Subject: XWISP 1.0 Beta Release
Posted by Blazer on Wed, 20 Sep 2006 06:48:46 GMT

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I am now releasing a public BETA of XWISP. This is a full source code release, so if you know Perl you are free to modify it for your own use (within the GPL). All I ask is that you report bugs to me, and any submit any substantial enhancements or fixes so that I can include them in the final release.

YOU MUST read the README-first.txt and perform steps 1-5 to use XWISP.

YOU MUST have an already-working LFDS to use XWISP. This includes running the latest scripts.so.

YOU SHOULD be familiar with linux to use XWISP. I have already heard from some folks who have never even touched linux, who intend to install it just to run an LFDS. I cannot help those sorts of people, any more than the author of MIRC will teach you how to use Windows.

Features:

 XWISP is written in Perl and will work on any distribution of Linux that the LFDS works on.

 XWISP allows the Linux FDS to be on both Gamespy and XWIS simulataneously

 XWISP gives the LFDS all of the WOL/XWIS functionality of the Win32 FDS, except for ladder support (will #probably never be added for security reasons).

 XWISP adds a few features like notifying when a player is loading the map, a pre-ban list, and detection/banning of IP harvesting bots and people using "relays" to block unauthorized joining of your server channel.

 XWISP supports "macrem" and so is compatible with BrenBot.

 XWISP encapsulates the LFDS. When you launch XWISP, it launches renegade for you and all console I/O is passed through XWISP.

 XWISP has an optional (I may remove it for the final release unless people want it to stay) IRC interface so that the server admin can observe the XWIS protocol exchanges and send raw XWIS commands.

 XWISP parses the renegade server.ini and svrcfg_cnc.ini. This greatly reduces the amount of user configuration. The result is the only thing you have to configure is in xwisp.conf, which mostly has options to specify the bots IRC information. This also means that XWISP does not require you to provide your encrypted password, it will read your standard password from server.ini and encrypt it to the apgar format needed for transmission to xwis.

 XWISP has an optiona full-ANSI console mode. This allows the console to have an IRC-like mode, where text starts near the bottom and scrolls upwards, with a protected area at the bottom

of the screen for typing commands.

 WOL functionality includes:
  - full support for NAT players
  - sending and receiving of PAGE commands
  - xwis channel administration (kicks and bans)
  - auto-kick of people who idle at the start screen (with configurable delay)
  - proper format of XWIS channel topic including correct non-static ping values

Support:
You can ask me questions about XWISP, and limited Linux questions. Please post the questions publically and not via PM so that others may benefit from the answers.
You can ask jonwil about questions regarding scripts.so.
You can ask danpaul88 questions about brenbot.[LIST TYPE=disc]

Edit: fixed a bug and updated attachment

File Attachments
1) xwisp10b.tgz, downloaded 757 times

Subject: Re: XWISP 1.0 Beta Release
Posted by Adad on Wed, 20 Sep 2006 07:15:21 GMT
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Line 554: $xwis->{server}->put("GAMEOPT $player_rginfo :TINFO:0 NODscore");

The "NODscore" should be $NODscore ?

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Wed, 20 Sep 2006 07:18:40 GMT
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Good catch! I have fixed and updated the attachment in the post above. Thanks

---

Subject: Re: XWISP 1.0 Beta Release
Posted by xptek on Wed, 20 Sep 2006 12:27:20 GMT
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use strict;

Yay!

Very nice job.

Subject: Re: XWISP 1.0 Beta Release
Posted by MXrave on Wed, 20 Sep 2006 15:58:37 GMT
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yeh nice blazer.

ty

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Thu, 21 Sep 2006 15:38:46 GMT
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G R E A T !!!
Finally the dream comes true!
Thank you Blazer.

I'm running LFDS RH7.3 version on CentOS
The LFDS works without any problem without scripts.dll and xwisp
I've modified the xwisp.pl to load the scripts-RH73.so instead of scripts-RH8.so
I've modified the xwisp.pl to support the /ip=x.x.x.x option
I've modified the paths hard coded in xwisp.pl to fit my usage.
I've set the Port, GameSpyGamePort and other settings in server.ini

it works:
1. it can connect to XWIS, show the MOTD to stdout as debug info, and I found my server on the
XWIS server list.
2. I can page my server & the message shows on the stdout correctly
3. The server can page me

and the errors/bugs were:
1. macrem in xwisp disconnect after one single command after login
2. cannot join channel on XWIS, "The channel is full" with no player in game (BadBoy reports that
xwis shows my server port as 0)
3. scripts.dll probelm(yes, I'm sure that because the problem happean without xwisp too): LFDS
reports that it is listening at port 32 on GameSpy, but it works fine without the scripts loaded
4. although it shows me port 32, the netstat command tell me the LFDS listen to the correct port
and I'm able to connect the server with the correct port

and I got an warning message:
Use of uninitialized value in bitwise xor (^) at ./xwisp.pl line 428.

many thanks to Blazer and jonwil, and I hope the bugs will be fixed soon.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Fri, 22 Sep 2006 02:21:19 GMT

howang wrote on Thu, 21 September 2006 11:38I've modified the xwisp.pl to load the scripts-RH73.so instead of scripts-RH8.so

Thanks for mentioning that. for final release I will make a config option for RH73 and RH8.

howang wrote on Thu, 21 September 2006 11:38I've modified the xwisp.pl to support the /ip=x.x.x.x option

Okay, I may add that as a config option as well.

howang wrote on Thu, 21 September 2006 11:38I've modified the paths hard coded in xwisp.pl to fit my usage.

Which ones? The only hard coded path should be that it expects the config files to be in an "xwisp" subdirectory of your FDS.

howang wrote on Thu, 21 September 2006 11:381. macrem in xwisp disconnect after one single command after login
That is "normal" behavior. macrem is designed to send a single command and then disconnect. When it needs to send another command, it will connect, send the command, and then disconnect.

howang wrote on Thu, 21 September 2006 11:382. cannot join channel on XWIS, "The channel is full" with no player in game (BadBoy reports that xwis shows my server port as 0)
Hmmm, the only thing I changed recently that could potentially cause that, is I had the max players hard coded in the JOINGAME command (had it set to "33"). I changed it to add one to the max players setting found in your ini file and use that variable instead ($joingame_maxplayers).

Having your server port at zero is the problem I believe. In the Win32 FDS, in your ini file, by default the server port is set to "0", which makes it dynamically choose a random port. For XWISP, you must set this to a specific port number. I guess I left that out of the docs, but this is what good beta testing is for Try setting the port to "4848", and I believe this problem will go away.

howang wrote on Thu, 21 September 2006 11:383. scripts.dll probelm(yes, I'm sure that because the problem happean without xwisp too): LFDS reports that it is listening at port 32 on GameSpy, but it works fine without the scripts loaded

I believe this is probably related to the Port=0 issue in #2.

howang wrote on Thu, 21 September 2006 11:384. although it shows me port 32, the netstat command tell me the LFDS listen to the correct port and I'm able to connect the server with the correct portDouble-check your server.ini and make sure Port and GameSpyGamePort are set to the same port number (I suggest 4848).

Here are my settings:

Port = 4848
GameSpyGamePort = 4848
RemoteAdminPort = 5555

howang wrote on Thu, 21 September 2006 11:38and I got an warning message:
Use of uninitialized value in bitwise xor (^) at ./xwisp.pl line 428.
That would at first seem to indicate that your password was not the right length, but since your server is successfully logging into XWIS, then the encryption is working properly and I don't see how any of the variables can be uninitialized. Ah well, that message will go away in the final release when I comment out "use strict; use warnings;"

Thanks for the error report...let us know if you make any progress.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Fri, 22 Sep 2006 04:14:06 GMT
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as I have renamed the "Server" folder, I have to remove all "/Server" string in the xwisp.pl

Hmm. that's funny.

Here are my settings:
Port = 14848
GameSpyGamePort = 14848
RemoteAdminPort = 14849

I've tried to set Port and GameSpyGamePort to 4848 and the same problem happean too.

And for the gamespy port 32 problem, it happean in the following case:
1. using xwisp with scripts 2.9.2
2. using scripts 2.9.2
but not:
3. running the unpatched LFDS
I didn't change any setting between these tests.

EDIT: the macrem do not disconnect after commands because it is used for output when LFDS output. For example, I enter "help" and it should return the help message but not disconnect. And it should output what FDS said, for example, the join / left message, maybe.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Fri, 22 Sep 2006 04:28:28 GMT
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Hmm sounds like we need to ask jonwil how scripts.dll could mess up the gamespy stuff.

Subject: Re: XWISP 1.0 Beta Release
Posted by mac on Fri, 22 Sep 2006 07:13:52 GMT
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You need to run the patched LFDS, which includes scripts.so support (it says something about this when loading up)

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Fri, 22 Sep 2006 11:34:58 GMT
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yes I'm running the patched version with scripts-RH73.so (2.9.2) and it is launched by xwisp.

I've read the readme, done many testing and debugging before I post the difficulties that I meet. So please don't repeat the points that have mentioned in the readme file and documentation, thank you.

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Fri, 22 Sep 2006 19:13:34 GMT
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at first thx blazer, nice work

when i set the maxplayers in the xwisp.p higher than i have set this in the renegade config, then i haven't the "Full Channel" Problem, but now i have the problem with NAT users

[:MXsword!u@h GAMEOPT a000000m1 :NAT:ec,0000,MXsword]
[:MXsword!u@h GAMEOPT a000000m1 :NAT:dfdca,MXsword]
[DEBUG]: Client NAT name:MXsword IP:1a730c59 NAT_PORT:fdca ... a dreaded NAT:d player!

perhaps some one other can join the server

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Fri, 22 Sep 2006 23:25:01 GMT
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NAT:d players were the hardest to get working, but they do work, as I tested with several NAT:d folks (Scorpio9a is one of them).

That warning message is just left over from when I was testing.

Where are you editing the maxplayers in xwisp.pl? You shouldn't have to directly edit that variable, since its parsed from your server.ini

---

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sat, 23 Sep 2006 07:43:40 GMT
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I know that i didn't have to edit this direct, but it didn't work so.

I have only tested, if i set the max players in the svrcfg_cnc.ini to 32 and in the xwisp.pl on line 455 "$joingame_maxplayers" to 64 than i can join the game, with one problem that the server shows me the NAT failure and it doesen't let me in.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Sat, 23 Sep 2006 11:52:46 GMT
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I got another perl warning message:
Use of uninitialized value in sprintf at ./xwisp.pl line 265.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Sat, 23 Sep 2006 13:45:48 GMT
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Blazer wrote on Fri, 22 September 2006 10:21
howang wrote on Thu, 21 September 2006 11:382. cannot join channel on XWIS, "The channel is full" with no player in game (BadBoy reports that xwis shows my server port as 0)
Hmmm, the only thing I changed recently that could potentially cause that, is I had the max players hard coded in the JOINGAME command (had it set to "33"). I changed it to add one to the max players setting found in your ini file and use that variable instead ($joingame_maxplayers).

Having your server port at zero is the problem I believe. In the Win32 FDS, in your ini file, by default the server port is set to "0", which makes it dynamically choose a random port. For XWISP, you must set this to a specific port number. I guess I left that out of the docs, but this is what good beta testing is for Try setting the port to "4848", and I believe this problem will go away.

I've fixed this error by changing
$ServerPort=$Server_Config{'Port'};
to
$ServerPort=4848; #hard coded port number

P.S. I think it should be
$ServerPort=$Server_Ini{'Port'};

---

and I've modified this in the XWIS_Login sub
my $joingame_maxplayers=64; #forcee said this should be 64 when I'm running a 32 players server

now I can join the server via XWIS.

Thank you, Blazer!

Blazer wrote on Fri, 22 September 2006 10:21
howang wrote on Thu, 21 September 2006 11:383. scripts.dll probelm(yes, I'm sure that because the problem happean without xwisp too): LFDS reports that it is listening at port 32 on GameSpy, but it works fine without the scripts loaded

I believe this is probably related to the Port=0 issue in #2.

howang wrote on Thu, 21 September 2006 11:384. although it shows me port 32, the netstat command tell me the LFDS listen to the correct port and I'm able to connect the server with the correct portDouble-check your server.ini and make sure Port and GameSpyGamePort are set to the same port number (I suggest 4848).

Here are my settings:
Port = 4848
GameSpyGamePort = 4848
RemoteAdminPort = 5555

But gamespy still said that my server port is 32.

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sat, 23 Sep 2006 13:55:14 GMT
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howang wrote on Sat, 23 September 2006 15:45
But gamespy still said that my server port is 32.

You have to set the max players in the svrcfg_cnc.ini to 64 and in the xwisp.pl to think 128 btw. 130

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sat, 23 Sep 2006 14:06:39 GMT
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Now we can join too.

But after a while all playes was kickted by the server.

[NOTICE] Kicking MXmurdoc for idling in the channel too long
[:a000000m1!u@h KICK #a000000m1 MXmurdoc :a000000m1]
>m[: 389 u 0]
sg [XWISP] MXmurdoc was kicked for idling at the start screen.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Sat, 23 Sep 2006 15:46:37 GMT
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forcee wrote on Sat, 23 September 2006 22:06But after a while all playes was kickted by the server.

Ummm... I don't have this problem, I played in the server for 3-4 games and it works fine.

Subject: Re: XWISP 1.0 Beta Release
Posted by MXrave on Sat, 23 Sep 2006 19:59:35 GMT
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hmm forcee disactivated the idling controll, and now it works. But why it dont work when its activated....???

And one small Problem. Sometimes but not often the server seems to be down, "Server is down ... blabla". But after 2-3 seconds the Game normal go on.

Subject: Re: XWISP 1.0 Beta Release
Posted by pvtschlag on Sat, 23 Sep 2006 21:49:03 GMT
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Just a FYI for those of you who didn't realize this, but it pulls the max players from svrcfg_cnc.ini.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Sun, 24 Sep 2006 07:23:11 GMT
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howang wrote on Sat, 23 September 2006 09:45
I've fixed this error by changing
$ServerPort=$Server_Config{'Port'};

to
$ServerPort=4848; #hard coded port number

P.S. I think it should be
$ServerPort=$Server_Ini{'Port'};

pvtschlag wrote on Sat, 23 September 2006 17:49Just a FYI for those of you who didn't realize this, but it pulls the max players from svrcfg_cnc.ini.

You are both right.
XWISP currently gets the Port= value from svrcfg_cnc.ini, which is incorrect, since it is actually in the server.ini. Howangs fix is the right one. Now I just have to figure out why my server is working at all if its not getting the right port number for $ServerPort.

I also need to figure out this business about setting the max players to double the real max players...I dunno whats up with that.

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sun, 24 Sep 2006 08:53:01 GMT
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I think the two problems with port and players are a bite, because we this is problems are fast to fix.

The biggest problems are, that the server, MXrave wrote sometimes for 2-3 secounds are virual down.

Yesterday i have tested the remote connection with telnet to the server. I can connect, the server asks the password but then the server disconnet me.
Currently i don't know why i can't connet to it.

Now something positiv
On linux and with xwisp the renegade server is very fast.
The server starts the maps very fast and works, with some little problmes very fine.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Sun, 24 Sep 2006 10:24:41 GMT
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Blazer, I find another typo in the xwisp.pl:
$poe_kernel->post(IRC => privmsg => "nickserv",
"identify".$XWISP_Config{'IRC_Nickserv_Pass'});
this must not work because the word "identify" are sticked to the password, so it will do something like

/msg nickserv identifymypass
and surely this won't work! It should be
$poe_kernel->post(IRC => privmsg => "nickserv", "identify
".$XWISP_Config{'IRC_Nickserv_Pass'});

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Sun, 24 Sep 2006 15:54:08 GMT
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Quite right Howang! Thanks for finding this. I have updated my code and this fix will be in the final release.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Sun, 24 Sep 2006 16:13:33 GMT
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forcee wrote on Sun, 24 September 2006 04:53I
Yesterday i have tested the remote connection with telnet to the server. I can connect, the server asks the password but then the server disconnet me.
Currently i don't know why i can't connet to it.

Does it just "disconnect you", or does it say invalid password? Here is an example of successful and unsucsessful connections to the XWISP macrem connection (everything prefixed by > is something that I typed):

Unsuccessful Login
>$ telnet 1.2.3.4 5000
Trying 1.2.3.4...
Connected to blah (1.2.3.4).
Escape character is '^]'.
password
>blah
Invalid Authentication. Failed access attempt logged.
Connection closed by foreign host.

Successful Login
>$ telnet 1.2.3.4 5000
Trying 1.2.3.4...
Connected to blah (1.2.3.4).
Escape character is '^]'.
password
>myrealpass
accepted
>game_info
Connection closed by foreign host.

You should be getting similar behavior to one of these.

Subject: Re: XWISP 1.0 Beta Release
Posted by howang on Sun, 24 Sep 2006 16:47:17 GMT
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Blazer wrote on Mon, 25 September 2006 00:13
>$ telnet 1.2.3.4 5000
Trying 1.2.3.4...
Connected to blah (1.2.3.4).
Escape character is '^]'.
password
>myrealpass
accepted
>game_info
Connection closed by foreign host.

Blazer, why not show the output of game_info before disconnect?

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Sun, 24 Sep 2006 18:13:56 GMT
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Blazer wrote on Sun, 24 September 2006 18:13
>$ telnet 1.2.3.4 5000
Trying 1.2.3.4...
Connected to blah (1.2.3.4).
Escape character is '^]'.
password
>myrealpass
accepted
>game_info
Connection closed by foreign host.

The secound one, after i typed everything after the accepted password dialog, the server disconnect me.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Mon, 25 Sep 2006 11:45:59 GMT
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howang wrote on Sun, 24 September 2006 12:47

Blazer, why not show the output of game_info before disconnect?

Howang,

Easily could, but for macrem emulation it would be useless, since brenbot just sends a command and then parses the output of the command via the renlog. My goal was to allow brenbots macrem connection to work as normal, not to provide a useful remote admin tool.

If there is interest, I may add support into the final release for the actual renrem protocol, as well as better remote admin via a plaintext TCP connection.

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Mon, 25 Sep 2006 11:48:00 GMT
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forcee wrote on Sun, 24 September 2006 14:13Blazer wrote on Sun, 24 September 2006 18:13
>$ telnet 1.2.3.4 5000
Trying 1.2.3.4...
Connected to blah (1.2.3.4).
Escape character is '^]'.
password
>myrealpass
accepted
>game_info
Connection closed by foreign host.

The secound one, after i typed everything after the accepted password dialog, the server disconnect me.

forcee. That is "normal" for macrem. The command you type gets sent to the console, and brenbot parses the output of the command via the renlog. I assumed there was no need to display the output, since brenbot wouldn't do anything with it. If you want to see the output yourself, you could just run XWISP inside of screen, and any time you wanted to do remote admin, just connect to the screen session.

Subject: Re: XWISP 1.0 Beta Release
Posted by forcee on Mon, 25 Sep 2006 14:06:08 GMT
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I alway run the server with screen, and do any admin commands there.

The connection with telnet is needed for other members wich have adminrights.

Subject: Re: XWISP 1.0 Beta Release
Posted by xptek on Sun, 01 Oct 2006 15:05:04 GMT
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Finally got around to testing it today. Nice job.

Few suggestions:

1.) Allow users to set their path to ping in the configuration. I'm on FreeBSD, and the path is /sbin/ping.

2.) You forgot "use IO::Pty;" at the start of the script.

3.) Is there a command line option to have it fork to the background? I've just been running it with screen, but some of us don't want to use the console (or &).

Subject: Re: XWISP 1.0 Beta Release
Posted by xptek on Sun, 01 Oct 2006 15:50:04 GMT
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[:spigot!u@h GAMEOPT LinkSrv1 :NAT:hspigot]
Use of uninitialized value in sprintf at xwisp.pl line 263.
[NOTICE] GAMEOPT spigot :NAT:b6ac263d0,0,6ac263d0,00000001,0000
[NOTICE] spigot is joining the game from XWIS/WOL
>msg [XWISP] spigot is loading the map to join the game
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:c0e000a0a,0a61,3f3ad147,00000001]
[DEBUG]: Client NAT name:spigot IP:3f3ad147 PORT:0a61
[NOTICE] GAMEOPT spigot :NAT:f00
[DEBUG]: spigot is a non-NAT player
GAMEOPT spigot :NAT:el,0a61,LinkSrv1
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:ec,0000,spigot]
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:ed,0000,spigot]
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:ee,0000,spigot]
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:ef,0000,spigot]
[:spigot!u@h GAMEOPT LinkSrv1 :NAT:eg,0000,spigot]
[:spigot!u@h PART #LinkSrv1]

At that point Renegade gives a "Firewall port negotiation failed."

Subject: Re: XWISP 1.0 Beta Release

Posted by MXrave on Sat, 07 Oct 2006 15:07:03 GMT
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I have a question...

I configured the svrcfg_cnc.ini to use a password.

Ok and now my Problem^^
-> On XWIS in the Serverlist you can´t see the Password Icon and i cannot type the password. I can join the Server, but it write "Incorrect Password"

Subject: Re: XWISP 1.0 Beta Release
Posted by Blazer on Sat, 07 Oct 2006 22:47:51 GMT
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Heh you just made me realize that I forgot to add support for passworded games! Ah well that's why this release was the beta, I will add that for the final ver, thanks for reporting that!

Subject: Re: XWISP 1.0 Beta Release
Posted by halo2pac on Mon, 01 Sep 2008 02:56:26 GMT
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What about Win32 FDS?

Subject: Re: XWISP 1.0 Beta Release
Posted by MGamer on Mon, 17 Nov 2008 05:15:07 GMT
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what about looking at the time of the last post

Subject: Re: XWISP 1.0 Beta Release
Posted by saberhawk on Mon, 17 Nov 2008 12:49:29 GMT
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MGamer wrote on Sun, 16 November 2008 23:15what about looking at the time of the last post

Yeah, you really should do that...

Subject: Re: XWISP 1.0 Beta Release
Posted by MGamer on Mon, 17 Nov 2008 20:28:22 GMT
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damn i just read the year lol

Subject: Re: XWISP 1.0 Beta Release
Posted by Catalyst on Wed, 11 Nov 2009 15:38:10 GMT
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Sorry for the epic bump.... but was a Final version ever released?

Subject: Re: XWISP 1.0 Beta Release
Posted by lion on Wed, 11 Nov 2009 22:21:32 GMT
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Look here