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Subject: Re: Renegade FDS Running on Linux - on XWIS/WOL!!!

Posted by [Blazer](#) on Tue, 21 Mar 2006 23:43:53 GMT

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1. Working out a small issue with the protocol for NAT players
2. Discovered an issue with LFDS not always printing player join/leave/chat messages to the console (SilentKane found a fix) which causes problems with brenbot and XWISP
3. Cleaning up the code and testing XWISP+brenbot until I feel it is stable enough to release to beta testers (right now the FDS is crashing randomly and I want to find out why).

So basically its pretty much working, and I am confident that when released will work 100% fine. I just want to iron out the few glitches and problems, and make it as user-friendly as possible.

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