
Subject: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 16 Dec 2007 10:35:09 GMT

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Hey guys i need Help to convert the RenegadeFDS to a Scud StormFDS! But i cant get it work, can sum1 Help me please?

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Sun, 16 Dec 2007 10:47:07 GMT

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Copy the SCUD Storm always.dat to yuor Renegade FDS data folder, also copy the scripts files form SCUD Storm.

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 16 Dec 2007 11:04:39 GMT

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Still dont works... I copyed from Scud Storm Folder:

BandTest.dll
Mss32.dll
Scripts.dll
Scripts2.dll
bhs.dll
binkw32.dll
PATCHW32.DLL
drvmgt.dll
_MOD_SCRIPTS.DLL

In my Westwood/RenegadeFDS/Server Folder.

Then i Copyed from Scud Storm Folder:

always.dat
always2.dat
always.dbs
always.thu
always2.thu
C&C_Deadly_River.mix
C&C_Hills.mix
C&C_Oasis.mix
C&C_Deadly_River.thu
C&C_Hills.thu

C&C_Oasis.thu

In my RenegadeFDS/Data Folder.

Heres my 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 = Scud Storm 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=0
```

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

;
; 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=no

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

;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
;
IsQuickMatch=yes

;
; 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=yes

;
```

; 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=no

;.
; 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=1

;.
; 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=yes

;
; The number of credits each player gets when they join the game.
;
StartingCredits=350

;
; This is the name of the first map in the map cycle.
;
MapName=C&C_Oasis.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_Oasis.mix
MapName01=C&C_Hills.mix
MapName02=C&C_Deadly_River.mix
;MapName03=
;MapName04=
;MapName05=
;MapName06=
;MapName07=
;MapName08=
;MapName09=
```

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 16 Dec 2007 11:06:46 GMT

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and heres my Renegade Server.ini:

```
;
;
;
; 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.
```



```
; 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 = Maddox92
```

```
;  
; 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 =
```

```
; 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 = 4848

; 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 = 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 = false

; 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 =

; 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 =

;

```
; 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 =

i think i need a new server.dat

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 16 Dec 2007 11:30:47 GMT

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OK that was all it works now, i only needed to Reinstall my Westwood Shared Internet Komponents !!!

Subject: Re: Scud Storm Server?
Posted by [Dreganius](#) on Sun, 16 Dec 2007 11:42:13 GMT
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Schei... no i won't finish that.

That's a big fucking post.

Subject: Re: Scud Storm Server?
Posted by [mrÄ&A\\$Ä-z](#) on Sun, 16 Dec 2007 11:59:03 GMT
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finish what? i got server work

Subject: Re: Scud Storm Server?
Posted by [Dreganius](#) on Sun, 16 Dec 2007 12:32:25 GMT
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finish the word i was saying. Bist du ein idioten? Nein? gut.

Subject: Re: Scud Storm Server?
Posted by [renalpha](#) on Sun, 16 Dec 2007 15:46:11 GMT
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dreganius mutti ist eine hür,

Subject: Re: Scud Storm Server?
Posted by [mrÄ&A\\$Ä-z](#) on Sun, 16 Dec 2007 15:55:07 GMT
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its: <Name>'s Mutter ist eine Hure.

Subject: Re: Scud Storm Server?
Posted by [OWA](#) on Mon, 17 Dec 2007 12:31:49 GMT

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Isn't Scud Storm dead again?

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Mon, 17 Dec 2007 14:15:07 GMT

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no? i think they started again to redo the mod?

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Mon, 17 Dec 2007 17:19:01 GMT

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Yes.

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Mon, 17 Dec 2007 18:25:40 GMT

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again? they stoped on the new version too?

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Mon, 17 Dec 2007 19:13:50 GMT

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They'll say that they havn't, but they have.

Subject: Re: Scud Storm Server?

Posted by [OWA](#) on Mon, 17 Dec 2007 22:29:56 GMT

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cnc95fan wrote on Mon, 17 December 2007 19:13They'll say that they havn't, but they have.
How can you be so sure?

I personally wouldn't lose any sleep if they gave it up but if they are serious about doing it then go them.

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Mon, 17 Dec 2007 22:31:59 GMT

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I am not only sure, but certain, don't forget, I was part of their team for no less then 5 or 6 months, I KNOW.

Subject: Re: Scud Storm Server?

Posted by [Genesis2001](#) on Mon, 17 Dec 2007 23:22:12 GMT

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We've gone through several site changes due to unforeseen circumstances...We've lost a bunch of our members and we're trying to find new/more members right now. And a more stable website/forum.... >_>

So, cnc95fan: Stfu before you embarass yourself by not doing your research.

EDIT:

To quote a line in a movie I once saw

Quote:Assumptions are the mother of all f*ckups.

~MathK1LL

Subject: Re: Scud Storm Server?

Posted by [mrÄÄ\\$Ä-z](#) on Mon, 17 Dec 2007 23:23:33 GMT

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so Scud Storm is alive?

Subject: Re: Scud Storm Server?

Posted by [Genesis2001](#) on Mon, 17 Dec 2007 23:26:46 GMT

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MadRockz wrote on Mon, 17 December 2007 16:23so Scud Storm is alive?

Does that answer it?

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Mon, 17 Dec 2007 23:33:52 GMT

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Yay XD

Subject: Re: Scud Storm Server?

Posted by [OWA](#) on Tue, 18 Dec 2007 11:03:37 GMT

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MathK1LL wrote on Mon, 17 December 2007 23:22So, cnc95fan: Stfu before you embarass yourself by not doing your research.

EDIT:

To quote a line in a movie I once saw

Quote:Assumptions are the mother of all f*ckups.

~MathK1LL

Owned.

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Tue, 18 Dec 2007 14:08:58 GMT

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One Winged Angel wrote on Tue, 18 December 2007 05:03MathK1LL wrote on Mon, 17 December 2007 23:22So, cnc95fan: Stfu before you embarass yourself by not doing your research.

EDIT:

To quote a line in a movie I once saw

Quote:Assumptions are the mother of all f*ckups.

~MathK1LL

Owned.

;)Not really, Math, you're full of shit, those "updates"£ you see were posted in July. SCUD is dead, you dont care about it clearly, as I've found over 4 modelers in the past 2 weeks.

Subject: Re: Scud Storm Server?
Posted by [cnc95fan](#) on Tue, 18 Dec 2007 16:48:51 GMT
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That post I made there was made when I was in school, and, we're not allowed on the Renegade Forums for some retarded reason so, let me edit it. Math, you are full of BULLshit. You don't care , it is clear so, because I have managed to find over 4 modelers ON MY OWN, whereas there are several of you that could have done that. The only new part to the update was made by the only one who has shown the slightest interest in SCUD, and that is Merovinigan. You phail, suck kthnxbai.

Subject: Re: Scud Storm Server?
Posted by [Genesis2001](#) on Wed, 19 Dec 2007 20:11:11 GMT
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Just because we haven't posted updates to the public doesn't mean we're dead...

And I'm leaving this at this. YSL or some other mod of this forum, the original topic of this thread was answered a while back and there need no more discussion on this matter because it'll only turn into a flame-fest.

~MathK1LL

Subject: Re: Scud Storm Server?
Posted by [cnc95fan](#) on Wed, 19 Dec 2007 20:31:07 GMT
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Agreed.

Subject: Re: Scud Storm Server?
Posted by [mrÅ£ÅŞÅ·z](#) on Wed, 19 Dec 2007 21:42:35 GMT
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will be GLA eneabled on the new scud storm version? on the old1 i found at the map oasis a gla base with gla PCT's but i cant use/capture them only the oil derricks

Subject: Re: Scud Storm Server?
Posted by [OWA](#) on Thu, 20 Dec 2007 09:54:25 GMT
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MathK1LL wrote on Wed, 19 December 2007 20:11 Just because we haven't posted updates to the public doesn't mean we're dead...

And I'm leaving this at this. YSL or some other mod of this forum, the original topic of this thread was answered a while back and there need no more discussion on this matter because it'll only turn into a flame-fest.

~MathK1LL

I think cnc95 already dissed SS above because he got a dead mod too, but he has modelmen. Tis the trues. But then again you have been moving sites and too busy to recruit so I guess his point becomes irrelevant. Amirite?

Subject: Re: Scud Storm Server?
Posted by [Zion](#) on Fri, 21 Dec 2007 20:48:49 GMT
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You are right.

Scud Storm HAS been going though issues lately with misshaps of website downtime and forum downtime. We are currently looking for more staff members, however, even though yes, you may have more team members cnc95fan, our team members are more well respected than yours, and probably ALOT more mature than yours.

Currently, i am the only 3D graphics artist on the team. However i am also a 3D graphics artist on 4 other development teams. I do not have time for myself let alone recruting others, which is why i tend to leave that stuff to NX and Math, who do the public relations side of Scud Storm.

We have an abundance of the communities top coders, including Danpaul, Reborn, and Stealtheye. They are working on promotional systems and 3 team work outs behind the scenes of Scud Storm.

Scud Storm is far from dead, and like MANY other mods, we are slow and getting off the ground but once we're up, we're unstoppable.

I've heard many things about you cnc95fan. Aparently you like to annoy the hell out of freelance games developers and try to get them to do things for you with nothing in return. The majority of the Renegade modding community dislikes you for your ignorance of other development teams and your abandonment of other teams because you can't get your own way. That IS why you left Scud Storm in a strop right? Because i didn't agree on something you were constantly going on and on about?

Subject: Re: Scud Storm Server?
Posted by [mr£ÄŞÄ-z](#) on Fri, 21 Dec 2007 20:51:08 GMT

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(O_O)

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Fri, 21 Dec 2007 20:52:06 GMT

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Zion Fox wrote on Fri, 21 December 2007 14:48

and probably ALOT more mature than yours.

That IS why you left Scud Storm in a strop right? Because i didn't agree on something you were constantly going on and on about?

True.

I left because you were a faggot.

Why did you continue with this topic? I know I pointed it out to you on MSN, but thats no reason to start another war.

Subject: Re: Scud Storm Server?

Posted by [mr£Ä\\$Ä-z](#) on Fri, 21 Dec 2007 20:53:34 GMT

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ehhh...

Subject: Re: Scud Storm Server?

Posted by [OWA](#) on Fri, 21 Dec 2007 22:50:04 GMT

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This is interesting.

Subject: Re: Scud Storm Server?

Posted by [cnc95fan](#) on Fri, 21 Dec 2007 22:51:56 GMT

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Is it? Why are you getting involved?

Subject: Re: Scud Storm Server?

Posted by [OWA](#) on Fri, 21 Dec 2007 23:17:40 GMT

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cnc95fan wrote on Fri, 21 December 2007 22:51Is it? Why are you getting involved?
I am?

Subject: Re: Scud Storm Server?
Posted by [cnc95fan](#) on Fri, 21 Dec 2007 23:31:16 GMT
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Yes.

Subject: Re: Scud Storm Server?
Posted by [Ethenal](#) on Fri, 21 Dec 2007 23:35:54 GMT
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Subject: Re: Scud Storm Server?
Posted by [cnc95fan](#) on Fri, 21 Dec 2007 23:40:58 GMT
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I know, I don't like to have fights in public, or even at all.

Subject: Re: Scud Storm Server?
Posted by [OWA](#) on Sat, 22 Dec 2007 00:42:50 GMT
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cnc95fan wrote on Fri, 21 December 2007 23:31Yes.
I don't think so.

Anyway back to the topic. I'd ask someone who's made modded servers before, like the APB guys or the good people at Black Intel.

Subject: Re: Scud Storm Server?
Posted by [Zion](#) on Sat, 22 Dec 2007 03:44:30 GMT
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cnc95fan wrote on Fri, 21 December 2007 20:52Zion Fox wrote on Fri, 21 December 2007 14:48

and probably ALOT more mature than yours.
That IS why you left Scud Storm in a strop right? Because i didn't agree on something you were constantly going on and on about?

True.

I left because you were a faggot.

Why did you continue with this topic? I know I pointed it out to you on MSN, but that's no reason to start another war.

Well I'm sorry for having an opinion, but I WILL NOT take personal abuse. You are telling the good people of RenForums that Scud Storm is dead, when being told countless times that it isn't.

You left Scud Storm in a HUGE strop because I was deleting your spam posts and constant asking about making a group like BHP. The ENTIRE team didn't agree with you, but you kept at it.

If you are stooping so low as to calling me a faggot, then you really do need to sort yourself out.

This topic has been answered, I will now request lockage from a moderator and the majority of your posts deleted.

Good day!

Subject: Re: Scud Storm Server?

Posted by [Dreganius](#) on Sat, 22 Dec 2007 04:02:18 GMT

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I have one thing to say.
