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Subject: I cant see my server

Posted by [n00belit3](#) on Tue, 29 Jun 2004 22:28:49 GMT

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Svrcfg\_cnc.ini

```
;  
; This file contains the default gameplay settings.  
;  
; Most of the settings below can be changed while the game is in progress and  
; the changed settings will take effect the next time the map cycles.  
;
```

[Settings]

ConfigName=Default C&C Server Settings

```
;  
; The name of the server as it appears in the lobby list. This has a limit of  
; 25 characters in GameSpy mode.  
;
```

bGameTitle = Dedicated Renegade Server

```
;  
; This is the Message of the day. Any text placed here will show in a pop-up  
; dialog box on the screen of any player joining the game.  
;
```

bMotd=

```
;  
; Set ModName to load a custom MOD package. All clients who join the server  
; will need to have the MOD package also.  
;
```

ModName=ModTest.pkg

ModName=

```
;  
; If DoMapsLoop is set then the map cycle will start again from the beginning  
; once all maps have been played.  
;
```

DoMapsLoop=yes

```
;  
; The time limit for each game.  
;
```

TimeLimitMinutes=25

```
;
```

```
; Radar mode.
;
; 0 = No radar.
; 1 = Show only friendly units on the radar.
; 2 = Show all units on the radar.
;
RadarMode=1

;
; Allows the server to automatically restart after a connection loss, system
; failure, or crash. To restart after a system failure, Windows must be set to
; automatically log in.
; Enabling auto restart also allows automatic unattended updating if a patch
; becomes available (Westwood Online mode only).
;
IsAutoRestart=yes

;
; Set to yes to make a passworded game.
;
IsPassworded=yes

;
; The password required for players to join the game.
;
bPassword=f4g

;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
IsQuickMatch=no

;
; Should this server be ladderred? A ladderred server reports game game results
; and statistics to the Westwood Online ladder system at the end of each game.
;
IsLadderred=yes

;
; Team remixing causes teams to be re-balanced at the beginning of every map.
; Disabling RemixTeams can cause a game to become unbalanced over time as
; players drop in and out.
;
RemixTeams=no

;
; Allows buildings to be repaired. Turning this off will result in much
```

; shorter games.

;  
CanRepairBuildings=yes

;  
; This setting effects whether a vehicle driver also controls the vehicles gun.  
; Disabling this will allow vehicle passengers to control the gun. Most players  
; seem to prefer this setting on.

;  
DriverIsAlwaysGunner=yes

;  
; Enabling weapon spawning will cause extra weapons to be available for pickup  
; at various locations in the map.

;  
SpawnWeapons=no

;  
; Enable this to allow friendly units to damage each other. Friendly fire games  
; are generally more open to abuse by 'grief' players.

;  
IsFriendlyFirePermitted=no

;  
; This allows players in the game to change teams at will.

;  
IsTeamChangingAllowed=no

;  
; Set this to 'yes' to allow clans to play in this server (Westwood Online mode  
; only). Only two clans can play in a server at once.

;  
IsClanGame=yes

;  
; The maximum number of players allowed in a game. Generally this should be set  
; to an even number to avoid unbalanced teams. Maximum number of players is 127.

;  
MaxPlayers=12

;  
; Setting this causes the game to end when all the buildings belonging to a  
; team are destroyed.

;  
BaseDestructionEndsGame=yes

;  
; This enables winning the game by placing a superweapon beacon on the enemy

```
; teams pedestal.
;
BeaconPlacementEndsGame=no

;
; The number of credits each player gets when they join the game.
;
StartingCredits=0

;
; This is the name of the first map in the map cycle.
;
MapName=C&C_Complex.mix

;
; The map cycle. This is the order that maps will be played. There must be at
; least one map in the list.
;
MapName00=C&C_Complex.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Under.mix
MapName03=C&C_Walls_Flying.mix
MapName04=C&C_Volcano.mix
MapName05=C&C_Canyon.mix
MapName06=C&C_Hourglass.mix
MapName07=C&C_Mesa.mix
MapName08=C&C_Islands.mix
MapName09=C&C_Field.mix
```

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