
Subject: direct connection
Posted by [Poskov](#) on Wed, 07 Jan 2009 20:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

how do u directly connect to a server?

and how do u find out the nessary info such as
ip adress and port etc.

Subject: Re: direct connection
Posted by [Spyder](#) on Wed, 07 Jan 2009 20:47:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

To d/c use either RenIP, GSA or Renegade Resurrection.

Renegade Resurrection has a built in server list, you only have to type your name.

RenIp requires you to know the server's IP and Port. Some hosts publish the ip and ports on their websites. Else you have to copy them from GameSpy list. You can also retrieve it by yourself, but I ain't gonna explain how hint:*sniff sniff*

GameSpy has a built in server list like resurrection..

Subject: Re: direct connection
Posted by [Poskov](#) on Wed, 07 Jan 2009 20:49:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

i was thinking more along the lines where u use
+connect blah blah blah or something like that

Subject: Re: direct connection
Posted by [reborn](#) on Wed, 07 Jan 2009 20:50:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nero wrote on Wed, 07 January 2009 15:47
Renegade Resurrection has a built in server list, you only have to type your name.

I've never used it, does it really? I wonder how it does that without in someway a bot connecting to XWIS. That's pretty interesting.

Subject: Re: direct connection

Posted by [Spyder](#) on Wed, 07 Jan 2009 20:52:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's not using a bot or something. Yrr just filtered the gamespy list and manually added the ip's and ports to resurrection. The only thing it will do is check the ammount of players on the server, if it's on- or offline, using resurrection (y/n) and some other things.

You can also add other servers manually.

Subject: Re: direct connection

Posted by [Poskov](#) on Wed, 07 Jan 2009 20:54:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey nero, how about helping me out here?

Subject: Re: direct connection

Posted by [Spyder](#) on Wed, 07 Jan 2009 20:54:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I just gave you some options. If you mean d/c using the renegade shortcut, I don't know anything about that method....

Subject: Re: direct connection

Posted by [slosha](#) on Wed, 07 Jan 2009 20:56:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Wed, 07 January 2009 14:49i was thinking more along the lines where u use +connect blah blah blah or something like that

Direct Connect:

C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

if you didn't know the full one it's right there

you can get IP's off the server's website, admins via website or IRC, right click on server in GSA.

I used to use direct connect until i discovered Resurrection, www.icefinch.net. Resurrection is the ideal way to connect to servers. It also gives you address if you right click to the option.

Subject: Re: direct connection

Posted by [Spyder](#) on Wed, 07 Jan 2009 20:58:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Wed, 07 January 2009 21:56Poskov wrote on Wed, 07 January 2009 14:49i was thinking more along the lines where u use
+connect blah blah blah or something like that

C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

if you didn't know the full one it's right there

you can get IP's off the server's website, admins via website or IRC, right click on server in GSA.

I used to use direct connect until i discovered Resurrection, www.icefinch.net. Resurrection is the ideal way to connect to servers.

Admins normally don't want to give you the server ip/port. I always use a sniffer tool to steal them

Subject: Re: direct connection
Posted by [reborn](#) on Wed, 07 Jan 2009 20:59:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Game.exe accepts these input parameters:

+PASSWORD
+PASS
+netplayername
+connect
NODX
GAMESPYSERVER=
STARTSERVER=
SLAVE
REGMOD=
MULTI
IP

Subject: Re: direct connection
Posted by [slosha](#) on Wed, 07 Jan 2009 21:01:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nero wrote on Wed, 07 January 2009 14:58

Admins normally don't want to give you the server ip/port. I always use a sniffer tool to steal them

that's why i stated admins, because they are you're best chance if all else fails.

Subject: Re: direct connection
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:11:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah see, heres da thing,
i own a server and am thinking of hosting a game but
i dont know its ip or the port which renegade uses to connect to it

ps
is it just:
C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

is that it? u dont need anything else or the port # listed too?

Subject: Re: direct connection
Posted by [Spyder](#) on Wed, 07 Jan 2009 21:12:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's like this:

=====
Localhost example:

C:\Westwood\Renegade\Game.exe +connect 127.0.0.1:1234

Subject: Re: direct connection
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:34:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks nero,
now all i need to know is how do i find out my ip and renegade port #

Subject: Re: direct connection
Posted by [reborn](#) on Wed, 07 Jan 2009 21:37:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you're hosting your own Free Dedicated Server, then the port will be defined in the server.ini file. The IP address can be found using an ipconfig command in your Dos command console. However, if you're running an FDS I would imagine it's on a dedicated server, and you would know the IP of it already.

If you're trying to connect to someone else's server, then you don't use your own IP address, but that of the server.

Subject: Re: direct connection
Posted by [Poskov](#) on Wed, 07 Jan 2009 21:46:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats the whole point, im new at this and dont know my ip or port

Subject: Re: direct connection
Posted by [reborn](#) on Wed, 07 Jan 2009 22:00:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Wed, 07 January 2009 16:46thats the whole point, im new at this and dont know my ip or port

Are you hosting your own free dedicated server, or just trying to direct connect to someone else's server?

Subject: Re: direct connection
Posted by [slosha](#) on Thu, 08 Jan 2009 03:46:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nero wrote on Wed, 07 January 2009 15:12It's like this:

=====
Localhost example:

C:\Westwood\Renegade\Game.exe +connect 127.0.0.1:1234

yeah i forgot you need port too, it's been awhile

Subject: Re: direct connection
Posted by [ErroR](#) on Thu, 08 Jan 2009 13:37:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Try the attachment (RenIP)
also you could see the ip and port in game spy..
the only problem with gsa is the nick name and sucks cpu

File Attachments

1) [RenegadeIP.exe](#), downloaded 135 times

Subject: Re: direct connection
Posted by [Poskov](#) on Thu, 08 Jan 2009 20:51:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Wed, 07 January 2009 15:11yeah see, heres da thing,
i own a server and am thinking of hosting a game but
i dont know its ip or the port which renegade uses to connect to it

ps
is it just:
C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

is that it? u dont need anything else or the port # listed too?

reborn u need to read

anyways, i was thinking,
is there any way to make my server automatically run commands at startup?
such as:

vlimit 12
mlimit 120

and is there a way to increase the server's max fps from 60 to 90?

Subject: Re: direct connection
Posted by [u6795](#) on Thu, 08 Jan 2009 21:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Adding to my signature:

Poskov makes topics asking for help, but acts like a complete douche to well respected members of this community that do their best to assist him

Subject: Re: direct connection
Posted by [Poskov](#) on Fri, 09 Jan 2009 02:48:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok u6795 u need 2 take a chill pill,
cool?

anyways, back 2 biz

anyways, i was thinking,

is there any way to make my server automatically run commands at startup?
such as:

```
vlimit 12  
mlimit 120
```

and is there a way to increase the server's max fps from 60 to 90?

Subject: Re: direct connection
Posted by [Lone0001](#) on Fri, 09 Jan 2009 05:19:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Server FPS(or SFPS) is supposed to stay at a steady 60 if it is under or above even by 1 or 2(usually if it is above it will only go up by 1 or 2 maybe 3) you will notice a performance drop or the performance won't be steady(won't be steady if it is if it is above) from the server.

Subject: Re: direct connection
Posted by [luv2pb](#) on Fri, 09 Jan 2009 07:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Wed, 07 January 2009 15:50Nero wrote on Wed, 07 January 2009 15:47
Renegade Resurrection has a built in server list, you only have to type your name.

I've never used it, does it really? I wonder how it does that without in someway a bot connecting to XWIS. That's pretty interesting.
I see what you did there.

Subject: Re: direct connection
Posted by [Spyder](#) on Fri, 09 Jan 2009 07:29:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Fri, 09 January 2009 03:48ok u6795 u need 2 take a chill pill,
cool?

anyways, back 2 biz

anyways, i was thinking,
is there any way to make my server automatically run commands at startup?
such as:

```
vlimit 12  
mlimit 120
```

and is there a way to increase the server's max fps from 60 to 90?

He doesn't have to take a chill pill. You are the one who needs to chill out. We want to help people here, but you keep acting like a total douchebag. It seems like you don't appreciate it, and if you keep going on this way, don't expect any help from us anymore.

In fact, I won't help you out anymore until you change your attitude. You're not worth being helped out if you treat us like a pile of sh*t.

Subject: Re: direct connection
Posted by [Poskov](#) on Sat, 10 Jan 2009 15:30:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

what did i ever do 2 u?

all i apparently said was:

reborn u need to read
which was true

i didn't call u guys names or use profane language

whats your deal man?

Subject: Re: direct connection
Posted by [Goztow](#) on Sat, 10 Jan 2009 15:32:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let's all chill out!

Subject: Re: direct connection
Posted by [Spyder](#) on Sat, 10 Jan 2009 19:21:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Sat, 10 January 2009 16:30 what did i ever do 2 u?

all i apparently said was:

reborn u need to read
which was true

i didn't call u guys names or use profane language

whats your deal man?

The problem is this:

You don't just come to these forums DEMANDING an answer. If you don't get the answer right away, don't just start telling people to READ. Everyone makes mistakes and everyone can misinterpret something. As I see it, you don't seem to understand this.

Also, before asking questions I suggest you use the 'Search' function. Most things you are asking here have already been answered once. Can't find it here? Try <http://www.renhelp.net>

Another helpful item...

Try to type in CORRECT ENGLISH, watch the grammar and spelling for god's sake. It would really help answering your questions.

- Nero

Subject: Re: direct connection
Posted by [EvilWhiteDragon](#) on Mon, 12 Jan 2009 14:37:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Sat, 10 January 2009 16:30what did i ever do 2 u?

all i apparently said was:

reborn u need to read
which was true

i didn't call u guys names or use profane language

whats your deal man?

Some thing you don't seem to understand is that Reborn is usually of great help and would (nearly?) never try to annoy anyone or try to misguide someone. If you would've been either around longer, or would've just told reborn that you ment to say something else, you would have noticed that already.

Edit: woo 1501'th post!

Subject: Re: direct connection
Posted by [Spyder](#) on Mon, 12 Jan 2009 15:30:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Mon, 12 January 2009 15:37Poskov wrote on Sat, 10 January 2009 16:30what did i ever do 2 u?

all i apparently said was:

reborn u need to read
which was true

i didn't call u guys names or use profane language

whats your deal man?

Some thing you don't seem to understand is that Reborn is usually of great help and would (nearly?) never try to annoy anyone or try to misguide someone. If you would've been either around longer, or would've just told reborn that you ment to say something else, you would have noticed that already.

Edit: woo 1501'th post!

Congratz with 1501'th post

Subject: Re: direct connection

Posted by [ErroR](#) on Mon, 12 Jan 2009 19:05:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

you have to be POLITE.

Subject: Re: direct connection

Posted by [Spyder](#) on Mon, 12 Jan 2009 20:28:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Mon, 12 January 2009 20:05you have to be POLITE.

That's what I told him...Then he starts asking shit like:

"what did i ever do 2 u?"

Subject: Re: direct connection

Posted by [ErroR](#) on Wed, 14 Jan 2009 11:31:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nero wrote on Mon, 12 January 2009 22:28ErroR wrote on Mon, 12 January 2009 20:05you have to be POLITE.

That's what I told him...Then he starts asking shit like:

"what did i ever do 2 u?"

it happens sometimes to me too, but not on the net
