
Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [djlaptop](#) on Thu, 05 Jun 2003 12:48:40 GMT
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Yes, yes, I disappeared for a a little bit. But I'm back. With a vengeance.

For quite a while, I've told some of you that I'm working on a secret project. Well, that project is nearing completion now, and it's time I revealed...

WOLSPY

WOLSpy is a program that runs alongside the FDS. Like all my other renegade utils (except the no-cd patch), it is not meant for the end-user, rather the server administrator.

If you are running a Renegade server on WOL, you can add WOLSpy to your system, and your game will be on WOL and Gamespy at the same time! You can effectively reach twice your audience by hitting additional listing services.

WOLSpy won't change anything internally about your game, it won't affect the integrity, the laddering, BR, all it will do is let your WOL game be visible in the GameSpy game list. GameSpy players will then have the opportunity to connect to your server.

I am proud to say that Crimson was the first to ever try WOLSpy. Check out the result!

<http://www.n00bstories.com/image.view.php?id=1271362224>

And remember, this is in ADDITION to being on WOL! So if you run a GameSpy server, you might want to consider switching to WOL, and running WOLSpy as well!

Anyway, right now WOLSpy is in final testing. I am working out all the kinks and bugs and it will appear shortly on <http://www.beaconpedestal.com>. In the meantime, if you're interested in running WOLSpy, post a message here and I'll get you a copy.

Hope all is well!

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Crimson](#) on Thu, 05 Jun 2003 13:57:19 GMT
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I was going to reply "Hey, I'm running it!" but you already did it.

I can say that if you're running a server in WOL and can't get it to connect in GameSpy because you're using Internet Connection Sharing (like me), then it's now possible to have a GameSpy server due to this handy little tool.

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Imdgr8one](#) on Thu, 05 Jun 2003 14:55:58 GMT
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What about Gspyers with the excessively long names?

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Xtrm2Matt](#) on Thu, 05 Jun 2003 15:11:37 GMT
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Imdgr8oneWhat about Gspyers with the excessively long names?

I was just thinking this, won't they have to register a WOL nickname?

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Try_lee](#) on Thu, 05 Jun 2003 15:50:59 GMT
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Earlier, on #n00bstories.

<try_lee> Wait... what about the ladder? Won't it get messed up with strange names?
<djlaptop> It may show some strange numbers for GSA players, or maybe no numbers at all... not quite sure
<djlaptop> but it won't break the ladder
<try_lee> YAY!
<try_lee> Good job then!
<djlaptop> and anything odd will be display only, won't hurt your rank
<djlaptop> lol, thanks
<Whitedragon> wont that also allow longer nicks on WOL servers by joining through GSA?
<djlaptop> yes
<djlaptop> although that can already be done
<Whitedragon> yes but not many people know how

So I don't think they need to register with WOL, they'll just carry on playing with their GameSpy name like normal and yes... there may be some people with the h00j names

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Majin Vegeta](#) on Thu, 05 Jun 2003 16:01:28 GMT
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now there be a problem with the BR..they join on GSA with my nickname and they got full access to server commands....(need to see if my IP is static i ahv e never checked lol)

and how do we kick these people with long names and funny characters

oh and great work...you always make teh kewl things
psss most GSA players are n00bs you just opened the doors to WOL
choas will follow

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Dante](#) on Thu, 05 Jun 2003 16:18:06 GMT
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Q&A answered here

#1 What happens to the ladder?

nothing, the players stats will not be attached to a name, as they are not logged into WOL.

#2 Can you page these players?

no, you cannot page them, they will be treated as LAN connected players and will not have the ability to be paged.

#3 What about all the long names, and kicking people?

long names can appear, and when kicking the player, be sure to include the FULL name of the player wierd characters and all.

#4 How will this affect BR .Net?

BR .Net is setup in 2 different modes, WOL and GSA, currently long names are only supported in GSA mode (read from your server.ini) and will now have to have a patch to support this otherwise, maybe an added "WOLSpy" mode could be implemented or something, dunno, have to troubleshoot this, but this will mess up the IRC streaming definately as it is combining the two modes and there different supports in BR .Net

#5 What about IP verifications on nicknames????

Nicks will still have an IP attached to them, so if you don't do the suggested method of entering in an ip and just put "*" in your IP list for BR .Net, then you may have a security problem, otherwise, if you didn't put the asterisk in the IP field, you will be fine security wise.

as i see more, i will also try to answer them.

good job though DJ, keep it up.

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Creed3020](#) on Thu, 05 Jun 2003 19:38:13 GMT
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Sounds like a cool way to get more players into servers....

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [maytridy](#) on Thu, 05 Jun 2003 21:09:26 GMT
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REally neat. Good Job.

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [kopaka649](#) on Fri, 06 Jun 2003 01:53:34 GMT
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very nice. i want a copy lol

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [npsmith82](#) on Fri, 06 Jun 2003 20:01:26 GMT
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Sounds impressive mate, good job.

Glad to have you back in the community.

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [Stryker](#) on Sat, 07 Jun 2003 20:52:56 GMT
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sounds like im going to get it, looks very good, sounds very good.

Subject: [~~~~~ WOLSPY ~~~~~]
Posted by [snipesimo](#) on Sat, 07 Jun 2003 23:50:17 GMT
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i guess u didnt get my message on IRC. maybe you could throw a copy my way?
