
Subject: Brenbot help...I've looked but cannot see
Posted by [zunnie](#) on Sat, 31 Jul 2004 19:58:54 GMT
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Try give the FDS a fixed port:

```
; Port =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients. This should normally be left at 0 and the  
; Server will decide for itself what port to use. This should work with most  
; firewalls and NAT connections but, if you need to manually set a port, you  
; can do it here.
```

Port = 4774 (or similar)

No clue what it could be :/ Maybe a bug in your Network Cards drivers? :S

Btw, just a suggestion, you can cleanup 75% of the text thats written in server.ini:

Quote:

[Server]

```
Config = Fan2_Game_Config.ini  
GameType = WOL  
Nickname = aFanMaps2  
Password = secret  
Serial = 0366833213831637610061  
LoginServer = USA Server  
Port = 3221  
GameSpyGamePort = 3221  
GameSpyQueryPort = 25330  
BandwidthUp = 5000000  
NetUpdateRate = 25  
AllowRemoteAdmin = true  
RemoteAdminPassword =secret  
RemoteAdminIP =  
RemoteAdminPort =4852
```

[Slave1]

```
Enable = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
RemoteAdminPort =
```

[zunnie]
