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Subject: Problem with FDS

Posted by [Theboom69](#) on Fri, 24 Nov 2006 23:17:38 GMT

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I have it set up right i think but it does not make the game.

```
.  
;  
;  
;  
; 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

; 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

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Subject: Re: Problem with FDS

Posted by [Fifaheld](#) on Sat, 25 Nov 2006 00:09:02 GMT

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you need a serial for xwis (take our renegade @ home serial) and then need you a port, take 4848, then you need a validate (a register name in wol/xwis) name and password

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Subject: Re: Problem with FDS

Posted by [Theboom69](#) on Sat, 25 Nov 2006 02:25:14 GMT

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I fixed it it was my nick i was using.

and i took out the stuff i did not want ppl taking.

Now my server say's somthing about blackintel.dll error.

NR reinstalled SSAOW and now it say's error loading blackintel.dll.

---

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Subject: Re: Problem with FDS

Posted by [Fifaheld](#) on Sat, 25 Nov 2006 07:18:13 GMT

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unpack this to our renegefds dir

<http://www.next-generation-gamers.org/downloads/blackintel.exe>

---

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Subject: Re: Problem with FDS  
Posted by [Theboom69](#) on Mon, 27 Nov 2006 06:05:15 GMT  
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Ty you work's just fine.

Now how to i get it so i can run a objects.ddb file in the server without it giving everyone the 0 bug?

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Subject: Re: Problem with FDS  
Posted by [Ryu](#) on Mon, 27 Nov 2006 06:46:14 GMT  
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Download and Install SSAOW On your FDS Then rename your objects.ddb into objects.aow and Put that into your renegadeFDS/data folder.

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Subject: Re: Problem with FDS  
Posted by [Theboom69](#) on Mon, 27 Nov 2006 17:12:02 GMT  
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ty

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Subject: Re: Problem with FDS  
Posted by [Theboom69](#) on Tue, 28 Nov 2006 10:51:53 GMT  
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Also how do i get it so only one person is in the game so they dont get gameplay pending? i see it all the time.

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Subject: Re: Problem with FDS  
Posted by [Ryu](#) on Tue, 28 Nov 2006 20:54:24 GMT  
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You need the "No GamePlay Pending" Patch, I'm not sure were to download the WInDows version, If you use a LFDS:

<http://www.renegadeforums.com/index.php?t=msg&th=21632&start=0&rid=2> 1684

Have fun!

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Subject: Re: Problem with FDS

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Posted by [EvilWhiteDragon](#) on Tue, 28 Nov 2006 22:25:44 GMT

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Fifaheld wrote on Sat, 25 November 2006 08:18unpack this to our renegefds dir

<http://www.next-generation-gamers.org/downloads/blackintel.exe>

Could you either fix that package or remove the link. As you can get a proper version at our site.  
Thank you.

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Subject: Re: Problem with FDS

Posted by [Theboom69](#) on Tue, 28 Nov 2006 23:15:25 GMT

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I run window's FDS.

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