

---

Subject: PKG + FDS

Posted by [Genesis2001](#) on Fri, 06 Feb 2009 03:05:51 GMT

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Yes, I've searched the forum before I did this.

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26

Console mode active

File svrcfg\_cnc.ini - Error:

Map file 'Virtual-Westwood-Museum-Mod' not found

Error - server settings file 'svrcfg\_cnc.ini' contains errors - aborting

\*\* Press any key to continue \*\*

svrcfg\_cnc.iniQuote:;

; 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=AOW Mix 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 = \*blank\*

;

; 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=Virtual-Westwood-Museum-Mod.pkg

;

; 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=120

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

;
; 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=yes

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

;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
IsQuickMatch=no

;
; 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=yes

;
;
; 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=32
```

```
;
; 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=no

;
; 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_Field.mix

MapName=vm_thetwotowers.idd
MapName00=vm_thetwotowers.idd
```

I took Cat's suggestion here

Cat998 wrote on Fri, 15 June 2007 01:43 Then try deleting both out of it, at least scripts.dll and see if it still crashes.

Note: It doesn't crash. It just gives that error. ./

EDIT: Oh and YES I DID EXTRACT THE .PKG FILE TO THE DATA FOLDER.

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Subject: Re: PKG + FDS  
Posted by [Genesis2001](#) on Fri, 06 Feb 2009 14:54:57 GMT  
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---

...?

Anyone?

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Subject: Re: PKG + FDS

---

Posted by [Omar007](#) on Fri, 06 Feb 2009 15:08:02 GMT

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---

AFAIK is a level file not LDD but LSD so make it like this:

Quote:

```
;  
; This is the name of the first map in the map cycle.  
;  
;MapName=C&C_Field.mix
```

```
MapName=vm_thetwotowers.lsd  
MapName00=vm_thetwotowers.lsd
```

(Also i would change mapname to mapname00 and mapname00 to mapname 01 like this, but i don't know if this matter)

Toggle SpoilerQuote:

```
;  
; This is the name of the first map in the map cycle.  
;  
;MapName=C&C_Field.mix
```

```
MapName00=vm_thetwotowers.lsd  
MapName01=vm_thetwotowers.lsd
```

---

---

Subject: Re: PKG + FDS

Posted by [Genesis2001](#) on Fri, 06 Feb 2009 17:02:26 GMT

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---

It was .lsd to begin with. I changed it to .idd because of another post I read here...but that didn't work. :/

---

---

Subject: Re: PKG + FDS

Posted by [Stefan](#) on Fri, 06 Feb 2009 18:10:41 GMT

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---

I think you're supposed to add Modname=blabla.pkg somewhere

edit:

Quote::

```
; 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=

---

---

Subject: Re: PKG + FDS  
Posted by [Genesis2001](#) on Fri, 06 Feb 2009 22:12:17 GMT  
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---

Stefan wrote on Fri, 06 February 2009 11:10I think you're supposed to add Modname=blabla.pkg somewhere

edit:

Quote::  
; 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=

Zack wrote on Thu, 05 February 2009 20:05svrcfg\_cnc.iniQuote::  
; 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=AOW Mix 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 = \*blank\*

;  
; 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=Virtual-Westwood-Museum-Mod.pkg

;
; If DoMapsLoop is set then the map cycle will start again from the beginning
; once all maps have been played.
;
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;
; The time limit for each game.
;
TimeLimitMinutes=120

;
; Radar mode.
;
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; automatically log in.
; Enabling auto restart also allows automatic unattended updating if a patch
; becomes available (Westwood Online mode only).
;
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;
; Set to yes to make a passworded game.
;
IsPassworded=yes

;
; The password required for players to join the game.
;
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;
; Allow players to join this server when they select 'Quick Match' (Westwood
```

```
; Online mode only).
;
IsQuickMatch=no

;
; 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.
;
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;
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; players drop in and out.
;
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; 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
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;
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;
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; teams pedestal.
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;
; This is the name of the first map in the map cycle.
;
;MapName=C&C_Field.mix

MapName=vm_thetwotowers.idd
MapName00=vm_thetwotowers.idd
```

---

**Subject: Re: PKG + FDS**

Posted by [danpaul88](#) on Fri, 06 Feb 2009 22:28:18 GMT

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---

Have you tried making the pkg name shorter? There could be a limit to how many characters Renegade supports in a .pkg filename. And no, LevelEdit probably wouldn't warn you about it when saving the file, because it's a bit daft like that sometimes

---

Subject: Re: PKG + FDS

Posted by [Genesis2001](#) on Fri, 06 Feb 2009 22:29:56 GMT

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danpaul88 wrote on Fri, 06 February 2009 15:28 Have you tried making the pkg name shorter? There could be a limit to how many characters Renegade supports in a .pkg filename. And no, LevelEdit probably wouldn't warn you about it when saving the file, because it's a bit daft like that sometimes

Wouldn't you have to re-export it from Leveledit to change the name? :/

In any case, not my fault on the length of the name. :@

---

---

Subject: Re: PKG + FDS

Posted by [danpaul88](#) on Fri, 06 Feb 2009 22:52:05 GMT

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---

Not sure for a pkg mod, since it's just a wrapper around a group of maps changing the name \*might\* not break it, but I wouldn't like to say for sure. Try it and see.

---

---

Subject: Re: PKG + FDS

Posted by [nopol10](#) on Sat, 07 Feb 2009 00:10:09 GMT

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---

Is the game title blank on purpose for this post?

Another thing, you should be running .lsd for .pkg mods.

---

---

Subject: Re: PKG + FDS

Posted by [Genesis2001](#) on Sat, 07 Feb 2009 01:46:48 GMT

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---

nopol10 wrote on Fri, 06 February 2009 17:10 Is the game title blank on purpose for this post?

Another thing, you should be running .lsd for .pkg mods.

---

Zack wrote on Fri, 06 February 2009 10:02 It was .lsd to begin with. I changed it to .idd because of another post I read here...but that didn't work. :/

---

---

Subject: Re: PKG + FDS  
Posted by [rrutk](#) on Sat, 07 Feb 2009 01:50:14 GMT  
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---

if someone will setup a server and there is a problem with the long pkg-name, i will make another build with a shorter name.

---

Subject: Re: PKG + FDS  
Posted by [Genesis2001](#) on Sat, 07 Feb 2009 01:51:27 GMT  
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---

rrutk wrote on Fri, 06 February 2009 18:50if someone will setup a server and there is a problem with the long pkg-name, i will make another build with a shorter name.

^^ That's what I'm trying to do :/ lol

:@

EDIT: nopol, Where can I catch you on IRC or MSN? :/

---

Subject: Re: PKG + FDS  
Posted by [Gen\\_Blacky](#) on Sat, 07 Feb 2009 05:11:35 GMT  
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---

rrutk wrote on Fri, 06 February 2009 19:50if someone will setup a server and there is a problem with the long pkg-name, i will make another build with a shorter name.

try making it with no - in it and make it shorter i think the fds is like wtf when it sees that.

---

Subject: Re: PKG + FDS  
Posted by [Omar007](#) on Sat, 07 Feb 2009 10:29:24 GMT  
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---

Good point. the same is when you name your server like 'BLABLA{AOW}' The server won't work with '{}' (or atleast nobody can join xD )

EDIT: Try to replace all '-' with '\_' (without the quotes )

---

Subject: Re: PKG + FDS  
Posted by [rrutk](#) on Sat, 07 Feb 2009 13:03:47 GMT  
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---

ok, will make the 0.31b including some bugfixes this weekend.

for this purpose one important question:

why is it necessary, to copy a edited cameras.ini into the renegade/data folder???

why it is NOT enough, to have the edited ini in the mod pkg-file???

---

Subject: Re: PKG + FDS

Posted by [rrutk](#) on Sun, 08 Feb 2009 23:21:26 GMT

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---

0.31b out! hope, that some1 will setup a server  
would like to play my mod one times

[http://www.renegadeforums.com/index.php?t=msg&goto=371171&rid=22815#msg\\_371171](http://www.renegadeforums.com/index.php?t=msg&goto=371171&rid=22815#msg_371171)

---

Subject: Re: PKG + FDS

Posted by [saberhawk](#) on Sun, 08 Feb 2009 23:45:16 GMT

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---

rrutk wrote on Sat, 07 February 2009 08:03ok, will make the 0.31b including some bugfixes this weekend.

for this purpose one important question:

why is it necessary, to copy a edited cameras.ini into the renegade/data folder???

why it is NOT enough, to have the edited ini in the mod pkg-file???

Because cameras.ini is read once and only once when Renegade starts up. It's not re-read for every map loaded (or in this case, pkg)

---

Subject: Re: PKG + FDS

Posted by [rrutk](#) on Mon, 09 Feb 2009 00:05:26 GMT

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---

Saberhawk wrote on Sun, 08 February 2009 17:45rrutk wrote on Sat, 07 February 2009 08:03ok, will make the 0.31b including some bugfixes this weekend.

for this purpose one important question:

why is it necessary, to copy a edited cameras.ini into the renegade/data folder???

why it is NOT enough, to have the edited ini in the mod pkg-file???

Because cameras.ini is read once and only once when Renegade starts up. It's not re-read for every map loaded (or in this case, pkg)

yes, thats a pitty :-/