
Subject: Updated TT Release: WOLProxy v1.2
Posted by [Crimson](#) on Tue, 05 Sep 2006 09:41:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

WOLProxy v1.2 Copyright © 2004-2011 Tiberian Technologies

Change log:

2011 Jan 28 - Release v1.2

- Updated for changes to XWIS IP/port

2006 Sept 03 - Release v1.1

- Automatic reconnection to WOL

- Automatic detection of WOL nonresponse to map start command, sends fake response to FDS to prevent it from crashing

- IP banning with wild cards, effective for preventing IP harvesting bots and exploiters. (Not an effective ban for players)

v1.00

- Initial release

CREDITS -

v1.0 - v00d00 (v00d00 Net Services) - initial concept and release

v1.1, 1.2 - Crimson - Auto-reconnect functionality, ip banning

INSTALLATION INSTRUCTIONS:

* Open your "hosts" file, usually located at C:\Windows\system32\drivers\etc\hosts

* Add the following line to the bottom of the file:

999.999.999.999 xwis.net

CHANGE 999.999.999.999 to your server's PUBLIC IP address!

* Download the software from this thread and unzip it wherever you'd like.

* Launch mirc.exe. You should see a purple message saying that it's listening on 3 ports. If you see an error, make sure that you are not running any other version of WOLProxy. Close the previous version and restart this version.

* Launch or restart your Renegade Servers. You will see relevant messages in the application as the servers connect to XWIS. You will also see messages and errors if XWIS goes offline as it tries to reconnect. Your server will stay online through an outage, even if the map changes on your server.

Known issues:

- When your server reconnects to XWIS, the player count will say 0 in the server listings. There is no way to fix this, as this number is reported by the XWIS server.

- Verbiage in this app remains "WOL" instead of XWIS in order to keep the naming conventions the same
- You will see a lot of errors if XWIS remains offline for more than a few seconds as the FDS tries to send commands to XWIS. An upcoming release will check to make sure that the connection to XWIS is active before attempting to forward communication from the FDS.
- This is written in mIRC. Sorry, but this saved me several hours of work writing from scratch.

File Attachments

1) [WOLProxy_v1.2.zip](#), downloaded 639 times

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [trooprm02](#) on Tue, 05 Sep 2006 22:42:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Genious

Thats what I have been think for a loooong time, if XWIS onl provides server listings, why should the fds always be connected to it. Anyway, thats 1 more problem solved

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [jnz](#) on Tue, 05 Sep 2006 22:43:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

when i use it only i can connect to my server. no-one else can.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Tue, 05 Sep 2006 23:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

We're trying to track down why some people are having this problem. First option is to set your hosts file to point c.xwis.net to your public IP or LAN IP rather than 127.0.0.1. We're also investigating a POSSIBLE connection to the Black Intel Start Button fix.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [jnz](#) on Tue, 05 Sep 2006 23:16:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

i dont have the start button fix,
so i change: "127.0.0.1 c.xwis.net" to "c.xwis.net c.xwis.net"?

btw did you get my pm?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [ghost](#) on Tue, 05 Sep 2006 23:38:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

How would we get this text messaged to a certain channel?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Wed, 06 Sep 2006 00:09:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

help-linux wrote on Tue, 05 September 2006 16:16i dont have the start button fix,
so i change: "127.0.0.1 c.xwis.net" to "c.xwis.net c.xwis.net"?

btw did you get my pm?

No, put your public IP... the IP that other people connect to you with.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Wed, 06 Sep 2006 00:10:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

ghost wrote on Tue, 05 September 2006 16:38How would we get this text messaged to a certain channel?

You would have to edit the script to do that, but the text is rather useless. It shows maps changes and disconnections/reconnections.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [jnz](#) on Wed, 06 Sep 2006 00:11:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

you mean: "c.xwis.net 127.0.0.1"

sorry if i am being stupid.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Wed, 06 Sep 2006 05:34:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, replace the 127.0.0.1 with your PUBLIC IP and leave the c.xwis.net as the second section.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [jnz](#) on Wed, 06 Sep 2006 06:16:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Wed, 06 September 2006 06:34No, replace the 127.0.0.1 with your PUBLIC IP and leave the c.xwis.net as the second section.

ahh, ok.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [EvilWhiteDragon](#) on Wed, 06 Sep 2006 12:57:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Wed, 06 September 2006 01:01We're trying to track down why some people are having this problem. First option is to set your hosts file to point c.xwis.net to your public IP or LAN IP rather than 127.0.0.1. We're also investigating a POSSIBLE connection to the Black Intel Start Button fix.

Let me please note that John Wil has also put in a startbutton fix in scripts.dll V2.9 (I think) which might be causing the same problem... I haven't had the chance to test this so...

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [SeargentSarg](#) on Sun, 18 Mar 2007 23:53:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I need serious help here

.

I am getting two types of different errors.

* /sockwrite: 'WOL_r15172846' no such socket (line 221, WOLproxy.mrc)

* /sockopen: insufficient parameters (line 134, WOLproxy.mrc)

How do I fix these bastards?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [SeargentSarg](#) on Mon, 19 Mar 2007 19:13:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone help please?

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [Creed3020](#) on Wed, 21 Mar 2007 14:19:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Tue, 05 September 2006 05:41 PLEASE READ THE ENCLOSED README FILE FOR INSTRUCTIONS ON USING THE BAN USER/IP FUNCTIONALITY AND USER IGNORE FUNCTIONALITY

I downloaded this and found no Readme. It would be nice to learn more about these features.

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [SeargentSarg](#) on Wed, 21 Mar 2007 21:37:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

- 1) No Readme
 - 2) Only 3 servers can be used via WOLProxy.
-

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [\[S3\] Killark4U](#) on Thu, 22 Mar 2007 19:23:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

i dont get why u would want proxymines in ur server anyway u dont even need it

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [SeargentSarg](#) on Thu, 22 Mar 2007 20:07:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

- 1) Your an idiot, Its a WOLProxy, not proxy mine ingame.
 - 2) I am surprised crimson hasn't replied yet..
-

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [jnz](#) on Thu, 22 Mar 2007 21:49:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

i found myself rofl.

a proxy is a program that "bounces" messages from one place to another. EG:

normal:

Your computer ==> server

Proxied:

Your computer ==> proxy ==> server

it enables your computer to be hidden from the internet. the server will think the proxy is your computer. even though it isn't.

now, my question. why use WolProxy? what advantage does it have over connecting straight to Xwis?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [trooprm02](#) on Thu, 22 Mar 2007 22:07:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

When XWIS crashes (as we saw yesterday), the server crashes just because its connected to that AGL page and etc. With this, it fixes the problem, and so if XWIS is down, your server and everyone in your server will still be connected, as it originally should have been

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Thu, 22 Mar 2007 22:12:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, this proxy software prevents your FDS from restarting when it loses connection to XWIS.

I guess I kinda forgot about this app a bit since it's been working for me without any issue. Sorry about that. :\

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [SeargentSarg](#) on Fri, 23 Mar 2007 00:22:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's bad for hosting companies, you can only use 3 servers with this ap, crimson, make it so it uses 4010 -- 4100, or something, I would love to use this program, but when it only uses 3 ports, its kinda bad.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [jnz](#) on Fri, 23 Mar 2007 01:28:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

urgg, talk to me on msn. ill re-create it. should only take 10 mins. this is affecting my server too.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Creed3020](#) on Mon, 26 Mar 2007 13:12:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

When I use this appy nobody can join my FDS, they get the negotiating port error. Though I could be also doing something wrong since this appy isn't the most straight forward.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [SeargentSarg](#) on Mon, 26 Mar 2007 20:07:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Do you get errors in the WOLProxy window? And did you set your hosts file?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [ExEric3](#) on Tue, 27 Mar 2007 07:50:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Mon, 26 March 2007 15:12 When I use this appy nobody can join my FDS, they get the negotiating port error. Though I could be also doing something wrong since this appy isn't the most straight forward.

Set in hosts no 127.0.0.1 but your public ip.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Creed3020](#) on Tue, 27 Mar 2007 13:57:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did what Crimson's post said to do:

add

127.0.0.1 c.xwis.net

to my hosts file.

If I am wrong in doing so please enlighten me with a thorough explanation.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Cat998](#) on Tue, 27 Mar 2007 14:29:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Tue, 27 March 2007 15:57 I did what Crimson's post said to do:

add

127.0.0.1 c.xwis.net

to my hosts file.

If I am wrong in doing so please enlighten me with a thorough explanation.

Crimson is wrong, 127.0.0.1 only works for half of the players, because then the FDS reports a wrong IP address to the WOL players. You should add our external IP address to the hosts file.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Creed3020](#) on Wed, 28 Mar 2007 13:31:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cat998 wrote on Tue, 27 March 2007 09:29 Creed3020 wrote on Tue, 27 March 2007 15:57 I did what Crimson's post said to do:

add

127.0.0.1 c.xwis.net

to my hosts file.

If I am wrong in doing so please enlighten me with a thorough explanation.

Crimson is wrong, 127.0.0.1 only works for half of the players, because then the FDS reports a wrong IP address to the WOL players. You should add our external IP address to the hosts file.

Thanks Cat, I will give that a shot.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Tue, 05 Jun 2007 19:31:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

WOLProxy should accept and manage multiple connections on the same port. There's no reason it should only work with 3 unless there's some mIRC limitation...

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [ST3ALTH](#) on Tue, 05 Jun 2007 19:35:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

It doesn't, have you tried it yourself?

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Crimson](#) on Thu, 07 Jun 2007 10:08:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe it's a mIRC limitation? The script itself should be able to handle thousands of connections the way its coded. I only tested it with 2.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [ST3ALTH](#) on Thu, 07 Jun 2007 11:11:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sometimes it even has errors with one, says it cannot write something, and when its 3, nothing works.

Maybe you can look into this? Cause really, nothing is working correctly in it.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Hex](#) on Thu, 07 Jun 2007 13:43:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have run 3 on it

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [ST3ALTH](#) on Fri, 08 Jun 2007 00:33:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Did anyone try running more then 3? Cause if it does work more then 3, obviously something is wrong with the several boxes I bought.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Xpert](#) on Sun, 17 Jun 2007 05:09:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or maybe you guys don't know how to run WOL Proxy correctly. I run 13 servers on 1 box with the WOL Proxy enabled. Even made it user friendly for myself to work with my bot.

<Xpert> !proxies

<CyberGuard> Renz0r004, Renz0r005, Renz0r007, Renz0r008, a0000011a, a0000004,

A0Wsync, a0000002m, a0000002s, a0000002u, a0000002y, Mt0wn, DIhax

<Xpert> !cghelp

-CyberGuard- Granted Commands: !botmsg, !cghelp, !connect, !disconnect, !emote, !hop, !ignore, !joinchat, !leavechat, !locate, !msg, !operup, !page, !players, !playerinfo, !proxies, !relay, !renguard, !set, !setnick...

-CyberGuard- !status, !version, !view, !wolrank.

-CyberGuard- You can type !cghelp [command] for command usage.

Quote:

[01:08:21] <CyberGuard> [WOLProxy Renz0r004] DEBUG OUT: TOPIC #Renz0r004

:G2ET4F453BA38542C60C00000000000000002d# 8Renz0r.com Public

Sn1p3r/C&C_Complex.mixFFFFFFF2EFFFF0A0B|3c0000000000

[01:08:22] <CyberGuard> [WOLProxy Renz0r004] DEBUG OUT: PRIVMSG matchbot :SINFO

4F453BA38542C60C00000000000000002d# 8Renz0r.com Public

Sn1p3r/C&C_Complex.mixFFFFFFF2EFFFF0A0B|3c0000000000

[01:08:22] <CyberGuard> [WOLProxy Mt0wn] DEBUG OUT: TOPIC #Mt0wn

:G2MTBD4CD712929EEA410000000000000002d# >[-DI-] APB Server ::

mt0wn.com0RA_Alpine_Lake.mFFFFFFF30FFFF090A|3c0000000000

[01:08:23] <CyberGuard> [WOLProxy Mt0wn] DEBUG OUT: PRIVMSG matchbot :SINFO

BD4CD712929EEA410000000000000002d# >[-DI-] APB Server ::

mt0wn.com0RA_Alpine_Lake.mFFFFFFF30FFFF090A|3c0000000000

[01:08:25] <CyberGuard> [WOLProxy Renz0r007] DEBUG OUT: TOPIC #Renz0r007

:G8ET4F453BA3225E2D140000000000000002b# 6Renz0r Clanwars.cc

AOW,C&C_City.mixFFFFFFF2EFFFF0A0B

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [Xpert](#) on Sun, 17 Jun 2007 05:11:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

And I suggest not relaying that stuff into a channel unless the bot has +o user flag (IRC Operator), otherwise it will cause excess flooding and killed off IRC.

Subject: Re: New BHS Release: WOLProxy v1.1

Posted by [ExEric3](#) on Tue, 17 Jul 2007 12:10:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

For everyone who use WOLProxy on server PC:

Edit wolproxy.mrc with notepad.

Find this line:

sockopen WOL_r \$+ \$mid(\$sockname,6) 195.13.63.165

and instead 195.13.63.165 enter this IP 212.162.52.4, save and restart WOLProxy.

This was caused because today XWIS was moved to another server with better hw and connection.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Creed3020](#) on Sat, 21 Jul 2007 01:02:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Eric3 wrote on Tue, 17 July 2007 08:10 For everyone who use WOLProxy on server PC:

Edit wolproxy.mrc with notepad.

Find this line:

```
sockopen WOL_r $+ $mid($sockname,6) 195.13.63.165
```

and instead 195.13.63.165 enter this IP 212.162.52.4, save and restart WOLProxy.

This was caused because today XWIS was moved to another server with better hw and connection.

Thanks for posting that up. If you hadn't then I wouldn't know what the new IP is.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [dr3w2](#) on Thu, 11 Dec 2008 23:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Fri, 20 July 2007 20:02 Eric3 wrote on Tue, 17 July 2007 08:10 For everyone who use WOLProxy on server PC:

Edit wolproxy.mrc with notepad.

Find this line:

```
sockopen WOL_r $+ $mid($sockname,6) 195.13.63.165
```

and instead 195.13.63.165 enter this IP 212.162.52.4, save and restart WOLProxy.

This was caused because today XWIS was moved to another server with better hw and connection.

Thanks for posting that up. If you hadn't then I wouldn't know what the new IP is.
ping c.xwis.net

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [pe21789](#) on Thu, 06 May 2010 15:50:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:/socklisten: bind error (line 42, WOLproxy.mrc)

any idea?

And yes, i read the instruction

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [Ox90](#) on Thu, 06 May 2010 17:07:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

pe21789 wrote on Thu, 06 May 2010 17:50Quote:/socklisten: bind error (line 42, WOLproxy.mrc)

any idea?

And yes, i read the instruction

"bind error"? most likely the port is already in use. see if some other program is using it or just change it to another port.

edit: epic thread resurrection btw mr. necromancer

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [pe21789](#) on Sun, 09 May 2010 10:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ox90 wrote on Thu, 06 May 2010 19:07pe21789 wrote on Thu, 06 May 2010 17:50Quote:/socklisten: bind error (line 42, WOLproxy.mrc)

any idea?

And yes, i read the instruction

"bind error"? most likely the port is already in use. see if some other program is using it or just change it to another port.

edit: epic thread resurrection btw mr. necromancer

uhm, ty for the help.^^

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [C C_guy](#) on Sun, 06 Jun 2010 22:33:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pinging xwis.net [88.198.24.17] with 32 bytes of data:

Reply from 88.198.24.17: bytes=32 time=180ms TTL=55
Reply from 88.198.24.17: bytes=32 time=182ms TTL=55
Reply from 88.198.24.17: bytes=32 time=182ms TTL=55
Reply from 88.198.24.17: bytes=32 time=182ms TTL=55

Ping statistics for 88.198.24.17:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum = 180ms, Maximum = 182ms, Average = 181ms

I get this info when i ping xwis and note its a different ip addy then the other post above.

Just sayin is all.

Subject: Re: New BHS Release: WOLProxy v1.1
Posted by [braner101](#) on Wed, 23 Feb 2011 21:59:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

i got a bug to XD
just looked at it on <http://www.blackintel.org/renegade/xwiswol>

A0000RGH FuN 500 TeLePoRt SnIpEr~.C&C_Canyon.mix2F50FFFFFFF2EFF29|3e0000000000

it should be ~FuN 500 TeLePoRt SnIpEr~

but my other server names right D:

any idea? :S
