
Subject: Re: All problems-Creating "Maps"/Modding terrain

Posted by [bat66wat6](#) on Wed, 10 Oct 2007 15:20:12 GMT

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WTF is wrong with you?

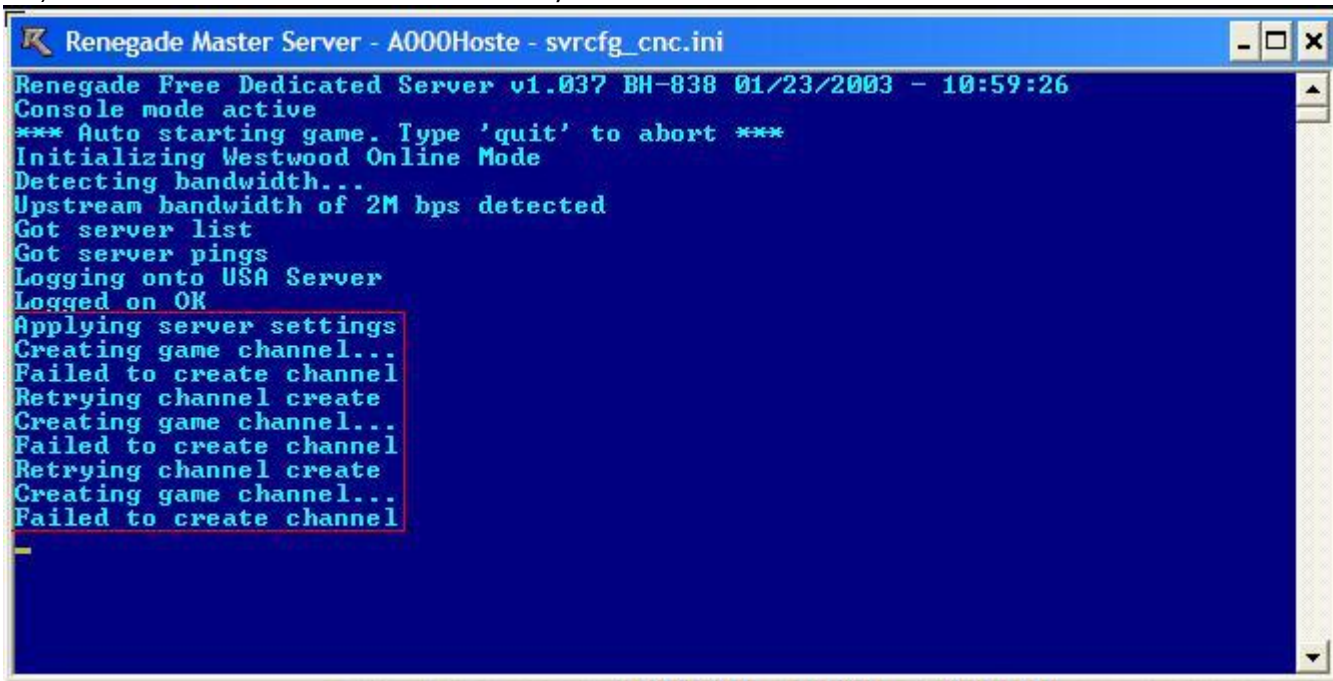
What is so funny about the host name, i mean does it really matter!?

Just please try and actually contribute something worthwhile to this Topic, if u can't really do anything to help then do not bloody post...SIMPLE->

I will provide the SS again, to explain my problem...please someone help me...

File Attachments

1) [BIG FDS. Problem!.JPG](#), downloaded 378 times

A screenshot of a Windows-style console window titled "Renegade Master Server - A000Hoste - svrcfg_cnc.ini". The window has a blue background with white text. The text shows the server's startup sequence: "Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26", "Console mode active", and a prompt to abort. It then shows "Initializing Westwood Online Mode", "Detecting bandwidth...", "Upstream bandwidth of 2M bps detected", "Got server list", "Got server pings", "Logging onto USA Server", and "Logged on OK". The final part of the log, which is highlighted with a red rectangular box, shows three attempts to "Applying server settings" and "Creating game channel...", each followed by "Failed to create channel" and "Retrying channel create". The last line is "Failed to create channel".

```
Renegade Master Server - A000Hoste - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Detecting bandwidth...
Upstream bandwidth of 2M bps detected
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Failed to create channel
Retrying channel create
Creating game channel...
Failed to create channel
Retrying channel create
Creating game channel...
Failed to create channel
```