
Subject: PKG + FDS

Posted by [Genesis2001](#) on Fri, 06 Feb 2009 03:05:51 GMT

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Yes, I've searched the forum before I did this.

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26

Console mode active

File svrcfg_cnc.ini - Error:

Map file 'Virtual-Westwood-Museum-Mod' not found

Error - server settings file 'svrcfg_cnc.ini' contains errors - aborting

** Press any key to continue **

svrcfg_cnc.iniQuote:;

; 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=AOW Mix 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 = *blank*

;

; 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=Virtual-Westwood-Museum-Mod.pkg

;

; 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=120

;
; 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=yes

;
; The password required for players to join the game.
;
bPassword=*removed*

;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
IsQuickMatch=no

;
; 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=yes

;
; 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=32
```

```
.  
;  
; 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=no  
  
.  
;  
; The number of credits each player gets when they join the game.  
;  
StartingCredits=350  
  
.  
;  
; This is the name of the first map in the map cycle.  
;  
;MapName=C&C_Field.mix  
  
MapName=vm_thetwotowers.idd  
MapName00=vm_thetwotowers.idd
```

I took Cat's suggestion here

Cat998 wrote on Fri, 15 June 2007 01:43 Then try deleting both out of it, at least scripts.dll and see if it still crashes.

Note: It doesn't crash. It just gives that error. :/

EDIT: Oh and YES I DID EXTRACT THE .PKG FILE TO THE DATA FOLDER.
