Subject: Okay, NEW FDS SERVER PROBLEM
Posted by SuperMidget on Fri, 21 Jan 2005 00:16:46 GMT
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lol i'm so sry for doing this so many times, but i'm getting SO pissed off.

i've hooked it up to gsa apparently by just changing the server.ini to gsa and not wol. I start it up, everything looks fine. I CANT see this shit on gsa!! i even tryed doing
ccrenegade://ipaddress:port/?type=game
GSA goes grey like its supposed to then!!..

nothing happened.

lol dont flame me cuz i use gsa, i know it sucks but i need it. heres a screenie of the master server starting up and stuff

Any ideas? I'm begging you guys! OH and my firewall is OFF!

Subject: Okay, NEW FDS SERVER PROBLEM
Posted by zunnie on Sat, 22 Jan 2005 04:21:43 GMT
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http://ren.fanmaps.net/index.php?showforum=14

Look at the two "pinned reference" topics plz

In brenbot.cfg enter the line "GameSpy_IP = ServerExtIP

Subject: Okay, NEW FDS SERVER PROBLEM
Posted by SuperMidget on Mon, 24 Jan 2005 01:51:34 GMT
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i'm not using brenbot yet, i'm trying ot get my server operational first, this doesn't help...

however, could i just copy and paste those those stickies right into brenbot's files? would that work??

because look what i found..

mybrenbot config file
Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the orginal GSA UDP Query

handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

ren.fanmaps brenbot config file
Generate_Gamespy_Queries = 1

Generate independant gamespy queries, instead of quering the orginal GSA UDP Query
handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 25300
Gamespy_IP = 70.84.132.130

Notice the '#'s? whats with that? maybe the brenbot dl file needs to be updated :shocked: