
Subject: Re: XWISP 1.0 Beta Release

Posted by [howang](#) on Sat, 23 Sep 2006 13:45:48 GMT

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Blazer wrote on Fri, 22 September 2006 10:21

howang wrote on Thu, 21 September 2006 11:382. 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.

I've fixed this error by changing

```
$ServerPort=$Server_Config{'Port'};
```

to

```
$ServerPort=4848; #hard coded port number
```

P.S. I think it should be

```
$ServerPort=$Server_Ini{'Port'};
```

and I've modified this in the XWIS_Login sub

```
my $joingame_maxplayers=64; #forcee said this should be 64 when I'm running a 32 players server
```

now I can join the server via XWIS.

Thank you, Blazer!

Blazer wrote on Fri, 22 September 2006 10:21

howang wrote on Thu, 21 September 2006 11:383. 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

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

howang wrote on Thu, 21 September 2006 11:384. 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 portDouble-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

But gamespy still said that my server port is 32.
