Subject: Re: Renegade FDS Running on Linux - on XWIS/WOL!!!
Posted by Blazer on Mon, 08 May 2006 09:37:42 GMT

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Time for an update I guess. Once scripts.dll 2.7.1 was released, XWISP seems to be working fine. I am cleaning up the code to prepare for releasing a beta.

Once SSAOW 1.6 is released, I will be putting up a 50 player LFDS with all the bells and whistles (ssaow+brenbot), with a decently high a000 nickname in hopes that enough people will join that I can do a real stress test.

So far I have had a max of 13 players playing on my test server, and during this time renegade was using 13% CPU, XWISP itself was using little to no CPU at all, and brenbot (1.43) was using 4% CPU.

I'm anxious to see how the server performs with 32+ players, if it happens I will let you know the outcome.

As for the beta test, I am getting lots of requests already to test XWISP. Please bear with me and wait until I publically release the beta. Also please bear in mind that I only intend to support XWISP itself. I cannot help people install and troubleshoot linux issues.

XWISP was designed for people who already have a linux GSA server that they wish to be on XWIS/WOL as well. I realize some people may want to switch from a win32 FDS to Linux, especially if it performs better, but it's simply not my job or desire to handhold people through learning to install and use the linux OS. I also don't recommend installing linux in a vmware window to use XWISP (more than one person has asked me about this) - it totally cancelles out the advantage of using linux over win32 in the first place.

Okay enough rambling, just wanted to post an update. Feel free to ask any questions or relavant comments.