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;
; Server Settings .INI file for Renegade Free Dedicated Server.
;
;
; This file controls the behavior of a Renegade Free Dedicated Server. The
; first instance of the server is referred to as the Master Server and it can
; control up to seven other local instances of the server. These are referred
; to as Slave Servers.
;
;
; Each slave server must have it's own login information and serial number.
; Each slave server can have it's own game settings, seperate from the master.
```

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==

```

;
;
; This section of the file is generated automatically - do not edit

```

```

;
;
; Available Westwood Servers:

```

```
;
; Pacific Server
; European Server
; USA Server
```

```

;
;
; End generated section.

```

=====

==

```

;
; 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 =W35TW00D

;

; Password =

;

; This is the password that matches the nickname used above.

Password =

; Serial =

;

; The serial number that you specified when installing the Renegade Dedicated
; Server.

Serial =

; 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 =USA

; 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 =0

; 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 = 0

; 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 = 0

; 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 =750000

; 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 =10

; 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 =cool21

; 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 =

; 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
