Subject: Xwis Address and Port Change?
Posted by halo2pac on Fri, 26 Mar 2010 18:42:06 GMT
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Since I'm developing Rene-Buddy still, I notice every little change that happens on xwis.

Why did the address that the game connects to change from

c.xwis.net:4010
to
g.xwis.net:4003?

Probably Crimson would only be able to tell me (please)... but anyone else know?

Also while I'm asking Xwis questions...
What do the Port Mangler Servers Do?

And What's the difference between the
Live chat server - xwis.net 5000
and the
0:XWIS Server - g.xwis.net 4003

Also why is the Ping Server (159.153.192.10) Needed?
theres like 10 of them.
Since the game auto pings xwis constantly..

Subject: Re: Xwis Address and Port Change?
Posted by Kimb on Fri, 26 Mar 2010 20:33:25 GMT
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As far as i know their changing servers or something, probably why your noticing some changes

Subject: Re: Xwis Address and Port Change?
Posted by halo2pac on Fri, 26 Mar 2010 21:39:30 GMT
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that would explain why c.xwis.net is throwing me a "connection refused"

and why
"our $XWIS_Host="c.xwis.net"; #This shouldn't change, so not in config file"

wouldt work for xwisp

Subject: Re: Xwis Address and Port Change?
Posted by Olaf van der Spek on Tue, 30 Mar 2010 11:13:16 GMT
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Port manglers are for NAT (type) detection and the ping servers are for bandwidth detection.

The ports changed because we moved to a single IP address (and server), the host changed because we moved servers.

Subject: Re: Xwis Address and Port Change?
Posted by halo2pac on Wed, 31 Mar 2010 01:13:26 GMT
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oh.
Thanks olaf

Also while I have your attention, what do you think of what I have done with Rene-Buddy?

Subject: Re: Xwis Address and Port Change?
Posted by Olaf van der Spek on Thu, 01 Apr 2010 10:58:26 GMT
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Looks great, although XWIS isn't a chat service.