Subject: Weird FDS Player number error Posted by Lt Albrecht on Tue, 01 Sep 2009 20:47:59 GMT View Forum Message <> Reply to Message

Well, a friend of mine is trying to host an FDS so we can playtest my .pkg mod with stuff like !donate and Online co-op, but he has a problem, and seeings as the admins haven't yet authenticated his account, he asked me to make this post for him.

It is over Hamachi, but we have played many a game of non-server Hamachi like this without incident.

"Hello, I have encountered a problem in setting up my dedicated server, for LAN play. I have followed this tutorial: http://renegadehelp.net/index.php?act=tutorial&id=8024 and everything seems to work alright, except for one thing: only one person can use the server.

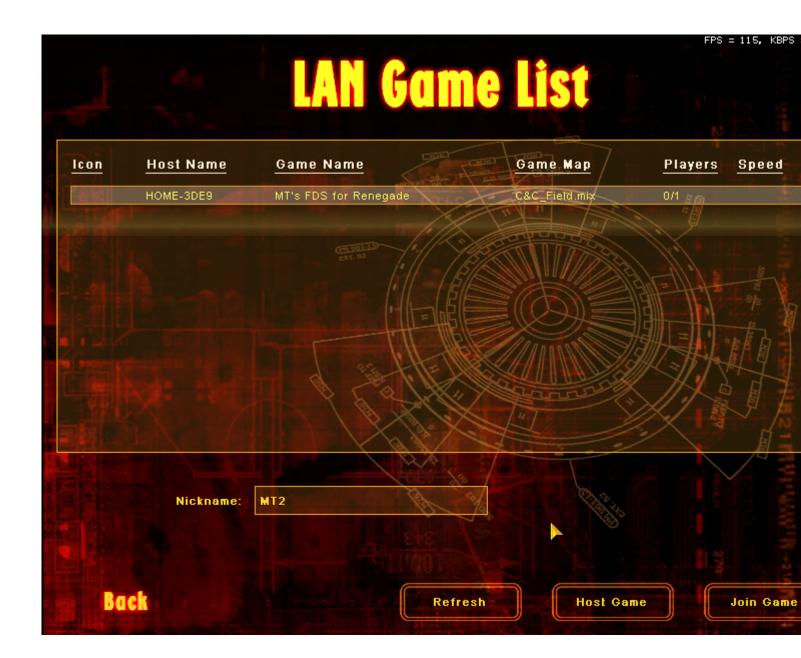
Attached is a screenshot of the server in the LAN view, a screenshot of the renegadeFDS, and the server configuration settings."

File Attachments

- 1) svrcfg cnc.ini, downloaded 239 times
- 2) Renegade FDS view.PNG, downloaded 288 times

```
Renegade Master Server - HOME-3DE9 - svrcfg_cnc.ini
                                                                                                                                                                                                                                                                                                                                   _ | 🗆 | × |
   Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
 Console mode active
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Initializing LAN Mode
Applying server settings
Channel created OK
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
Loading level C&C_Field.mix
Load 100% complete
Level loaded OK
-> Map "C&C_Field.mix" detected, loading settings..
Running in All Out War mode.
New settings detected and loaded!
Nod Harvester created
The Version of player 1 is 3.400000
MT2 purchased a Nod Minigunner
GDI Harvester created
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
Map: C&C_Field.mix
Time: 0.29.00
Fps: 60
GDI: 0/8 players 0 points
NOD: 1/8 players 0 points
 >Player MT2 left the game
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
Map: C&C_Field.mix
Time: 0.13.23
Fps: 60
GDI: 0/8 players 0 points
NOD: 0/8 players 0 points
```

3) LAN view.PNG, downloaded 289 times



Subject: Re: Weird FDS Player number error Posted by ExEric3 on Wed, 02 Sep 2009 07:34:24 GMT

View Forum Message <> Reply to Message

Remove no gameplay pending patch. Put original file server.dat to Ren dir. (server side)

Or download server.dat from BI site:

http://www.blackintel.org/renegade/projects/downloads