
Subject: YET ANOTHER FDS & NR CRASH

Posted by [bat66wat6](#) on Fri, 26 Oct 2007 22:30:12 GMT

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1: I load my FDS and it comes up with this

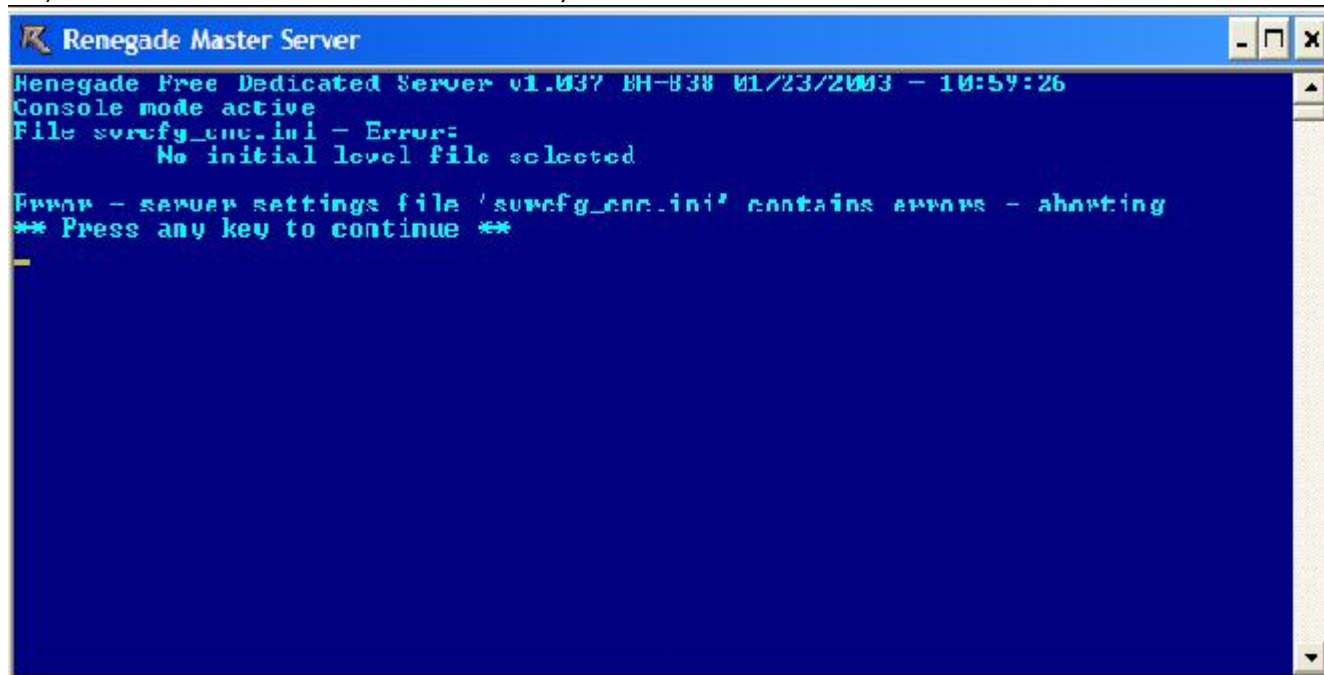
What is wrong I have gone into this file and it is empty! How do i fix it?!

2: My NR also does this to me when i load it up!

I have also gone into this file and it is just the place where the commands are for NR!

File Attachments

1) [FDS Server CRASH!.JPG](#), downloaded 1002 times



2) [NR CRASH!!.JPG](#), downloaded 979 times



Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Ryu](#) on Fri, 26 Oct 2007 22:47:47 GMT
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Raise your hand if this is the Night Regulator website.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Ethenal](#) on Fri, 26 Oct 2007 22:48:34 GMT
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Ryu wrote on Fri, 26 October 2007 17:47: Raise your hand if this is the Night Regulator website.

Please go to the NIGHT REGULATOR website/forums, not here.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 01:17:26 GMT
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This is to do with Renegade and this is the RenegadeForums...i mean come on people cut me a bit of slack, NR site sucks-->

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [cheesesoda](#) on Sat, 27 Oct 2007 01:20:17 GMT
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bat66wat6 wrote on Fri, 26 October 2007 21:17This is to do with Renegade and this is the RenegadeForums...i mean come on people cut me a bit of slack, NR site sucks-->
Your problem is only indirectly related to Renegade. Your issue is concerning NR which is directly related to Renegade.

Plus, it's not our fault that their site sucks. Deal with it. :\

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Lone0001](#) on Sat, 27 Oct 2007 01:20:41 GMT
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NR Sucks >
Sorry had to do that

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 02:34:15 GMT
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oh come on, someone here must be willing to help i mean all who ever posts to my Topic recently are you 2->No Offense<-

There must be a way of fixing problem without Reinstalling NR, i mean it would be second time in 3 days i had to do it

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Ethenal](#) on Sat, 27 Oct 2007 04:04:40 GMT
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Go to the Night Regulator forums for NR support, NOT HERE.
Is that clear enough? This is the Renegade Forums, but Night Regulator is not Renegade, and therefore support is not provided for it here.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Nightma12](#) on Sat, 27 Oct 2007 08:46:03 GMT
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Your FDS config files are fucked...

paste your server.ini and your svrcfg_cnc.ini here.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [IronWarrior](#) on Sat, 27 Oct 2007 10:19:42 GMT
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Nightma12 wrote on Sat, 27 October 2007 03:46Your FDS config files are fucked...

paste your server.ini and your svrcfg_cnc.ini here.

Remember to remove the password if you paste it here.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 14:15:47 GMT
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Okay the below is pasted straight from the server.ini file...

```
-----;
;
; 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 =a000000btw

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

Password ={Removed 4 Security Reasons}

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

Serial = {removed for security reasons}

```
; 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 =7957

```
; 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 =7957

; 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

; 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 too.  
; Slave servers inherit this setting from the master.
```

RemoteAdminPassword ={Removed 4 Security Reasons}

```
; 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 =7956

```
;  
; 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 =

Strainingly enough the svrcg.ini file is empty, nothing in there! Absolutely nothing-->

Subject: Re: YET ANOTHER FDS & NR CRASH

Posted by [Ethenal](#) on Sat, 27 Oct 2007 15:28:47 GMT

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Once again, please use spoilers to your (our) advantage.

P.S. You do realize you just gave us your serial, don't you?

Subject: Re: YET ANOTHER FDS & NR CRASH

Posted by [bat66wat6](#) on Sat, 27 Oct 2007 17:15:34 GMT

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Yeah i realize that but i mean how could u ever take advantage using that?

Anyways, back to the topic in hand...what is the diagnosis of my problem?

Subject: Re: YET ANOTHER FDS & NR CRASH

Posted by [Ethenal](#) on Sat, 27 Oct 2007 17:22:47 GMT

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I could use your serial for my Renegade... that's how. That would give me an extra 1-9 nicknames

depending on how many you've registered so far.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 18:42:38 GMT
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Oh well...that is not my main concern just please people have a look...what is wrong!?

How do i FIX THIS?

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Ethenal](#) on Sat, 27 Oct 2007 18:44:31 GMT
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Nightma12 wrote on Sat, 27 October 2007 03:46Your FDS config files are fucked...

paste your server.ini and your svrcfg_cnc.ini here.

You forgot to paste that.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sat, 27 Oct 2007 18:54:43 GMT
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the scrCFG whatever it is is empty...i already said->

I mean if he meant paste the svrcfg that is in the RenegadeFDS/Server/Data file...

I Triple checked-> IT is empty! Blank absolutely nothing in it!?
I guess it aint meant to be blank?

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Nightma12](#) on Sat, 27 Oct 2007 19:12:04 GMT
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blank?!

That would be your problem then... 0.o

Place ths into the file and then load NR again - then config it from the 'FDS Settings' tab

[Settings]
ConfigName=
bGameTitle=Servername
bMotd=
RadarMode=1
StartingCredits=99999
TimeLimitMinutes=0
ModName=
DoMapsLoop=yes
IsAutoRestart=yes
IsPassworded=yes
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
IsFriendlyFirePermitted=yes
IsTeamChangingAllowed=yes
IsClanGame=no
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
MapName=C&C_islands.mix
MapName00=C&C_islands.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Complex.mix
MapName03=C&C_Field.mix
MapName04=C&C_Canyon.mix
MapName05=C&C_Mesa.mix
MapName06=C&C_Under.mix
MapName07=C&C_Volcano.mix
MaxPlayers=101
UseLagReduction=yes
bPassword=

Quote:Yeah i realize that but i mean how could u ever take advantage using that?

all sorts of things.

Bypass RG on your serial so you get banned
Cheat on servers that ban by serial
Reset ALL your passwords and then use your names for myself
permanently delete your nicknames

etc.. the list goes on

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Ethenal](#) on Sat, 27 Oct 2007 19:14:22 GMT
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Blank? LOL! That would be your problem...

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sun, 28 Oct 2007 02:20:36 GMT
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Thank you Nightma12 that fixed 2 problems there

But OMFG what have i done!? YOU could cause FATAL damage to my Renegade with that 1 set of numbers...so bad i want to see if u can edit it out somehow...
If someone got me banned or changed my password/deleted my accounts i would be in absolute anarchy!

But still umm Nightma12 there are 2 slight problems

1:Even though i have checked the Auto-Login moderators box i yet again have to page my own server to log in!>?

2:When i click the Red Xto quit of NR after disconnected from FDS it comes up with, "please wait for NR to connect to IRC MSN" & something else>It is really annoying i have to use Taskmessenger to exit NR

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [Nightma12](#) on Sun, 28 Oct 2007 09:08:05 GMT
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Quote:1:Even though i have checked the Auto-Login moderators box i yet again have to page my own server to log in!>?

Do you have RenIP Blocker enabled? Are you on WOLSPY?

The auto-login only works for people that are connected to XWIS when RenIP Blocker is enabled, thats how it checks who you are... checking if you are logged onto XWIS.

Quote:2:When i click the Red Xto quit of NR after disconnected from FDS it comes up with, "please wait for NR to connect to IRC MSN" & something else>It is really annoying i have to use Taskmessenger to exit NR

Go to the Main tab, are the buttons greyed out on that tab? Which is the onethat is still prcessing? the IRC thread or the FDS thread?

You can always do File->EMERGENCY SHUTDOWN - but it really is best to let the bot

disconnect itself from FDS + IRC before hand.

Subject: Re: YET ANOTHER FDS & NR CRASH
Posted by [bat66wat6](#) on Sun, 28 Oct 2007 16:26:25 GMT
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Yes i have RenIP blocker enabled...and obviously when i log in i am on WOL(westwood Online) i join the server and i can't use commands untill i log in?)
