Subject: a masterserver otherthen wol!
Posted by ben5015se on Tue, 30 Aug 2005 02:13:19 GMT
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http://xwis.net/
no idea how it works but theres no servers...and its supposed to make it so if the ren master goes down that this will work..
im going to start using it..later...and get more people to use it..

i know alot fo you think its stupid to switch..just wait the wol servers will goo poof in like a secound and you be like wow im so f*cking retarded i should have switched...o wait i still can

---

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Tue, 30 Aug 2005 03:41:39 GMT
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Um. . . Old news. People just don't play Command & Conquer: Renegade on it. They play Red Alert 2 and some other games instead. It works perfectly fine, but. . .it still requires a valid Westwood Online account, I'm sorry to say.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Tue, 30 Aug 2005 03:48:32 GMT
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it wouldnt be so bad..if they made like a new database...or cleared inactive usernames

---

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Tue, 30 Aug 2005 03:52:50 GMT
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I'd be estatic if they cleared inactive user names once in a while. I need my proper username of "DrLithius," god damn it. I'm 99% sure he's inactive.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Tue, 30 Aug 2005 03:54:39 GMT
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hee i could alwas get my old screen name *with all my old buddies on it :'(* ben5015 it would also be cool to reset the fds serials

---

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Tue, 30 Aug 2005 04:41:38 GMT
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If Westwood goes away, Blackhand Studios is ready to take over the server listing within a week or two of that event.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Tue, 30 Aug 2005 04:45:41 GMT
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thats so awsome ^_^

Subject: Re: a masterserver otherthen wol!
Posted by Belski on Tue, 30 Aug 2005 21:02:41 GMT
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Crimson wrote on Tue, 30 August 2005 00:41If Westwood goes away, Blackhand Studios is ready to take over the server listing within a week or two of that event.
what do you mean by that?

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Tue, 30 Aug 2005 23:53:20 GMT
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I mean that between our members we have no less than 3 WOL replacement applications that are more secure than the existing service. However, given how many server owners in this community have their heads up their asses, the only way we can forsee this replacement being a success is if WOL itself ceased to exist.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Wed, 31 Aug 2005 03:42:44 GMT
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now, would this include the buddylist? just wondering.

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Wed, 31 Aug 2005 06:31:24 GMT
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I don't see why not. Plus we wouldn't have it bound by the limitation of nicknames.

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Wed, 31 Aug 2005 06:39:59 GMT
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Excellent. For the most part, the nine-character limitation isn't that much of a burden considering I grew up in the days of BBSes and AOL v2.0.(Five bucks says you don't know what a "SmallTime BBS" is, Crimmy.) But in the long run, something to the extent of 32 character and special characters allowed(space, underscore, shift-numeric keys. . .) would be nice. Being able to remove nicknames from the database would be nice, too.

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Wed, 31 Aug 2005 08:25:59 GMT
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I meant the number of nicknames allowed in your buddy list.

I started BBSing in 1993 on local dial-up BBSes (CHHS, TUBBS, Flatlands to name a few local ones) at 2400 baud. I do know what they are, so send me $5 care of Blackhand Studios.

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Wed, 31 Aug 2005 08:55:53 GMT
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I said "SmallTime BBS". You made no mention of the specific Bulletin Board Service. I know I wasn't very clear on the name, as I could have simply been referring to a type of BBS instead of a name, but. . . Eh.

Anyway, I honestly would if I still had my PayPal account. And. . .wasn't broke.

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Wed, 31 Aug 2005 09:47:36 GMT
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You said "a SmallTime BBS" in a general way. Either way, I hadn't heard of that particular one, but I did connect to several local BBSes back in the day so that should satisfy your presumption that I was some sort of online newbie. There are plenty who are more old-school than me, but I am more old school than you thought I was. I still say you owe me.

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Wed, 31 Aug 2005 09:57:56 GMT
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would this new service allow password changes?

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Wed, 31 Aug 2005 10:31:43 GMT
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Crimson wrote on Wed, 31 August 2005 02:47You said "a SmallTime BBS" in a general way.
Either way, I hadn't heard of that particular one, but I did connect to several local BBSes back in
the day so that should satisfy your presumption that I was some sort of online newbie. There are
plenty who are more old-school than me, but I am more old school than you thought I was. I still
say you owe me.
Alright, alright. . . I gotta admit, it's not often enough that I find people that are actually aware of
Bulletin Board Services. So I'll fork over the fiver. But only 'cause I love yas. =P

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Wed, 31 Aug 2005 11:01:58 GMT
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This 'new service' would be controlled entirely by us, so anything would be possible.

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Wed, 31 Aug 2005 11:52:31 GMT
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im starting to think WOL going down would be a good thing now

---

Subject: Re: a masterserver otherthen wol!
Posted by Dr. Lithius on Wed, 31 Aug 2005 12:45:59 GMT
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It probably would be. Unfortunately, I'm pretty sure if some of us. . .shall we say. . ."engineered"
the downfall of Westwood Online, EA Games would somehow manage to track our butts down
and have us all sued. Or something. I dunno. I'm pretty sure if it went down all by itself(so to
speak), though, that EA wouldn't btoher trying to bring it back up.

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Wed, 31 Aug 2005 12:56:14 GMT
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they have brought it backup before when it went down

Subject: Re: a masterserver otherthen wol!
Posted by Spoony_old on Wed, 31 Aug 2005 13:59:05 GMT
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Probably not on purpose, more of a "fuck, tripped over that cable, don't know what it is but may as well reconnect it" kinda situation.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Wed, 31 Aug 2005 15:10:54 GMT
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taking it down our selfs wouldnt be a good die...wol controlls all the c&c games...

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Wed, 31 Aug 2005 15:14:28 GMT
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i agree with ben on this one

but if some hacker decides to do it anyway then so be it, lol

---

Subject: Re: a masterserver otherthen wol!
Posted by luv2pb on Wed, 31 Aug 2005 17:26:52 GMT
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I have a question Crim.

Say you fired up the BHS host right now while WOL still functions. Would it be possible to host n00bsrv1 on it and use a WOLspy type of deal to make the server still show up on WOL? Also (ok so I have 2 questions) if I'm not mistaken a BHS host would not be bound by a valid serial correct? Which would mean that the game could be more easily distributed. There by greatly increasing the life span and player counts of the game.

Subject: Re: a masterserver otherthen wol!
Posted by cheesesoda on Wed, 31 Aug 2005 18:48:51 GMT
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EA just needs to make the game freeware now. They're not making any more money off of it.

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Wed, 31 Aug 2005 19:17:29 GMT
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ha ha like that will ever happen

[edit] now lets just say...someone from somewere...just happend to crash wol's irc server >:) i bet ea would not put it up again

now thats saying ea is still like they are and nothing has changed....

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Wed, 31 Aug 2005 23:54:28 GMT
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Yes, I suppose in theory we could have a program that connects to 'our' WOL and the real one. The problem is that the people who follow stuff like that is so small in relation to the total number of players that someone drastic would have to happen (like WOL down for good) before people really adopted it.

Other than that, I know v00d00 and Scorpio9a both have a WOL replacement coded. I'm not sure what percent complete they are or how much they've been tested. But, we do already have the hardware capacity to take over if needed in these servers I spend $500/month for.

Subject: Re: a masterserver otherthen wol!
Posted by TEKNIK on Thu, 01 Sep 2005 00:31:05 GMT
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If in the even of WOL going down. Wouldn't you have to implement a means of changing the

 HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade\WOLSettings\Se rvers

binary data?

Edit: Spelling

Subject: Re: a masterserver otherthen wol!
Posted by Crimson on Thu, 01 Sep 2005 01:03:30 GMT
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No, you just have to add an entry into your "hosts" file to resolve the DNS to another address.

Subject: Re: a masterserver otherthen wol!
Posted by Cat998 on Thu, 01 Sep 2005 07:26:11 GMT
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..*.* renchat4.westwood.com

Subject: Re: a masterserver otherthen wol!
Posted by ssptweek on Thu, 01 Sep 2005 08:56:26 GMT
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Would current bots, like BrenBot, CloudyServ, or DragonServ work on your new "WOL"? Or would all admin bots have to be recoded to port with your replacement?

What kind of changes would be affected by this? Basically would this be a do it our way or no way at all type of deal. How much different would it be from now, and what bug fixes would this fix?

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Thu, 01 Sep 2005 09:21:05 GMT
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they would work

Subject: Re: a masterserver otherthen wol!
Posted by ben5015se on Thu, 01 Sep 2005 20:19:02 GMT
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if im not misinformed with what crimson said befor, it should be the same as befor just alot more sucure...

Subject: Re: a masterserver otherthen wol!
Posted by Cat998 on Fri, 02 Sep 2005 02:58:11 GMT
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It would be the same as before, just with normal pings
in the serverlist (yes, green ones !), maybe own ladder system, and other stuff. I could also imagine nick registration via nickserv in WOL

Subject: Re: a masterserver otherthen wol!
Posted by Kanezor on Fri, 02 Sep 2005 03:07:26 GMT

<>

If it were up to me, I'd just link the n00bstories IRC network to the WOL IRC network. That would be quite cool, I think. That is, of course, assuming that EA ever drops the official WOL servers.

Subject: Re: a masterserver otherthen wol!
Posted by Cat998 on Fri, 02 Sep 2005 03:22:15 GMT
<>

WOL works like an IRC Server, its very simple.

I already tried connecting to irc.ues-clan.net IRC Server and

worked without any problems. But I need commands like

/glist to make it work for Renegade lol.

Subject: Re: a masterserver otherthen wol!
Posted by Nightma12 on Fri, 02 Sep 2005 17:16:59 GMT
<>

WOL is down

coincidence anybody?

EDIT: back now

Subject: Re: a masterserver otherthen wol!
Posted by DarkDemin on Fri, 02 Sep 2005 19:10:02 GMT
<>

Since so many people use Renguard and it just started logging into the new server and asking people to re-register it would work out rather well. The possiblities of a new master server are endless. We could have things that we never had before with the normal WOL.

BTW: right now I am reinstalling renegade for the first time in years this should be interesting.