
Subject: Re: BrenBot Not Showing In Game.
Posted by [Lone0001](#) on Thu, 24 Apr 2008 20:39:03 GMT
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Sorry to say but it isn't that easy the port needs to be configured:

Quote:

; 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

Make sure that is either set to a 4 digit number or just leave it as 0.

And same for GameSpyGamePort make sure it is either a 4 digit number(a different one) or leave it as 0.

Try the above and see if it works.
