


```
; 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 = doc17ter
```

```
;
;
; 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 = 0

```
; 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 = true
```

```
; 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 = 127.0.0.1

```
; 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 = 5000

```
;  
; Each Slave Server must have it's own login name, password &
```

that's most of my server.ini settings with passwords and serials **** out.

edit: make sure your config files are valid by going into svrcfg_cnc.ini (found traditionally here: C:\Westwood\RenegadeFDS\Server\data\svrcfg_cnc.ini)

file looks like:

```
Quote::  
; 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 = Testing S-Bot
```

```
;  
; 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=30

;
; 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=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=0

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

that's my ini
