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Subject: I NEED FDS HELP!

Posted by [\[BHE\]f1r3\\_blaz3](#) on Tue, 06 Feb 2007 04:13:16 GMT

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i installed FDS and NR and SSAOW. After i connect from NR to FDS and IRC, i go to File->Load server. At the end it says Failed to Create server, and keeps retrying. Did i do something wrong? here are the readings from the server\_ini

PLEASE HELP!!

---

```
-----
;
;
;
; 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.
; Each slave server can have it's own game settings, seperate from the master.
;
;
;
;
=====
==
;
;
=====
==
;
;
; This section of the file is generated automatically - do not edit
;
;
; Available Westwood Servers:
;
;   XCC WOL IRC Server
;
; End generated section.
;
;
;
=====
==
;
;
=====
==
```

```
.  
;  
; Renegade Master Server settings.  
;  
; This section contains the settings for the Master Renegade Server.
```

### [Server]

```
; 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 =BHEfblaz3
```

```
.  
;  
; 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 = 750000
```

```
; 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 =
```

```
; 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 = 1142
```

```
;
; 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 =
Config =
Nickname =
Password =
BandwidthUp =
Serial =
Port = 1142
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 =

Do I have to edit anything PLEASE RESPOND!!!

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