
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

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Buggy](#) on Thu, 15 Feb 2007 05:52:27 GMT
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Same Problem i cant join on XWIS but on GSA it works:

```
[Buggy147!u@h JOINGAME 2 49 12 1 0 1303752710 0 :#a00DT6]
Player Buggy147 joined server channel
[DEBUG] Updatating dynamic data structures.
[DEBUG] Updating XWIS server channel topic.
```

[: 328 u Buggy147`1252]
[:Buggy147!u@h GAMEOPT a00DT6 :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 a00DT6 :NAT:hBuggy147]
[NOTICE] GAMEOPT Buggy147 :NAT:bc6dd0e55,1322,c6dd0e55,00000001,0000
[NOTICE] Buggy147 is joining the game from XWIS/WOL
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:c15b2a8c0,071a,06b0b54d,00000001]
[DEBUG]: Client NAT name:Buggy147 IP:06b0b54d PORT:071a
[NOTICE] GAMEOPT Buggy147 :NAT:f00
[DEBUG]: Buggy147 is a non-NAT player
GAMEOPT Buggy147 :NAT:el,071a,a00DT6
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:ec,0000,Buggy147]
player_info
No players
0game_info
GameSpy mode active since Thu Feb 15 06:50:12 2007
Gameplay Pending
Map : C&C_Mesa.mix
Time : 0.30.00
Fps : 57
GDI : 0/24 players 0 points
NOD : 0/24 players 0 points
00000000[:Buggy147!u@h GAMEOPT a00DT6 :NAT:ed,0000,Buggy147]
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:ee,0000,Buggy147]
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:ef,0000,Buggy147]
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:eg,0000,Buggy147]
[:Buggy147!u@h PART #a00DT6]
[DEBUG]: Removed vistor Buggy147 from watchlist
[DEBUG] Updatating dynamic data structures.
[DEBUG] Updating XWIS server channel topic.
[:Buggy147!u@h GAMEOPT a00DT6 :NAT:g]

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Polleke](#) on Thu, 15 Feb 2007 07:03:54 GMT
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Buggy, for the tird time, did you try the suggestions I gave you?

This weird thing I see in your log is that it is not intercepting any calls. Are you by any chance running the FDS through the macrem wrapper? You shouldn't.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Buggy](#) on Thu, 15 Feb 2007 12:23:55 GMT

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ok now it works thx!!

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Tue, 20 Feb 2007 16:11:39 GMT

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New version (xwisp10b-pol2):

- Added (fatal) error out when FDS input or output fails. Report problems
- Reverted the multiply by two for player total. It was wrong.

I figured out that the server listing counts the current players in game by counting the players in the game channel. It might even be counting unique serials.

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

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Cat998](#) on Tue, 20 Feb 2007 16:20:56 GMT

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Polleke wrote on Tue, 20 February 2007 17:11

I figured out that the server listing counts the current players in game by counting the players in the game channel. It might even be counting unique serials.

That's how XWIS/IRC is working. It counts the players in the channel, and there is no way to change it to display real playercount (for WOLSpy servers linux LFDS) without clientside modification.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Fri, 23 Feb 2007 14:50:51 GMT

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I got annoyed by the fact that one of the core tools to get the LFDS running was in an obscure old version of scripts.dll. And on top of that it had to be run in Windows.

So I rewrote the patcher to allow scripts.so to be loaded to a standard c program, and included a linux binary (a RH8 one in renegade terms).

Enjoy: [http://kakofonix.vanschayck.nl/xwisp/\(lfds_ld_patcher\)](http://kakofonix.vanschayck.nl/xwisp/(lfds_ld_patcher))

Can we btw perhaps update some of the stickied topics. Quite some outdated information in it.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Cat998](#) on Fri, 23 Feb 2007 17:22:44 GMT
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What was wrong with the old patcher ?
SSAOW 1.5 with scripts 2.9.2 core is working fine for me

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Polleke](#) on Fri, 23 Feb 2007 19:04:10 GMT
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Nothing, but you could only run it in windows, and it was found in some obscure old version of scripts.dll.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Cat998](#) on Fri, 23 Feb 2007 22:01:50 GMT
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No, the patcher is for linux only, the WIN FDS doesn't have to be patched, and the patcher is working fine for me on LINUX.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Polleke](#) on Sat, 24 Feb 2007 10:19:39 GMT
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The patcher ITSELF has to be run on Windows. There is no binary difference between the end result of the original patcher and this one. Did that clear it up?

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper
Posted by [Whitedragon](#) on Sat, 24 Feb 2007 10:50:01 GMT
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The scripts come with a patcher that can be ran on linux. It's called... patcher.

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Sat, 24 Feb 2007 12:56:58 GMT

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Whow... thats pretty well documented... I downloaded the latest 3.13 scripts.dll and there I found the patcher.c and patcher in that huge archive (directories someone??).

Well... the thing I made it pretty obsolete then funny enough though the renegade_binary_scripts_patch.exe makes much more changes than this patcher.c has. This one just changes a flag and adds the CXIME symbol. While renegade_binary_scripts_patch.exe added a whole bunch of stuff after that. Can someone enlighten me what it did?

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Fri, 11 May 2007 07:53:27 GMT

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In an accident I lost most of the data of the links above here. I'm attaching my latest version of xwisp.pl here. That should keep it archived enough.

File Attachments

1) [xwisp-pol2.pl](#), downloaded 455 times

Subject: Re: Fixes for Blazer's xwisp10b XWIS wrapper

Posted by [Polleke](#) on Thu, 16 Jul 2009 17:29:55 GMT

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Attached is the current xwisp-pol3.pl I'm using. It binds the RemoteAdminIP to 127.0.0.1, so it can't be exploited from the outside when not using a firewall.

It also stops a lot of the debug information. And hopefully finally fixes the players online.

I'm using this together with SSGM and BrenBot 1.52 (yes, 1.52 with some tricks you can run this on Linux) on Debian 5.0. Tested up to 10 players, still works pretty decent.

File Attachments

1) [xwisp-pol3.pl](#), downloaded 400 times
