
Subject: Setting up a Renegade FDS
Posted by [Distrbd21](#) on Thu, 23 Oct 2008 08:51:18 GMT
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Hi
Today i will tell you how to set up a Renegade FDS:Free Dedicated Server
Things you will need for your FDS.
1.User name
2.Password
3.Serial number
4.Away to get your server noticed

Renegade FDS Tutorial!

Now first thing is to get the FDS Where you say?
Renegade FDS DownloadLink 1
Renegade FDS DownloadLink 2
Now start it up click next i accept, now in this Tutorial we will be setting it up for Westwood Online.
For the Westwood online login name Put blah for the Password put 12345678 we will be changing it l8r.
for the serial put 06690000000000000000 again we will change it
make sure it say's C:\Westwood\RenegadeFDS than
make sure both westwood online and server componets are checked
just click next on the next window and than next again to install it.

Now come's the hard part setting up your server so it will go online.
OK we will be editing Server.ini Go to this folder to find it C:\Westwood\RenegadeFDS\Server it is normaly at the bottom of the folder it say's server open that up
You will get this, what is in Color you will need to fix.
Server.ini Settings; 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.
;
;
;
;
=====
==
;
;
=====
==
;
;
```

; 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 If you want LAN

; 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 = blah21 Your servers nick name

```
;
; Password =
;
; This is the password that matches the nickname used above.
```

Password = 12345678 your password

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

Serial = 06690000000000000000 Your Renegade 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 =

```
; 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 = 0 How many player's note: might lag your server if your computer can not handle
alot

; 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 = false
```

```
; 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 =
```

```
; 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 =
```

```
;
;
; Renegade Slave Server settings.
;
; These sections contain the settings for the Renegade Slave Servers. Each
; additional server you want to run can be configured seperately by modifying
; the corresponding section below.
;
; The settings for a slave server are the same as for a master with the
; exception of the 'enable' flag. Setting Enable = 1 will enable the given
; Slave Server. The Slave Server will start automatically at the same time
; as the Master Renegade Server.
```

```
;
; Each Slave Server must have it's own login name, password & serial number.
;
[Slave1]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave2]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave3]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave4]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave5]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
```

BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave6]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave7]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

I believe that is it enjoy your new server at least you got past the installing and setting up part i hope, now stop bugging people to help you make a server.

Let me know if i need to change some thing or is my spelling is off.

Now this really should be pinned.

Please leave feedback.

By Distrbd21 aka Vendetta
