
Subject: Some Bugs

Posted by [Neijwiert](#) on Sat, 16 Nov 2013 23:49:37 GMT

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Commands->Set_Model(some object, 0);

This crashes the fds, leaving the user unaware where the problem is. Took me ages to find the root.

in svrcfg_cnc.ini you have the possibility to change these variables:

TimeLimitMinutes

BaseDestructionEndsGame

BeaconPlacementEndsGame

If you set the time limit to endless you must set BaseDestructionEndsGame = true. You can't set it to false and have the win condition to be a beacon placement end.

Also it would be nice to have the ability to set the time limit to endless and everything else to false. Which enables you to make a custom win condition, instead of hooking the damage event and preventing structure damage.

I'm unable to create a gamechannel on my computer using RenegadeServer.exe but if I start it with server.exe I'm fine.

Conditions:

- I had a fresh install of both Renegade and the FDS
- I'm an admin on my computer
- I run windows 8 Pro, 64-bit
- I have Renegade the first decade legal
- When I run either of the executeables, the server settings in all files are the same.
- I opened up the game port(s)
- I tried to completely disable both my virus scanner & firewall.

Also added exceptions to my virus scanner.

- I tried run as administrator.
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