Hey team, I am running into some problems...I think...LOL. Its Solid from HazTeam and I am trying to apply the ssc to 3 servers on WOL hosting 20+ players. When I open the ssc app, it says connecting to Renguard... then got server list, then looking for renlog, then renewing wheel in 120 secs (which repeats over and over again). So...it appears that its communicating with the Ren master servers, but not my FDS? Below is the cfg file. I am using port 5001 for my remote admin port...which I assume its asking for? Could the IP be an issue? Should I use the actual public ip of my server rather than the loopback ip? How can I verify its communicating with the FDS correctly? FYI - I am running Dragonsrv.

Thanks for the help!
~Solid

renguard config file

RenGuard Specific Settings

# Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1 = enable
Pure_Mode = 0

# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com (nummeric)
# 0 if you do not have a motd.
motd = 0

#gamename = RenAlert
#Enable this if you run a modserver.

FDS Settings

# Mode - either LFDS or WIN32
Mode = WIN32

# Path to svrcfg_cnc.ini
FDSConfigFile = C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini

# Path to Main Server Dir, do not forget trailing slash.
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\

# RenRem Settings. Even if they say Linux, it works for Windows too.
# Needs to be 8 chars on WIN32
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 5001

RenRemLinuxPassword = ********

#gamename = RenAlert

Enable this if you want to run a Mod Server..
e.g gamename = RenAlert
gamename = Reborn
gamename = SoleSurvivor
The gamename is used to sort the gametype in the upcoming game listing

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