
Subject: Dedicated Server problem

Posted by [Shaun_Dark_Lord](#) on Sun, 10 Aug 2003 10:30:36 GMT

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Hi - I'm having problems getting a Renegade Dedicated Server off the ground - I was hoping someone here could spot what I've done wrong.

I'm continuously getting the same message;

My Server.ini ;

```
-----  
;  
;  
;  
; 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:  
;  
; Pacific Server  
; European Server  
; USA 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 = *****

```
;  
;  
; 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 = European Server

; 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 = 0

; 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 = false

; 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 =
```

```
;  
; 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 = 0  
Config = svrcfg_cnc.ini  
Nickname =  
Password =  
BandwidthUp = 0  
Serial =  
Port = 0  
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 =
```

```
My svrcfg_cnc.ini ;
```

```
;  
;  
; 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=Default C&C 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 = 3DXL Renegade Server (UK)  
  
;  
;  
; 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=  
  
;  
;  
; 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=40

;
; 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=*****

;
; 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=no

;
;
; 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=20
```

```
;
; 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=yes

;
; The number of credits each player gets when they join the game.
;
StartingCredits=100

;
; This is the name of the first map in the map cycle.
;
MapName=C&C_Field.mix

;
; The map cycle. This is the order that maps will be played. There must be at
; least one map in the list.
;
MapName00=C&C_Field.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Under.mix
MapName03=C&C_Walls_Flying.mix
MapName04=C&C_Volcano.mix
MapName05=C&C_Canyon.mix
MapName06=C&C_Hourglass.mix
MapName07=C&C_Mesa.mix
MapName08=C&C_Islands.mix
MapName09=C&C_Complex.mix
```

I've tried disabling my firewall, have tried specifying a port (8888) and have tried connecting to the USA WOL server, but receive the same error.

Any help would be greatly appreciated.
