**Subject: My FDS hates me**
Posted by AoBfrost on Sat, 07 Jul 2007 22:41:37 GMT
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So a while back my FDS refused to login into the xwis server for i dont why why reasons, nothing was changed except using the ssgm beta from 3-4 momths ago, now i use the released edition which is 2.0.1 and still no go, after detecting bandwith it says "failed to login" I am using my own ke, I have deleted all my old nicknames and lowered it to under 9 nicknames, and still no go, all ports forwarded, opened, ranged, firewall is off for the server PC, and and still no go, I have a 8 character password included also, but still it refuses to login, loginging into the name with renegade works and playing with it works, but it seems that trying to connect using the FDS wont work...I've tried everything and it's been several weeks now with no go....someone lend me some advice?

**Subject: Re: My FDS hates me**
Posted by danpaul88 on Sat, 07 Jul 2007 22:45:50 GMT
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Have you tried using a different FDS serial? If you dont have an FDS serial just use the serial key from the back of your game manual you got with Renegade.

NB: If you were under the impression any old random serial will work then your wrong, XWIS changed that policy a while ago now and you once again need a valid serial.

**Subject: Re: My FDS hates me**
Posted by AoBfrost on Sun, 08 Jul 2007 01:29:45 GMT
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I am using my valid serial from the back of the CD case, yet it still doesnt work, back then it worked up until i upgraded to ssgm beta 2.0....now recenlt i upgraded again to the full release of ssgm 2.0.1 and same thing happens, I think it may be a ssgm file, not sure, I tried looking for ssaow to switch back to see if that would work, but I cant find ssaow anymore since black-cell only host ssgm.

**Subject: Re: My FDS hates me**
Posted by songokuk on Sun, 08 Jul 2007 22:45:43 GMT
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make sure u put the serial with out the -

how about posting your server.ini files etc (removing passwords of course)

so we can have a quick look,

if u want a bit more help im around on my irc.

Goku

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Subject: Re: My FDS hates me
Posted by AoBfrost on Mon, 09 Jul 2007 04:34:54 GMT
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I tried that too, I removed the dashes and still didnt help, then i readded as test, I think it's the actual ssgm files, i'm not 100% sure, but then again if it's ssgm files, then why does the server load fine for gamespy and LAN? Then it isnt ssgm...it's something wrong with server.ini maybe...I just want to have my server back so I can test my scripts.dll mods I self coded today, I have no other way to test with a fellow clan member who taught me c++ coding...I'm trying to get my mods hosted onto our clan's server, but first i need my server so i cant test. I'll post the server.ini files tommorow since it's late right now and i'm not on my server PC or laptop.

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Subject: Re: My FDS hates me
Posted by EvilWhiteDragon on Mon, 09 Jul 2007 11:17:17 GMT
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Ever considered that your modified scripts.dll may also cause it to not work? I don't know what you modded, but it is a possibility.

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Subject: Re: My FDS hates me
Posted by AoBfrost on Mon, 09 Jul 2007 14:55:29 GMT
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I said i havent tested them yet, I have this problem even with standard ssgm scripts.dll, my mods have no effect on the net connection if so far they just edited crates, plus I havent even used them to start up the fds yet, i'm trying to get it to start with standard ssgm...plus if it's a plugin...why would that stop it...

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Subject: Re: My FDS hates me
Posted by Tankkiller on Sun, 15 Jul 2007 20:37:55 GMT
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nerver minded, didnt fully read.

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