
Subject: Now we have an error using XWISP
Posted by [JackJTP](#) on Thu, 11 Jun 2009 12:11:10 GMT
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Hi, we got it installed in hours of trying but now we have an Error by XWISP:

```
Adding someuser to pre-ban list.
Adding TreeAngle to pre-ban list.
Adding StatBot to pre-ban list.
ERROR: ld.so: object '/jack/Server/scripts-RH8.so' from LD_PRELOAD cannot be preloaded:
ignored.
Ping time to c.xwis.net is 66 ms
Use of uninitialized value in length at ./xwisp.pl line 239, <INI> line 89.
Use of uninitialized value in concatenation (.) or string at ./xwisp.pl line 240, <INI> line 89.
Unique wheel ID is : 2Use of POE::Component::IRC->new() is deprecated, please use spawn() at
./xwisp.pl line 949
IRC Initialization...
12017: Server 8 got bind error 99 (Cannot assign requested address)
Client 6 got bind error 99 (Cannot assign requested address)
ERROR: ld.so: object '/jack/Server/scripts-RH8.so' from LD_PRELOAD cannot be preloaded:
ignored.
```

```
[NOTICE] Setting LFDS XWIS nickname to: *****
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34
XWISP Console mode active - BlackHand Studios Inc. 2007
File - Error:
    No initial level file selected
```

```
Error - server settings file " contains errors - aborting
** Press any key to continue **
[XWISP] Hmm...it looks like the FDS process has ended.
[XWISP] XWISP is shutting down.
[XWISP] Note: sometimes terminal settings get hosed upon exit. If you cannot see what you are
typing, or other terminal weirdness, type "reset".
```

Here our testconfiguration.

Server.ini in Server-rootdirectory:

```
Config = svrcfg_cnc.ini
GameType = GameSpy
Nickname = *****
Password = *****
Serial = *****
Port = 4848
```

GameSpyGamePort = 4848
GameSpyQueryPort = 25300
BandwidthUp = 4000000
NetUpdateRate = 30
AllowRemoteAdmin = true
RemoteAdminPassword = *****
RemoteAdminIP = eth0
RemoteAdminPort = 5555

and the svrcfg_cnc.ini in the "data" directory:

wConfigName=ZQBIAGUAAAA=
MapName=C&C_Field.mix
TimeLimitMinutes=30
RadarMode=2
Port=4848
IsDedicated=yes
IsAutoRestart=yes
IsPassworded=no
IsQuickMatch=yes
IsLaddered=yes
RemixTeams=yes
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
UseLagReduction=yes
wGameTitle=SgBUAFAAMgA0ADcAVABFAFMAVAAAAA==
MapName00=C&C_Field.mix
MapName01=C&C_Volcano.mix
MapName02=C&C_Under.mix
MapName03=C&C_Walls.mix
MapName04=C&C_City.mix
MapName05=C&C_Canyon.mix
MapName06=C&C_Hourglass.mix
MapName07=C&C_Mesa.mix
MapName08=C&C_Islands.mix
MapName09=C&C_Complex.mix
MapName10=C&C_City_Flying.mix
MapName11=C&C_Glacier_Flying.mix
MapName12=C&C_Walls_Flying.mix
IsFriendlyFirePermitted=no
DoMapsLoop=yes
IsTeamChangingAllowed=no
IsClanGame=no
MaxPlayers=16
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes

StartingCredits=300

Anyone qany ideas whats going wrong?
