
Subject: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Sat, 31 Jul 2010 09:25:55 GMT
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From about 20:00 GMT today (31 July) until about 06:00 GMT tomorrow XWIS & Strike Team services will not be available due to a physical server move.

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Sat, 31 Jul 2010 09:58:28 GMT
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So that means i cant connect to renegade tonight? damn it

Subject: Re: Long Downtime Tonight
Posted by [Hypnos](#) on Sat, 31 Jul 2010 11:41:12 GMT
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Thanks for the warning.

Subject: Re: Long Downtime Tonight
Posted by [Omar007](#) on Sat, 31 Jul 2010 11:57:03 GMT
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Hypnos wrote on Sat, 31 July 2010 13:41 Thanks for the warning.

Subject: Re: Long Downtime Tonight
Posted by [zeratul](#) on Sat, 31 Jul 2010 16:07:34 GMT
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I guess ill just enjoy "Life" instead

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Sat, 31 Jul 2010 17:15:16 GMT
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So wait? does this mean we have no renegade for 10 hours?

Subject: Re: Long Downtime Tonight
Posted by [Crimson](#) on Sat, 31 Jul 2010 17:23:49 GMT
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Most servers have alternate connection methods available.

For n00bstories:

<http://www.n00bstories.com/forums/index.php?t=msg&th=6739&start=0&ri d=2>

Subject: Re: Long Downtime Tonight
Posted by [Sladewill](#) on Sat, 31 Jul 2010 17:43:59 GMT
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If you have gamespy or lan server you can directly connect via the ip and port, just remember to get the server ip and port if they are doing this

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Sat, 31 Jul 2010 17:44:36 GMT
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ill wait patiently

Subject: Re: Long Downtime Tonight
Posted by [havoc9826](#) on Sat, 31 Jul 2010 20:27:40 GMT
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Shutdown's 1.5 hours late. l2timezone

Subject: Re: Long Downtime Tonight
Posted by [evilelmo](#) on Sat, 31 Jul 2010 21:35:09 GMT
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Hypnos wrote on Sat, 31 July 2010 06:41 Thanks for the warning.

Subject: Re: Long Downtime Tonight
Posted by [halo2pac](#) on Sun, 01 Aug 2010 00:10:50 GMT
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Direct connecting is for losers.

Subject: Re: Long Downtime Tonight
Posted by [Crimson](#) on Sun, 01 Aug 2010 00:42:18 GMT
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Is the IP going to change (yet again)?

Subject: Re: Long Downtime Tonight
Posted by [dario03](#) on Sun, 01 Aug 2010 05:13:05 GMT
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Man I have such terrible timing. I decide that tonight I will make a return to Renegade for the first time in about 5 months or so and I pick the one time that server lis is down lol I was sitting here checking all of my security and game settings trying to figure out what was going on. Was worried that maybe Renegade had finally died.

edit: tried manually connecting to noobstories but no ones on. Oh well, guess I'll just wait.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Sun, 01 Aug 2010 06:45:17 GMT
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Still not back .

Subject: Re: Long Downtime Tonight
Posted by [Hypnos](#) on Sun, 01 Aug 2010 14:40:28 GMT
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Indeed, the server is not operational as of yet...

Any reasons why, Olaf? We're all a bit curious!

Lets just hope he didn't crash, and we've lost XWIS/WOL for ever.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Sun, 01 Aug 2010 15:05:21 GMT
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Still down, ffs...

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Sun, 01 Aug 2010 16:10:52 GMT
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Goztow wrote on Sun, 01 August 2010 16:05Still down, ffs...

Just curious but if theres a physical server move will it affect the logons and would it give invalid serials?

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Sun, 01 Aug 2010 16:39:02 GMT
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Apparently something went wrong. I don't know why the server isn't up yet. The host is moving the server, not me. I'm waiting just as patiently as you!

Subject: Re: Long Downtime Tonight
Posted by [Hypnos](#) on Sun, 01 Aug 2010 16:40:53 GMT
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Any news then?

Subject: Re: Long Downtime Tonight
Posted by [reborn](#) on Sun, 01 Aug 2010 20:24:12 GMT
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It's a pain when the provider takes longer than expected, or doesn't do it when they say they will. Thanks for letting everyone know, hope it all goes well.

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Sun, 01 Aug 2010 21:30:35 GMT
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sighs getting bored ffs....

Subject: Re: Long Downtime Tonight
Posted by [Good-One-Driver](#) on Sun, 01 Aug 2010 21:48:48 GMT
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its eazy to fix, just switch server to GAmESpy

Subject: Re: Long Downtime Tonight

Posted by [Goztow](#) on Mon, 02 Aug 2010 06:34:29 GMT

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I cannot understand you let your provider even touch your server. If this was my service, I'd insist on doing the move myself. Seems the provider is pretty darn crappy anyway, I never heard of a provider taking over 2 days of downtime to switch a server to another datacenter. Smells like über fail to me. You wanted suggestions, here's one: less downtime than WOL used to have. Also: undelete all automatically deleted nicknames or at least allow us to register them again. That was one piece of über fail as well. A nick isn't used for x weeks? Let's trash it and make it impossible to register them again! And before you make such stupid decisions, discuss them with the community that'll suffer from them.

Other suggestions: get access to the url's so you can make the different buttons like "new account", "clans", "ladder" work again. there are sufficient alternatives for what used to exist, but noone seems to have access to the redirects to show a page of info for it on existing buttons. Get rid of the MOTD telling you to register your serials on a non existing url. It makes you look stupid. get it back to "For all info: www.renegadeforums.com , for clanwars: www.clanwars.cc".

make it so your website isn't hosted on the same server as xwis. Webspaces costs virtually nothing nowadays anyway. There's nothing making you look less professional than not even being able to provide updates via your website about xwis.

Last but not least: when xwis needs to go down for maintenance, provide a minimum service. It shouldn't be that darn hard to have a copy of a stripped down version of xwis running on a failover computer at a different provider, where you can redirect g.xwis.net to.

All in all your complete setup is very unprofessional looking. I understand this is more of a hobby project for you and that you guys are doing your best and I appreciate it, but if you do something you should aim to do it as good as possible.

Subject: Re: Long Downtime Tonight

Posted by [jonwil](#) on Mon, 02 Aug 2010 08:46:43 GMT

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The URLs in question are stored in the registry (they are put there by the setup program)

Assuming Olaf has permission from EA to redirect these URLs, there is no reason he couldn't release a simple registry file that changes the registry to point to the new URLs. As a matter of fact, "point the URLs at something that works" is something TT has had on its todo list for a while now.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Mon, 02 Aug 2010 08:55:20 GMT
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The url's are no ip's but DNS's. If they got access to the DNS's to redirect xwis, they could surely get access to the DNS's to redirect those links.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Mon, 02 Aug 2010 11:09:34 GMT
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UPDATE and sorry for double post: Xwis is back now.

Subject: Re: Long Downtime Tonight
Posted by [Tupolev TU-95 Bear](#) on Mon, 02 Aug 2010 11:41:34 GMT
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F*** yeah! now i can go play ren instead of Command & Fail 4 toyberium toylight

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 09:18:41 GMT
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Goztow wrote on Mon, 02 August 2010 08:34...
How much downtime did WOL have? How much does XWIS have?
What URLs do those buttons use? What URL does not exist?

I'm not going to get backup webspace or change DNS for the few times XWIS is down.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Tue, 10 Aug 2010 09:40:08 GMT
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Olaf van der Spek wrote on Tue, 10 August 2010 11:18Goztow wrote on Mon, 02 August 2010 08:34...
How much does XWIS have?
I'm sure you're the only person who could possibly have statistics on that, but I doubt you do as you aren't that professional.

Sure WOL knew some downtime but I cannot personally remember it being down for days. The comparison shouldn't really be made: if you're in charge of a project you should always aim to make it better than the previous one. The available resources in 2010 should also be better than

those in 2003 or even 2006.

A spare webspace costs virtually nothing, we're really talking about maximum a few tens of euros per year. Changing a DNS takes about 2 minutes if you know what you're doing.

I can't check the url's right now, but they're in
HKEY_LOCAL_MACHINE\SOFTWARE\Westwood\Renegade\WOLSettings\URL . I'll add them tonight.

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 09:52:30 GMT
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Goztow wrote on Tue, 10 August 2010 11:40
I'm sure you're the only person who could possibly have statistics on that, but I doubt you do as you aren't that professional.

Eh? Why am I the only one that could have stats?
The recent downtime was long, too long, and only due to a silly mistake on my side.
Quote:
Sure WOL knew some downtime but I cannot personally remember it being down for days.

Aren't you the one that made the comparison? It has been down for much longer than days and certain services, like TS/RA2 ladders, have been 'down' for months/years.
Quote:
Changing a DNS takes about 2 minutes if you know what you're doing.

Propagation is rarely that fast.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Tue, 10 Aug 2010 11:47:29 GMT
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Olaf van der Spek wrote on Tue, 10 August 2010 11:52Goztow wrote on Tue, 10 August 2010 11:40
I'm sure you're the only person who could possibly have statistics on that, but I doubt you do as you aren't that professional.

Eh? Why am I the only one that could have stats?
The recent downtime was long, too long, and only due to a silly mistake on my side.

Because you are running the thing?

Olaf van der Spek wrote on Tue, 10 August 2010 11:52

Quote:

Sure WOL knew some downtime but I cannot personally remember it being down for days.

Aren't you the one that made the comparison? It has been down for much longer than days and certain services, like TS/RA2 ladders, have been 'down' for months/years.

I made a suggestion.

Quote:

Changing a DNS takes about 2 minutes if you know what you're doing.

Propagation is rarely that fast.

[/quote]

Doesn't take 3 days either.

Subject: Re: Long Downtime Tonight

Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 12:18:11 GMT

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Goztow wrote on Tue, 10 August 2010 13:47

Because you are running the thing?

Familiar with remote (service) monitoring? You don't need to run something to be able to monitor it's status.

Subject: Re: Long Downtime Tonight

Posted by [Goztow](#) on Tue, 10 Aug 2010 12:47:07 GMT

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Olaf van der Spek wrote on Tue, 10 August 2010 14:18Goztow wrote on Tue, 10 August 2010 13:47

Because you are running the thing?

Familiar with remote (service) monitoring? You don't need to run something to be able to monitor it's status.

Let me reformulate: I don't see why anyone except the one running it would have figured it would be nice / needed to record downtime. I don't think anyone actually figured you wouldn't do it.

Also: nice to see you ignore the most important (in my eyes) points of my suggestions.

Subject: Re: Long Downtime Tonight

Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 12:59:31 GMT

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Goztow wrote on Tue, 10 August 2010 14:47Also: nice to see you ignore the most important (in my eyes) points of my suggestions.
I'm glad you like it.

Which one would that be?

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Tue, 10 Aug 2010 13:07:43 GMT
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Quote:undelete all automatically deleted nicknames or at least allow us to register them again. That was one piece of über fail as well. A nick isn't used for x weeks? Let's trash it and make it impossible to register them again! And before you make such stupid decisions, discuss them with the community that'll suffer from them.

[...]

Get rid of the MOTD telling you to register your serials on a non existing url. It makes you look stupid. get it back to "For all info: www.renegadeforums.com , for clanwars: www.clanwars.cc".

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 13:11:29 GMT
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What URL does not exist?

Why is it all those suggestions use such a whiny tone? Do you think that's the most likely way anything will get done?

Subject: Re: Long Downtime Tonight
Posted by [reborn](#) on Tue, 10 Aug 2010 13:20:32 GMT
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Olaf, Goztow is very passionate about this game, as are most of us here. Please, you have to understand that he is just concerned for the game and doesn't want to disuade any potential player from joining, or losing an existing player due to technical reasons.
I'm sure he doesn't desire to be annoying. All you have to do is look at his involvmenet in the community to see that he's just acting out of a love for the game.
Most of us long for you to be more a part of the renegade community and interact with us.

Goztow, Olaf provides a service that would likely be dis-continued by now if left to EA. We're fortunate that Olaf was able to get EA to forward control to his server's, and that he voluntarily

maintains the service.

We all have very common interests.

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Tue, 10 Aug 2010 13:24:07 GMT
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The URL has been created since, and seems to be operational. So I'll give you that one .

Reborn is right. I regret that we only get to communicate in such inefficient ways, and only when problems arise. I have no bad feelings towards you, as a person.

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Tue, 10 Aug 2010 13:27:05 GMT
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Then why don't you use other ways?

Subject: Re: Long Downtime Tonight
Posted by [Goztow](#) on Tue, 10 Aug 2010 13:35:40 GMT
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Olaf van der Spek wrote on Tue, 10 August 2010 15:27Then why don't you use other ways? Sure. Add me on MSN: go_stuff@vt4.net I'll make sure I'm on tonight. If you prefer another method, then let me know and I'll PM you my details (email, teamspeak, ...).

Subject: Re: Long Downtime Tonight
Posted by [Starbuzz](#) on Sun, 29 Aug 2010 00:09:22 GMT
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Hi Olaf!

First off, thanks a lot for your help in maintaining XWIS! I think you are doing a good job!

I have one main suggestion but I am not sure if it can be fixed or not. There is this issue with !qkicks that moderators make in the servers. However, I am told a XWIS "bug" makes it treat the qkick as a ban. In a !qkick, the player just got kicked from the server but is able to rejoin immediately in the same nickname.

However, this glitch makes it a ban and so the player is unable to use the kicked nickname for 12 hours atleast. Is there a way to fix this issue? Is it in your hands?

The temporary fix is to use direct connect but some players don't prefer it.

Any info on this will would great!

thanks!

Subject: Re: Long Downtime Tonight
Posted by [Olaf van der Spek](#) on Mon, 30 Aug 2010 16:13:06 GMT
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Have someone with experience analyse the bug and then get back to me with details if it's indeed a bug in XWIS.
