networking academy from our in-house hosting to a whole new environment hosted at a Cisco datacenter in San Jose. This project has been in the works for months and is culminating with a cutover this weekend. Some of us have to literally work every waking hour the entire weekend.

I promise that as soon as I have some free time I will tidy up the few little things in the code that I need to and post it.

Wow, I did one of those cisco network academy courses a few years ago, had no idea you were involved in them! (And yes, I passed lol)

Blazer wrote on Sun, 10 September 2006 11:24 but I cannot be responsible for helping with linux issues, LFDS issues, or brenbot issues.

Anyone who has problems with this and BRenBot feel free to contact me, and I will try and fix any problems with it.

Subject: Re: XWISP 1.0 Beta
Posted by [Stumpy](#) on Fri, 15 Sep 2006 10:37:13 GMT
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You have a working LFDS danpaul88? there are many differences between the LFDS/Brenbot and the Windows one as an example the MACRENTCP Thing on linux and the Renrem thing on windows.

Subject: Re: XWISP 1.0 Beta

Posted by [KingX](#) on Wed, 08 Nov 2006 18:51:02 GMT

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EvilWhiteDragon wrote on Sun, 10 September 2006 06:51

<http://www.renegadeforums.com/index.php?t=msg&th=21053&start=0&rid=20224>

There you can find most info on the wall lag fix.

The reserved slots:

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The Server FPS change:

<http://www.renegadeforums.com/index.php?t=msg&th=20373&start=0&rid=20224>

A decreased SFPS has as an advantage less CPU usage, so you would be able to run more servers on your box for example, eh Nightma12 .

m8 i cant download the SFPS Change tool :S

no permissions T.T

Subject: Re: XWISP 1.0 Beta

Posted by [dead6re](#) on Wed, 08 Nov 2006 20:04:40 GMT

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SFPS change tool released by Black-Intel WILL NOT work on LFDS.

Subject: Re: XWISP 1.0 Beta

Posted by [Buggy](#) on Tue, 30 Jan 2007 11:27:46 GMT

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i have a problem, i could not join on xwis , the server gives me a port but failure. on gamespy i can join but not on xwis.

Same problem on my friends system.

Subject: Re: XWISP 1.0 Beta

Posted by [Cat998](#) on Tue, 30 Jan 2007 13:25:39 GMT

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Same here, it seems it doesn't work for players who are behind a router :/ I will have a look into it, because I want to get it working for my LFDS too.

Subject: Re: XWISP 1.0 Beta
Posted by [Polleke](#) on Thu, 01 Feb 2007 10:09:31 GMT
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Check if you have zombie processes running of your FDS. They screw with the NAT test aswell.
killall [fds binary name] should take care of it.

Subject: Re: XWISP 1.0 Beta
Posted by [Buggy](#) on Thu, 08 Feb 2007 13:09:56 GMT
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doesnt work, any idea?

Subject: Re: XWISP 1.0 Beta
Posted by [Polleke](#) on Thu, 08 Feb 2007 14:46:49 GMT
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Quoting a friend of mine:

Quote:Look buddy, doesn't work is a strong statement. Does it sit on the couch all day? Does it want more money? Is it on IRC all the time? Please be specific!

Subject: Re: XWISP 1.0 Beta
Posted by [Buggy](#) on Thu, 08 Feb 2007 16:18:02 GMT
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Buggy wrote on Tue, 30 January 2007 10:27i have a problem, i could not join on xwis , the server gives me a port but failure. on gamespy i can join but not on xwis.
Same problem on my friends system.

Is it specially enough?

Subject: Re: XWISP 1.0 Beta
Posted by [Polleke](#) on Thu, 08 Feb 2007 18:23:31 GMT
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The vanilla xwisp.pl pulls the Port directive from the wrong config file. You can best hardcode it.
It's located around line 166.

Subject: Re: XWISP 1.0 Beta

Posted by [Buggy](#) on Fri, 09 Feb 2007 20:23:44 GMT

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doesnt work, i have printed out the failure:

```
00000000[:buggy147!u@h JOINGAME 2 24 12 1 0 1303777672 0 :#cncxp]
Player buggy147 joined server channel
[DEBUG] Updatating dynamic data structures.
[DEBUG] Updating XWIS server channel topic.
[: 328 u buggy147` 1252]
[:buggy147!u@h GAMEOPT cncxp :RGINFO]
[NOTICE] Got RGINFO from buggy147
GAMEOPT buggy147 :GINFO:BDE1B9A9 1800.0000
GAMEOPT buggy147 :TINFO:0 0
GAMEOPT buggy147 :TINFO:1 0
[:buggy147!u@h GAMEOPT cncxp :NAT:hbuggy147]
[NOTICE] GAMEOPT buggy147 :NAT:bc6dd0e55,1340,c6dd0e55,00000001,0000
[NOTICE] buggy147 is joining the game from XWIS/WOL
[:buggy147!u@h GAMEOPT cncxp :NAT:c15b2a8c0,06f8,8811b64d,00000001]
[DEBUG]: Client NAT name:buggy147 IP:8811b64d PORT:06f8
[NOTICE] GAMEOPT buggy147 :NAT:f00
[DEBUG]: buggy147 is a non-NAT player
GAMEOPT buggy147 :NAT:el,06f8,cncxp
[:buggy147!u@h GAMEOPT cncxp :NAT:ec,0000,buggy147]
[:buggy147!u@h GAMEOPT cncxp :NAT:ed,0000,buggy147]
```

Subject: Re: XWISP 1.0 Beta

Posted by [Polleke](#) on Fri, 09 Feb 2007 23:44:55 GMT

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Instead of just saying "doesn't work" how about you describe what you've done, what happened, what exactly the results were and anything else you might find relevant.

I still don't know if you tried any of my two suggestions above. Do a 'ps aux | grep renegade' right after a failure and post the results.

Subject: Re: XWISP 1.0 Beta

Posted by [Buggy](#) on Wed, 14 Feb 2007 21:57:00 GMT

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I cant join on XWIS

there is the output:

0player_info

No players
0mlimit 30
msg [BR] Minelimit for C&C_Mesa.mix is 30 mines.
player_info
No players
0game_info
GameSpy mode active since Wed Feb 14 22:54:06 2007
Gameplay Pending
Map : C&C_Mesa.mix
Time : 0.30.00
Fps : 58
GDI : 0/24 players 0 points
NOD : 0/24 players 0 points
00000000[:buggy147!u@h JOINGAME 2 48 12 1 0 1303751273 0 :#cncxp]
Player buggy147 joined server channel
[DEBUG] Updatating dynamic data structures.
[DEBUG] Updating XWIS server channel topic.
[: 328 u buggy147 1252]
[:buggy147!u@h GAMEOPT cncxp :RGINFO]
[NOTICE] Got RGINFO from buggy147
GAMEOPT buggy147 :GINFO:BDE1B9A9 1800.0000
GAMEOPT buggy147 :TINFO:0 0
GAMEOPT buggy147 :TINFO:1 0
[:buggy147!u@h GAMEOPT cncxp :NAT:hbuggy147]
[NOTICE] GAMEOPT buggy147 :NAT:bc6dd0e55,1354,c6dd0e55,00000001,0000
[NOTICE] buggy147 is joining the game from XWIS/WOL
[:buggy147!u@h GAMEOPT cncxp :NAT:c15b2a8c0,070f,69aab54d,00000009]
[DEBUG]: Client NAT name:buggy147 IP:69aab54d PORT:070f
[NOTICE] GAMEOPT buggy147 :NAT:f00
[DEBUG]: buggy147 is NAT player
GAMEOPT buggy147 :NAT:d1354,cncxp
player_info
No players
0[:buggy147!u@h GAMEOPT cncxp :NAT:ec,0000,buggy147]
game_info
GameSpy mode active since Wed Feb 14 22:54:06 2007
Gameplay Pending
Map : C&C_Mesa.mix
Time : 0.30.00
Fps : 59
GDI : 0/24 players 0 points
NOD : 0/24 players 0 points
00000000[:buggy147!u@h GAMEOPT cncxp :NAT:ed,0000,buggy147]
[:buggy147!u@h GAMEOPT cncxp :NAT:ee,0000,buggy147]
[:buggy147!u@h PART #cncxp]
[DEBUG]: Removed vistor buggy147 from watchlist
[DEBUG] Updatating dynamic data structures.
[DEBUG] Updating XWIS server channel topic.

[:buggy147!u@h GAMEOPT cncxp :NAT:g]
player_info
No players
0game_info
GameSpy mode active since Wed Feb 14 22:54:06 2007
Gameplay Pending
Map : C&C_Mesa.mix
Time : 0.30.00
Fps : 58
GDI : 0/24 players 0 points
NOD : 0/24 players 0 points

Subject: Re: XWISP 1.0 Beta
Posted by [Nightma12](#) on Wed, 14 Feb 2007 22:51:21 GMT
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i dont have a clue...

was there a need to PM me a link to this? lol

Subject: Re: XWISP 1.0 Beta
Posted by [Buggy](#) on Wed, 14 Feb 2007 22:58:39 GMT
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I found this on startup:
Reading ./xwisp.conf file
Reading /home/gs44/games/ccr/sscp/xwisp-bans.conf file
Adding someuser to pre-ban list.
Adding TreeAngle to pre-ban list.
Adding StatBot to pre-ban list.
Ping time to c.xwis.net is 38 ms
STDIN is not a terminal. Can't set slave pty's window size at ./xwisp.pl line 742
Unique wheel ID is : 2Use of POE::Component::IRC->new() is deprecated, please use spawn().
Called from main ./xwisp.pl 949
IRC Initialization...
Use of uninitialized value in bitwise and (&) at ./xwisp.pl line 426.
[DEBUG]: Logging into XWIS Server with Nick: mynick Pass: mypw/adMlaGMK
Pre-Banning XWIS user: someuser
Pre-Banning XWIS user: TreeAngle
Pre-Banning XWIS user: StatBot
[Notice] Connected to IRC.
[: 375 u :- Welcome to XCC Online!]
