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

Posted by [Blazer](#) on Mon, 13 Mar 2006 05:52:02 GMT

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I'm very close to being to the public testing stage. Currently XWISP is 100% functional. Things on my to-do list:

1. Kick people out of the server channel if they have been there for 120+ seconds but not joined the game (same as win32 FDS does).
2. Add a config file and/or command line options to:
 - * Enable/Disable ANSI console
 - * banlist (pre-ban usernames from server channel)
3. Flood notification and protection (GAMEOPT and other command floods). Note: anyone using bots or scripts to flood or otherwise attack XWIS servers will be banned from XWIS, so don't get any ideas
4. TCP port access to console for BRenbot support (and testing with BRenbot to ensure it works).
5. Interception and reimplement of console "page" command. The built-in page command assumes that native XWIS/WOL support works, and thus you are unable to page XWIS users from the console. I will be adding code that intercepts page commands and redirects it to the XWISP connection.

Once XWISP 1.0 is fully tested, I will add several *optional* enhancements that include:

1. Dynamic server titles - Cycle through a list of pre-defined server titles.
 2. Player Ghosts - When server is empty or below a settable threshold, fake players are added to the playerlist (once a real player actually loads the map they will see the true player count). Testing has shown that players are much more likely to join a server with players already in it than an empty one. It seems like a nasty trick, but it's so effective that within a couple of minutes the server has enough real players to attract on it's own, and the fake players would be removed.
 3. Reserved slots - Optionally reserve X number of slots for server admins or moderators.
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