Subject: uvs2 IP address changed
Posted by mirek on Mon, 24 Sep 2007 22:11:39 GMT
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OK, everybody who uses the "secret" IP - it has changed.

In order to get the new one, add these numbers to recent IP:

+8.-32.+204.-50

Mirek

(I am really sorry about secrecy here, but this is really low bandwidth line...)

Subject: Re: uvs2 IP address changed
Posted by piotr5 on Tue, 23 Oct 2007 12:31:57 GMT
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thanks. is there anyone who could confirm that this is working?

Subject: Re: uvs2 IP address changed
Posted by Novo on Wed, 24 Oct 2007 12:31:36 GMT
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luzr wrote on Mon, 24 September 2007 18:11
(I am really sorry about secrecy here, but this is really low bandwidth line...)

Could you please make source releases of development versions of UPP for those, who is using Unix?

Thanks.

Subject: Re: uvs2 IP address changed
Posted by mirek on Wed, 24 Oct 2007 12:35:33 GMT
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Yes, sorry. I will instruct Daniel to start releasing src package again.

Mirek

Subject: Re: uvs2 IP address changed

Posted by waxblood on Fri, 26 Oct 2007 06:52:44 GMT
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piotr5 wrote on Tue, 23 October 2007 14:31thanks. is there anyone who could confirm that this is working?

I checked the sum 4 times, so I think I've inserted the right number, but I can't connect to Uvs server. Before of changing it worked.

David

Subject: Re: uvs2 IP address changed
Posted by Novo on Sun, 28 Oct 2007 03:24:14 GMT
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luzr wrote on Wed, 24 October 2007 08:35Yes, sorry. I will instruct Daniel to start releasing src package again.

Mirek

Thank you !

Subject: Re: uvs2 IP address changed
Posted by piotr5 on Mon, 29 Oct 2007 15:35:08 GMT
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I too didn't get through. even telnet doesn't work to that
"new" address, even less to port 21. I tried several times,
and while previously only occasionally the sevice was unavailable,
now it doesn't work at all with the new IP-number. without
uvs my versions tend to be so old that I am really of no help...

Subject: Re: uvs2 IP address changed
Posted by piotr5 on Mon, 05 Nov 2007 17:05:34 GMT
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thanks luzr, but it seems to be a different problem here:
the IP is correct, but maybe the firewall does block port21?
maybe you could choose a different port? ssh?

Subject: Re: uvs2 IP address changed
Posted by mirek on Thu, 08 Nov 2007 20:13:07 GMT
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piotr5 wrote on Mon, 05 November 2007 12:05thanks luzr, but it seems to be a different problem here:
the IP is correct, but maybe the firewall does block port21?
maybe you could choose a different port? ssh?

Well, this is really strange - people reportedly ARE able to sync uvs2 since the change took effect.

Mirek

Subject: Re: uvs2 IP address changed
Posted by piotr5 on Fri, 09 Nov 2007 09:02:24 GMT
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I where thinking of your provider's firewall
which is supposed to prevent ftp-access for
people surfing from outside of their network.
that's why I asked here. usually providers
only allow ssh-access from outside since ftp
somehow transfers unprotected vebratim-passwords
across the whole world...

Subject: Re: uvs2 IP address changed
Posted by mdelfede on Fri, 09 Nov 2007 09:23:36 GMT
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luzr wrote on Thu, 08 November 2007 21:13

Well, this is really strange - people reportedly ARE able to sync uvs2 since the change took effect.

I can confirm this, even I had to get complete repository with FTP for the initial chechout
(otherwise it was too slow). Maybe that was a Linux problem, I don't know.
BTW, if somebody experiences the same problem, here is the procedure :

1) Get complete uvs2 repository via ftp, and put in a local folder.
2) setup a local ftp anonimous server
3) backup original uppsrc.uvs, and change it to point to local repository (via ftp over localhost)
4) checkout all from the local repository
5) restore the original uppsrc.uvs and keep repo updated as usual via remote repository

All that greatly speeds up the initial checkout; plus, if you have problems on your local sources,

you can quickly recheck it from local repo.

Ciao

Max

Subject: Re: uvs2 IP address changed
Posted by mirek on Fri, 09 Nov 2007 09:34:39 GMT
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mdelfede wrote on Fri, 09 November 2007 04:23luzr wrote on Thu, 08 November 2007 21:13

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All that greatly speeds up the initial checkout; plus, if you have problems on your local sources, you can quickly recheck it from local repo.

Ciao

Max

BTW, Tom has identified and fixed a couple of possible problems with FTP in Uvs2 that could eventually cause that "39MB stop" problem. Updated .exe and .zip are on FTP, also in uppbox repository (the home of uvs2).

(As there are even more problems fixed, I strongly recommend using this newer uvs2 version - until replaced by uvs3 of coures).

Mirek
