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Subject: Re: Tutorial linux FDS + brenbot  
Posted by [JPNOD](#) on Sat, 17 May 2008 07:52:44 GMT  
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First the download link you gave is the wrong link.

You need to get this one:

`ftp://ftp.westwood.com/pub/renegade/dedicatedserver/linux-beta/Renegade_1037b_BE  
TA_RH8-0.tar.gz`

You gave this one: File: `renegade_server_1037b_RH8-0.gz` 3811 KB 03/03/03 00:00:00

Anyways I installed it on Open SUSE 10.3 last night.

- 1)First I made a folder in my root called Renegade
- 2)Then I extracted the .gz with a built-in program called ark
- 3)I downloaded the server.ini and srvcg from my Windhoos box
- 4)I went to the Shell console
- 5)cd /Renegade/Server (like you said)
- 6) started it with /Renegade/Server/renegade\_server\_1037b\_rh8-0

```
JPWEB01:~ # cd /Renegade/Server
JPWEB01:/Renegade/Server # /Renegade/Server/renegade_server_1037b_rh8-0
Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 18:00:34
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
Loading level C&C_Islands.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
LAN mode active since Sat May 17 10:13:57 2008
```

Gameplay Pending

```
Map : C&C_Islands.mix
Time : 0.30.00
Fps : 54
GDI : 0/8 players    0 points
NOD : 0/8 players    0 points
```

So so far, so good, I opened a local machine with the good old Renegade. I saw the server it in the LAN list.

Then I changed the config to WOL mode.

I get the following error: "\*\*\*\* Auto starting game. Type 'quit' to abort \*\*\*\*"  
Without actually thinking of looking in this forum, I troubleshooted myself. And not found out that the problem is in the "gametype"  
Linux FDS does not by standard support WOL.

Also See this post: <http://www.renegadeforums.com/index.php?t=msg&th=24455&start=0&rid=2368>

In other words you might want to change some things in that guide.  
Suggestions:

Make it step wise  
Add in how-to apply the patch because im sure anyone who wishes to uses the Linux FDS will what to host it on XWIS.  
Test it yourself, so that people won't have to come to the conclusion that some things don't work.

Other then that, it's a good way to start on setting up a Linux FDS.