G R E A T !!!
Finally the dream comes true!
Thank you Blazer.

I'm running LFDS RH7.3 version on CentOS
The LFDS works without any problem without scripts.dll and xwisp
I've modified the xwisp.pl to load the scripts-RH73.so instead of scripts-RH8.so
I've modified the xwisp.pl to support the /ip=x.x.x.x option
I've modified the paths hard coded in xwisp.pl to fit my usage.
I've set the Port, GameSpyGamePort and other settings in server.ini

it works:
1. it can connect to XWIS, show the MOTD to stdout as debug info, and I found my server on the XWIS server list.
2. I can page my server & the message shows on the stdout correctly
3. The server can page me

and the errors/bugs were:
1. macrem in xwisp disconnect after one single command after login
2. cannot join channel on XWIS, "The channel is full" with no player in game (BadBoy reports that xwis shows my server port as 0)
3. scripts.dll probelm(yes, I'm sure that because the problem happean without xwisp too): LFDS reports that it is listening at port 32 on GameSpy, but it works fine without the scripts loaded
4. although it shows me port 32, the netstat command tell me the LFDS listen to the correct port and I'm able to connect the server with the correct port

and I got an warning message:
Use of uninitialized value in bitwise xor (^) at ./xwisp.pl line 428.

many thanks to Blazer and jonwil, and I hope the bugs will be fixed soon.