
Subject: does scripts 4.0 for servers work on linux?
Posted by [himselfd](#) on Sun, 02 Dec 2012 19:29:00 GMT
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Well I'm going to be in the near future hosting a server on a linux server machine and i need to know it is compatible with linux fds.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [danpaul88](#) on Sun, 02 Dec 2012 20:10:41 GMT
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There hasn't been a linux compatible scripts.dll release since version 2.0 or so and there's no development work being done to make it compatible. Nobody has used LFDS in years that I know of.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [StealthEye](#) on Mon, 03 Dec 2012 06:45:09 GMT
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Exactly. Also, there are several issues with the stock LFDS as well, such as WOL not working out of the box, so it is really not recommended to run it on linux.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [Ethenal](#) on Mon, 03 Dec 2012 09:23:20 GMT
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A shame, though :<

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [EvilWhiteDragon](#) on Mon, 03 Dec 2012 10:27:51 GMT
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A bit of a chicken/egg story. Had the original port been good enough to be often used by server owners, it would've likely formed the basis for scripts.dll development. At the very least it would've gotten more priority right from the start. Now all server owners have windows available for Renegade, thus the need for a linux port is rather non-existent.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [Good-One-Driver](#) on Mon, 03 Dec 2012 14:10:51 GMT
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Yeah I have friends who are on linux and want to return to renegade and can't anymore.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [danpaul88](#) on Mon, 03 Dec 2012 14:38:20 GMT
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The renegade *client* has never worked natively in Linux, 4.0 doesn't change that. This topic is about whether the LFDS is compatible with SSGM 4.0 or not.

You might be able to get the client running under WINE, I believe people have succeeded in getting 4.0 running this way before for APB.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [jonwil](#) on Mon, 03 Dec 2012 14:42:39 GMT
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As someone who was intimately involved in the creation of scripts.dll on Linux and in the decision to axe Linux support, I can provide some info:

Firstly, scripts.dll supported Linux all the way up to scripts 3.4.4.

And secondly, the reason we made the decision to drop Linux support was because few people actually used it (due to the aforementioned Linux FDS suckiness) and because it was/is difficult to keep all the patches, changes, hacks and stuff working on Linux due to the big differences in the way Linux works compared to Windows.

That said, if (hypothetically) at some point in the future we decided to support the Linux FDS again, I would definatly do things differently...

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [Ethenal](#) on Mon, 03 Dec 2012 15:30:18 GMT
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jonwil wrote on Mon, 03 December 2012 08:42: Firstly, scripts.dll supported Linux all the way up to scripts 3.4.4.

Okay, I'm not crazy - I knew Linux was supported for WAY longer than the posters in here are claiming.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [Gen_Blacky](#) on Tue, 04 Dec 2012 03:33:08 GMT
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I was playing renegade on fedora with 3.4 with wine for about a week. Only thing that didn't seem to work right was the shader stuff.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [Good-One-Driver](#) on Tue, 04 Dec 2012 06:46:42 GMT
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Yeah I knew linux worked because thats all he ever had, now he can't get renegade working with 4.0. but with 3.4.4. he could.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [EvilWhiteDragon](#) on Tue, 04 Dec 2012 11:29:34 GMT
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3.4.4 on linux only worked for the FDS, not for the client.

Subject: Re: does scripts 4.0 for servers work on linux?
Posted by [danpaul88](#) on Tue, 04 Dec 2012 12:23:33 GMT
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jonwil wrote on Mon, 03 December 2012 14:42 Firstly, scripts.dll supported Linux all the way up to scripts 3.4.4.

I didn't realise that, I thought Linux support was dropped when all the DirectX stuff was added in the 3.x versions, guess I just didn't pay attention at the time! Thanks for clarifying.
