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Subject: Re: XWIS DOWN

Posted by [Brandan](#) on Sun, 01 Apr 2012 23:40:54 GMT

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**\*\* Fixed for the most part \*\***

iRANian wrote on Sun, 01 April 2012 08:30 If someone would write third party software to connect to a WOL master server and handle everything that would be great

I actually made a backup XWIS server for Roleplay 2 so when XWIS does go down it does not affect our operations. Its actually very easy for any mildly skilled programmer to make a fake xwis server that renegade will accept. I wrote a documentary on the roleplay 2 forums on how to do it but Jerad deleted it and never made a backup copy of it.

I was able to contact one of my servers to get the source code. Heres an XWIS Emulator that will allow your FDS to start and load along with accepting connections from a IP Address and port (unlike lan, gamespy).

XWIS Server Emulator (ALPHA)

<http://brandanlasley.com/releases/WOL/XWIS%20Server%20Emulator.zip>

This is the first public test of this application and I would like to know the results from it. It may or may not work since its still a unstable version. Please note that this is not a WOLProxy as soon as XWIS Resumes operations in order to be listed once again on XWIS you have to close the application this will not transmit FDS code to XWIS!

Directions:

1. Close FDS
2. Extract application anywhere.
3. Open application
4. Run FDS

Not tested on 4.0!

(on some computers you may need to make sure that hosts file has write access and you run the program as administrator!)

It should be ever server owners right to enjoy free uninterrupted XWIS service.

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