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Subject: Help with WOLspy please

Posted by [Cassie](#) on Sun, 16 Jan 2005 10:22:43 GMT

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Can someone help me with WOLspy please? I keep getting the message "Gamespy didn't respond. Check to make sure that all you settings are correct and that your not behind a router or firewall."

Here are my settings for WOLspy:

[Settings]

SaveLogs=True

TimeOut=5

ClearAfter=5000

AdvertInterval=300

Server=master.gamespy.com

UpdateInterval=60

VerboseLogging=False

[Renegade]

RenPath=C:\Westwood\RenegadeFDS\Server

RenPort=4848

AdminIP=127.0.0.1

AdminPort=4848

AdminPassword=xxxxxxx

AdminLocalPort=8972

GameSpyQueryPort=25300

Server.ini:

```
;  
;  
; Renegade Master Server settings.  
;  
; This section contains the settings for the Master Renegade Server.
```

[Server]

```
; Config =  
;  
; This specifies the location of the game settings file used by the master  
; server. You can change this to point to any Renegade server settings .ini  
; file or change the default .ini file to reflect the game settings you would  
; like for your server.
```

Config = svrcfg\_cnc.ini

```
; GameType =  
;  
; Set this to WOL for a Westwood Online dedicated server.  
; Set this to GameSpy for a GameSpy mode dedicated server.  
; Set this to LAN for a LAN mode dedicated server.
```

```
;  
  
GameType = WOL  
  
; Nickname =  
;  
; This is the Westwood Online nickname you will use when logging into the  
; Westwood Online matchmaking system. You can use a nickname from a previous  
; Westwood Studios game or apply for a new one by copying the following line  
; and pasting it into your web browsers address window  
;  
; http://register.westwood.com  
  
Nickname = a0000006g  
  
;  
; Password =  
;  
; This is the password that matches the nickname used above.  
  
Password = xxxxxxxx  
  
;  
; Serial =  
;  
; The serial number that you specified when installing the Renegade Dedicated  
; Server.  
  
Serial = xxxxxxxxxxxxxxxxxxxxxxxx  
  
; LoginServer =  
;  
; This field can be used to specify the Westwood Online matchmaking server  
; to connect to. If left blank, the Renegade Server will connect to the  
; closest matchmaking server. To specify a server to connect to, use one of  
; the names listed above in the section 'Available Westwood Servers'.  
  
LoginServer =  
  
;  
; 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 =4848

; GameSpyGamePort =

;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients, while running as a GameSpy Server. When running  
; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.

GameSpyGamePort = 4100

; GameSpyQueryPort =

;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with the GameSpy Master Server and GameSpy clients. The default  
; value is 25300. If this port is in use Renegade will find another port  
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 25300

; BandwidthUp =

;  
; If you know how much bandwidth you want to allocate for the Renegade  
; Server to use then you can specify it here. A minimum of 60k bits per second  
; is recommended for each client you plan to connect to. If you leave this  
; value as 0 (the default) then the available bandwidth will be automatically  
; detected(WOL only). Some guidelines follow.

;  
; Set to 1500000 for a 32 player game  
; Set to 750000 for a 16 player game  
; Set to 250000 for an 8 player game

;  
; Make sure you don't set the Bandwidth number to be higher than your  
; actual available bandwidth or gameplay performance will be poor.

BandwidthUp = 1000000

; NetUpdateRate =

;  
; Set this to control the frequency of network updates sent to clients. This  
; is the number of updates sent per second. Higher values increase network  
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30  
; range. As you increase NetUpdateRate the values set for BandwidthUp must

; also scale accordingly. The default is 10.

NetUpdateRate = 15

; AllowRemoteAdmin =

;

; Set this to true to enable remote server administration via the RenRem  
; tool. You must also set a password for remote administration to be  
; allowed.

; Slave servers inherit this setting from the master.

AllowRemoteAdmin = true

; RemoteAdminPassword =

;

; This is the password required to connect to a server with the RenRem  
; admin tool.

; Slave servers inherit this setting from the master.

RemoteAdminPassword = xxxxxxxx

; RemoteAdminIp =

;

; This is the ip that the remote administration service will listen for  
; incoming request on. The default is to listen on ALL ip addresses. If  
; you have an internal ip address and only want to administer internally  
; set this to your internal ip address.

;

RemoteAdminIP = 127.0.0.1

; RemoteAdminPort =

;

; The port to connect to for remote administration.  
; This can be set per slave. The default slave ports will be shown when  
; connecting to the master with the RenRem tool.

RemoteAdminPort = 4848