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Subject: Re: XWISP 1.0 Beta Release

Posted by [Blazer](#) on Fri, 22 Sep 2006 02:21:19 GMT

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howang wrote on Thu, 21 September 2006 11:38 I've modified the xwisp.pl to load the scripts-RH73.so instead of scripts-RH8.so

Thanks for mentioning that. for final release I will make a config option for RH73 and RH8.

howang wrote on Thu, 21 September 2006 11:38 I've modified the xwisp.pl to support the /ip=x.x.x.x option

Okay, I may add that as a config option as well.

howang wrote on Thu, 21 September 2006 11:38 I've modified the paths hard coded in xwisp.pl to fit my usage.

Which ones? The only hard coded path should be that it expects the config files to be in an "xwisp" subdirectory of your FDS.

howang wrote on Thu, 21 September 2006 11:38 1. macrem in xwisp disconnect after one single command after login

That is "normal" behavior. macrem is designed to send a single command and then disconnect. When it needs to send another command, it will connect, send the command, and then disconnect.

howang wrote on Thu, 21 September 2006 11:38 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)

Hmmm, the only thing I changed recently that could potentially cause that, is I had the max players hard coded in the JOINGAME command (had it set to "33"). I changed it to add one to the max players setting found in your ini file and use that variable instead (\$joingame\_maxplayers).

Having your server port at zero is the problem I believe. In the Win32 FDS, in your ini file, by default the server port is set to "0", which makes it dynamically choose a random port. For XWISP, you must set this to a specific port number. I guess I left that out of the docs, but this is what good beta testing is for Try setting the port to "4848", and I believe this problem will go away.

howang wrote on Thu, 21 September 2006 11:38 3. scripts.dll probelm(yes, I'm sure that because the problem happen without xwisp too): LFDS reports that it is listening at port 32 on GameSpy, but it works fine without the scripts loaded

I believe this is probably related to the Port=0 issue in #2.

howang wrote on Thu, 21 September 2006 11:38 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 Double-check your server.ini and make sure Port and GameSpyGamePort are set to

the same port number (I suggest 4848).

Here are my settings:

Port = 4848

GameSpyGamePort = 4848

RemoteAdminPort = 5555

howang wrote on Thu, 21 September 2006 11:38 and I got an warning message:

Use of uninitialized value in bitwise xor (^) at ./xwisp.pl line 428.

That would at first seem to indicate that your password was not the right length, but since your server is successfully logging into XWIS, then the encryption is working properly and I don't see how any of the variables can be uninitialized. Ah well, that message will go away in the final release when I comment out "use strict; use warnings;"

Thanks for the error report...let us know if you make any progress.

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