
Subject: Re: unable to connect to westwood on line
Posted by [Oblivion165](#) on Fri, 25 Aug 2006 12:31:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Blazer wrote on Fri, 25 August 2006 07:52Oblivion165 wrote on Thu, 24 August 2006 19:40Blazer wrote on Thu, 24 August 2006 18:58TGPaddy wrote on Thu, 24 August 2006 14:24Oblivion165 wrote on Thu, 24 August 2006 17:52Does anyone have a public WOL Clone? Something I can run on my linux box?

Someone is creating that.

BHS has had one (actually more than one) for a long time now. There are at least two others that I know of also. The problem is not having a working clone, the problem is a smooth switchover from XWIS to the clone when there is an outage. The *real* problem is XWIS's instability, there should be a mirror of it that automatically comes up when there are problems. I will be talking to Olaf about this.

I mean for my own personal use, something i can run my personal stuff off of, not a substitute for Xwis. Ill leave that to the professionals if and when that time comes.

So are any of these public?

I'm not sure what you mean....A "personal use" xwis/wol clone? What would you do with it, "personally"? You mean you would create your own WOL-like network, and tell people to join it just to get to your server? Why not just put your server on gamespy, or publish the IP and port so that folks can +connect to it? I guess I'm just confused as to what you want, because by it's very nature, WOL isn't for personal use.

Ive completed a TC conversion including single player for renegade, i haven't posted about it yet. I need a WOLClone to make it internet ready, i have the server and unlimited bandwidth but have been unsuccessful connecting two copies over GameSpy or XWis (Of course, because its not even close to renegade anymore)