Subject: XWISP 1.0 Beta Release
Posted by Blazer on Wed, 20 Sep 2006 06:48:46 GMT
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I am now releasing a public BETA of XWISP. This is a full source code release, so if you know Perl you are free to modify it for your own use (within the GPL). All I ask is that you report bugs to me, and any submit any substantial enhancements or fixes so that I can include them in the final release.

YOU MUST read the README-first.txt and perform steps 1-5 to use XWISP.

YOU MUST have an already-working LFDS to use XWISP. This includes running the latest scripts.so.

YOU SHOULD be familiar with linux to use XWISP. I have already heard from some folks who have never even touched linux, who intend to install it just to run an LFDS. I cannot help those sorts of people, any more than the author of MIRC will teach you how to use Windows.

Features:

 XWISP is written in Perl and will work on any distribution of Linux that the LFDS works on.

 XWISP allows the Linux FDS to be on both Gamespy and XWIS simulataneously

 XWISP gives the LFDS all of the WOL/XWIS functionality of the Win32 FDS, except for ladder support (will #probably never be added for security reasons).

 XWISP adds a few features like notifying when a player is loading the map, a pre-ban list, and detection/banning of IP harvesting bots and people using "relays" to block unauthorized joining of your server channel.

 XWISP supports "macrem" and so is compatible with BrenBot.

 XWISP encapsulates the LFDS. When you launch XWISP, it launches renegade for you and all console I/O is passed through XWISP.

 XWISP has an optional (I may remove it for the final release unless people want it to stay) IRC interface so that the server admin can observe the XWIS protocol exchanges and send raw XWIS commands.

 XWISP parses the renegade server.ini and svrcfg_cnc.ini. This greatly reduces the amount of user configuration. The result is the only thing you have to configure is in xwisp.conf, which mostly has options to specify the bots IRC information. This also means that XWISP does not require you to provide your encrypted password, it will read your standard password from server.ini and encrypt it to the apgar format needed for transmission to xwis.

 XWISP has an optiona full-ANSI console mode. This allows the console to have an IRC-like mode, where text starts near the bottom and scrolls upwards, with a protected area at the bottom

of the screen for typing commands.

 WOL functionality includes:
  - full support for NAT players
  - sending and receiving of PAGE commands
  - xwis channel administration (kicks and bans)
  - auto-kick of people who idle at the start screen (with configurable delay)
  - proper format of XWIS channel topic including correct non-static ping values

Support:
You can ask me questions about XWISP, and limited Linux questions. Please post the questions
publically and not via PM so that others may benefit from the answers.
You can ask jonwil about questions regarding scripts.so.
You can ask danpaul88 questions about brenbot.[LIST TYPE=disc]

Edit: fixed a bug and updated attachment

File Attachments
1) xwisp10b.tgz, downloaded 781 times