Subject: Re: direct connection
Posted by Poskov on Thu, 08 Jan 2009 20:51:14 GMT

Poskov wrote on Wed, 07 January 2009 15:11yeah see, heres da thing,
 i own a server and am thinking of hosting a game but
 i dont know its ip or the port which renegade uses to connect to it

ps
is it just:
C:\Westwood\Renegade\Data\game.exe +connect <IP HERE>

is that it? u dont need anything else or the port # listed too?


reborn u need to read


anyways, i was thinking,
is there any way to make my server automatically run commands at startup?
such as:

vlimit 12
mlimit 120

and is there a way to increase the server's max fps from 60 to 90?