
Subject: Renegade FDS Running on Linux - on XWIS/WOL!!!

Posted by [Blazer](#) on Mon, 06 Mar 2006 19:13:14 GMT

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[blazer@blazer01 xwisp]\$ cat success.txt

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That's the time it happened. The first ever successful login to an LFDS running on XWIS.

Long Story Short:

I now have an alpha version of "XWISP" fully functional.

- * With XWISP, you can run the LFDS on both GameSpy and XWIS simultaneously.
- * All XWIS functionality will be available, except currently no plans to add support for the nonexistent XWIS ladder (because there currently isn't one), but as soon as Strike Team gets one up that I can test against, I will endeavor to add it's functionality..
- * XWISP is written in Perl, and completely encapsulates the LFDS. This means that renrem/macrem is not needed, since XWISP has full read and write access to the console via stdin/stdout.
- * XWISP provides an "enhanced" console, which uses ANSI codes to basically give an IRC-like interface, with a "no-scroll" area that is free to type in (I know everyone hates when they are on the FDS console trying to type a command and something makes the screen scroll). Color customizations are possible.
- * XWISP should enable an LFDS to "out perform" a windows FDS running on similar hardware. Why? Because Linux was meant to be a server, and almost 100% of a linux servers resources are available, whereas windows servers have umpteen resource hungry processes always running in the background, including the GUI.
- * XWISP will be compatible with brenbot, as brenbot uses a TCP connection ("macrem"), for executing console commands, XWISP will provide a TCP port for this as well.

Stay tuned for more info, including a request for some people to beta test, both running an XWISP server, and playing on one. I will have extensive documentation in the final release as well as all of the detailed thank-you's and credits. For now I would like to thank the entire BHS team for their help and support in achieving my goal of a fully working Linux FDS.
