
Subject: Can a linuxfds run on westwood?
Posted by [host-station](#) on Tue, 30 Mar 2004 04:47:09 GMT
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I know its not supported but is there anyway? I mean linux servers are a hell of alot cheaper and alot more stable yet they only run on gamespy? If so please could someone explain to me how to do it or give me some kind of information.

Thanks.

Subject: Can a linuxfds run on westwood?
Posted by [Alkaline](#) on Tue, 30 Mar 2004 07:26:37 GMT
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I'm asuming it can because one of the feature of brenbot is ASE/GSA support for linux. Obviously, this is only usefull if you are running a wol server and want it to broadcast over to gamespy and all seeing eye.

Subject: Re: Can a linuxfds run on westwood?
Posted by [zunnie](#) on Tue, 30 Mar 2004 07:30:43 GMT
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host-stationI know its not supported but is there anyway? I mean linux servers are a hell of alot cheaper and alot more stable yet they only run on gamespy? If so please could someone explain to me how to do it or give me some kind of information.

Thanks.

No, its not possible to host on WOL with Linux Server.

[zunnie]

Subject: Can a linuxfds run on westwood?
Posted by [Blazer](#) on Tue, 30 Mar 2004 08:23:21 GMT
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The Linux FDS was pretty much a one-man (Greg Underwood) coding project, and he barely had time to get it working before they shut him down. He never got a chance to port over the WOL API/DLL's, so while, some of the WOL-specific code is in the LFDS (In fact the LFDS is the exact same code as the windows game.exe), It is missing the external WOL libraries (basically that stuff in the "Internet" directory that the Renegade installer creates), that it needs to work.

I am personally going to try, once Renguard is finished, and I get BRenBot in a stable happy state, to create a third-party application that will act as a WOL proxy to allow the LFDS to work with

WOL mode. However I do not hold much hope for this working and thus making no announcement other than this blurb here that I am even going to attempt it

I don't like taking the easy road and saying something is impossible. We once thought that decrypting renrem was impossible, and it just took some effort and creative thinking by the likes of Scorpio, Silent Kane, and Dante. I don't expect any success, but I plan on butting my head against the wall a few times just because I am stubborn, and see how much of a fight it wants to put up. At that point I will know how futile it really is.

Subject: Can a linuxfds run on westwood?
Posted by [gibberish](#) on Tue, 30 Mar 2004 09:34:28 GMT
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I took a quick look at this idea already.
Most of the WOL dll's appear to use COM. So I am fairly confident it should be possible to use the type libraris to figure out the interface, once that is done in may be possible to use a small windows machine (or Wine) connected to a regulator to proxy the game information to Westwood.

Note: I really don't have the time to do this at the minute.

Subject: Can a linuxfds run on westwood?
Posted by [host-station](#) on Tue, 30 Mar 2004 12:16:31 GMT
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Blazer that would be awesome. I look forward too it.
