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Subject: SSAOW  
Posted by [Buggy](#) on Sun, 19 Dec 2004 23:16:48 GMT  
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I have a problem with my Windows Server 2003 Standard Edition. I can't enable ssaow because if i enable ssaow, i can't join on GameSpy.  
Can somebody help me??

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Subject: SSAOW  
Posted by [mac](#) on Mon, 20 Dec 2004 00:07:36 GMT  
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The SSAOW included in SSCP1 1.2 should work just fine for you.

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Subject: SSAOW  
Posted by [Nightma12](#) on Mon, 20 Dec 2004 15:20:58 GMT  
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SCP1.2 crashes my server

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Subject: SSAOW  
Posted by [Buggy](#) on Mon, 20 Dec 2004 18:11:22 GMT  
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with cp1.2 and ssaow i can't connect on GameSpy

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Subject: SSAOW  
Posted by [Buggy](#) on Mon, 20 Dec 2004 21:27:39 GMT  
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Server.ini

```
[Server]
Config = svrcfg_cnc.ini
GameType = WOL
Nickname = cncxp
Password = *****
Serial = *****
LoginServer = European Server
Port = 4848
GameSpyGamePort = 4848
GameSpyQueryPort = 0
```

BandwidthUp = 0  
NetUpdateRate = 10  
AllowRemoteAdmin = true  
RemoteAdminPassword = \*\*\*\*\*  
RemoteAdminIP = 81.169.137.171  
RemoteAdminPort = 4853

server2.ini

```
[General]
FDSLogRoot=ssaow\ssaowlog
ReportBuildingDamage=0
BuildingDamageInterval=30.0
ReportBuildingDeath=0
BuildingDeathRewardPage=0
EnableDropWeapons=1
EnableWeather=1
PlayObCharge=1
ShowPlayerPurchases=0
ShowPlayerKillMessage=0
LogVehicleCreate=1
LogHarvesterDeath=0
LogVehicleDeath=0
PlayVehicleDeathAnimations=1
EnableVehicleDamageAnimations=1
AFKKick=0
AFKWait=600
AFKPageMessage="Warning! You might be kicked for being AFK/Idle if you do not move!"
EnableObGlitchProtect=0
ObGlitchPageMessage="Warning! You might be kicked for glitching the Obelisk!"
EnableB2BProtect=0
B2BPageMessage="Warning! You might be kicked for base to base attacking!"
DestroyPlayerVeh=0
Enable_Gamelog=1
```

; [MapName]

;  
; This area is where the type of precipitation created for the map due to the  
; EnableWeather feature is stored. The section is the map name. Besides the  
; key 'WeatherType', you can specify one of three different types of  
; precipitation: Rain, Snow, or Ash.

[C&C\_Field.mix]

```
WeatherType=Rain
WeaponStartEngL1="DefaultEngL1"
WeaponStartEngL2="DefaultEngL2"
WeaponStartOther="DefaultOther"
```

```
;DisableList="L1"  
;DisableBaseDefenses=0  
;DisablePowerPlants=0  
;DisableRefineries=0  
;DisableSoldierFactories=0  
;DisableVehicleFactories=0  
;DisableRepairPads=0  
;DisableCommCenters=0
```

```
[C&C_Under.mix]  
WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_LittleHillRumble2.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_CliffsLX.mix]  
WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_Volcano.mix]  
WeatherType=Ash  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_Complex.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_Sand.mix]  
WeatherType=Ash  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

```
[C&C_Walls.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"
```

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_City.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Canyon.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Hourglass.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Islands.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Mesa.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Glacier\_Flying.mix]

WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Ruins0X.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_BunkersTS.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Tib\_Pit\_3.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_IslandsEVO.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_FieldTS.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&c\_River\_RaidTS.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_SeasideCanyon.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_WallsReloaded.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Sunken2.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Metropolis.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Gobi.mix]

WeatherType=Ash  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_GlacierTS.mix]

WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_River\_Canyon.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Tobruk.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Hangmans\_canyon.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Uphill.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Damm.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Woodland.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_High\_Noon\_2.1.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_LunarLanding.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Siege.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_MetroTS.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Terrace.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Golf\_Course.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Desert\_Siege2.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Ruins.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_BasinTS.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Cairo.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Forgotten\_Town.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Tropics.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Hangmans\_Canyon.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Mars.mix]  
WeatherType=Ash  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Big\_Walls.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Fortress2k4.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Tib\_Forest.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Tiberium\_Cave.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Cliffs.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Quick\_Draw.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_High\_Altitude.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Worty\_Classic.mix]  
WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Ravine.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Mines.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Pacific.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Mutation.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Gigantomachy.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_MinesTS.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Conquest\_Winter.mix]  
WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_CountrySide.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Bio.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Plunder\_Valley.mix]  
WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Underpass.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_MutationRedux.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Dusk.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_SideWinder.mix]

WeatherType=Snow  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Prision\_Camp.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Duel\_Arena.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Islands\_KOTH.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"  
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"

[C&C\_Mutant\_Lab.mix]

WeatherType=Rain  
WeaponStartEngL1="DefaultEngL1"

```
WeaponStartEngL2="DefaultEngL2"  
WeaponStartOther="DefaultOther"
```

[Translated\_Preset]

; This is the Preset Name Library section. Here, preset names are translated to  
; text names. For instance, for the GDI Barracks, which has the key  
; "mp\_GDI\_Barracks", you can have the FDS output "GDI Barracks", or "Barracks",  
; or even "GDI Soldier Factory". You can also add your own keys here if you ever  
; see one missing from the library. If the FDS can not find the preset here, it  
; will output the preset name, such as "mp\_GDI\_Barracks".

```
mp_GDI_Barracks="GDI Barracks"  
mp_GDI_War_Factory="GDI Weapons Factory"  
mp_GDI_Repair_Bay="GDI Repair Facility"  
mp_GDI_Refinery="GDI Tiberium Refinery"  
mp_GDI_Power_Plant="GDI Power Plant"  
mp_GDI_Com_Center="GDI Communications Center"  
mp_Nod_Airstrip="Nod Airstrip"  
mp_Nod_Repair_Bay="Nod Repair Facility"  
mp_Nod_Refinery="Nod Tiberium Refinery"  
mp_Nod_Power_Plant="Nod Power Plant"  
mp_Nod_Com_Center="Nod Communications Center"  
mp_Hand_of_Nod="Hand of Nod"  
mp_GDI_Advanced_Guard_Tower="GDI Advanced Guard Tower"  
mp_GDI_Helipad="GDI Helipad"  
mp_Mutant_Lab="Mutant Lab"  
mp_Nod_Obelisk="Obelisk of Light"  
mp_Nod_Helipad="Nod Helipad"  
Nod_Obelisk="Obelisk of Light"  
GDI_Ceiling_Gun_AGT="Advanced Guard Tower"  
GDI_AGT="Advanced Guard Tower"  
Nod_Turret_MP="Nod Turret"  
Nod_Turret_MP_Improved="Nod Turret"  
GDI_Guard_Tower="GDI Guard Tower"  
CnC_GDI_Engineer_0="GDI Engineer"  
CnC_GDI_Engineer_2SF="Hotwire"  
CnC_GDI_Grenadier_0="GDI Grenadier"  
CnC_GDI_Grenadier_2SF="Patch"  
CnC_Ignatio_Mobius="Mobius"  
CnC_Ignatio_Mobius_ALT2="Mobius"  
CnC_GDI_Minigunner_0="GDI Minigunner"  
CnC_GDI_Minigunner_1Off="GDI Officer"  
CnC_GDI_Minigunner_2SF="Deadeye"  
CnC_GDI_Minigunner_3Boss="Havoc"  
CnC_GDI_Minigunner_3Boss_ALT2="Havoc"
```

CnC\_GDI\_MiniGunner\_3Boss\_ALT3="Havoc"  
CnC\_GDI\_MiniGunner\_3Boss\_ALT4="Havoc"  
CnC\_GDI\_RocketSoldier\_0="GDI Shotgunner"  
CnC\_GDI\_RocketSoldier\_1Off="GDI Rocket Soldier"  
CnC\_GDI\_RocketSoldier\_2SF="Gunner"  
CnC\_Sydney\_PowerSuit="PIC Sydney"  
CnC\_Sydney\_PowerSuit\_ALT2="PIC Sydney"  
CnC\_Sydney="Sydney"  
CnC\_Nod\_Engineer\_0="Nod Engineer"  
CnC\_Nod\_FlameThrower\_0="Nod Flamethrower"  
CnC\_Nod\_FlameThrower\_1Off="Chemical Warrior"  
CnC\_Nod\_FlameThrower\_2SF="Stealth Black Hand"  
CnC\_Nod\_FlameThrower\_3Boss="Mendoza"  
CnC\_Nod\_FlameThrower\_3Boss\_ALT2="Mendoza"  
CnC\_Nod\_Minigunner\_0="Nod Minigunner"  
CnC\_Nod\_Minigunner\_1Off="Nod Officer"  
CnC\_Nod\_Minigunner\_2SF="Black Hand Sniper"  
CnC\_Nod\_Minigunner\_3Boss="Sakura"  
CnC\_Nod\_Minigunner\_3Boss\_ALT2="Sakura"  
CnC\_Nod\_RocketSoldier\_0="Nod Shotgunner"  
CnC\_Nod\_RocketSoldier\_1Off="Nod Rocket Soldier"  
CnC\_Nod\_RocketSoldier\_2SF="Laser Chaingunner"  
CnC\_Nod\_RocketSoldier\_3Boss="Raveshaw"  
CnC\_Nod\_RocketSoldier\_3Boss\_ALT2="Raveshaw"  
CnC\_Nod\_Technician\_0="Technician"  
CnC\_GDI\_APC="GDI APC"  
CnC\_GDI\_Humm-vee="GDI Humm-vee"  
CnC\_GDI\_Mammoth\_Tank="GDI Mammoth Tank"  
CnC\_GDI\_Medium\_Tank="GDI Medium Tank"  
CnC\_GDI\_MRLS="GDI MRLS"  
CnC\_GDI\_Orca="GDI Orca"  
CnC\_GDI\_Transport="GDI Transport Helicopter"  
CnC\_Civilian\_Pickup01\_Secret="Pickup Truck"  
CnC\_Civilian\_Sedan01\_Secret="Sedan"  
CnC\_Nod\_Apache="Nod Apache"  
CnC\_Nod\_APC="Nod APC"  
CnC\_Nod\_Buggy="Nod Buggy"  
CnC\_Nod\_Flame\_Tank="Nod Flame Tank"  
CnC\_Nod\_Light\_Tank="Nod Light Tank"  
CnC\_Nod\_Mobile\_Artillery="Nod Mobile Artillery"  
CnC\_Nod\_Recon\_Bike="Nod Recon Bike"  
CnC\_Nod\_Stealth\_Tank="Nod Stealth Tank"  
CnC\_Nod\_Transport="Nod Transport Helicopter"  
Nod\_Chameleon="Nod Chameleon"  
CnC\_Nod\_Harvester="Nod Harvester"  
CnC\_GDI\_Harvester="GDI Harvester"

; Kill Messages are as followed. SSAOW will use one of the defined strings below  
; for when it displays a kill message. Note that ShowPlayerKillMessage must be  
; enabled for these kill messages to be used.

; SvSKillMsg = Kill messages for soldier VS soldier fights.  
; VvSKillMsg = Kill messages for vehicle VS soldier fights.

; Inside the strings, you can use 4 special words to define where the player's  
; name, the killer's name, the player's preset, and the killer's preset are  
; placed:

; <killer> = Killer's name  
; <killed> = Player's name  
; <killerpreset> = Killer's preset  
; <killedpreset> = Player's preset  
; Example: <killer> killed <killed> (<killerpreset> VS <killedpreset>)

; To define a new string, use the key "Str#=", where # is the next number in the  
; sequence. Be sure that the "Total=" key is the correct amount of strings  
; defined.

[SvSKillMsg]

Total=10

Str1="<killer> killed <killed> (<killerpreset> VS <killedpreset>)"  
Str2="<killed> was assassinated by <killer> (<killerpreset> VS <killedpreset>)"  
Str3="<killer> made mincemeat out of <killed> (<killerpreset> VS <killedpreset>)"  
Str4="<killer> slaughtered <killed> (<killerpreset> VS <killedpreset>)"  
Str5="<killer> exterminated <killed> (<killerpreset> VS <killedpreset>)"  
Str6="<killed> bit the dust thanks to <killer> (<killerpreset> VS <killedpreset>)"  
Str7="<killed> was cut down by <killer> (<killerpreset> VS <killedpreset>)"  
Str8="<killer> crushed <killed> (<killerpreset> VS <killedpreset>)"  
Str9="<killed> is taking the dirt nap thanks to <killer> (<killerpreset> VS <killedpreset>)"  
Str10="<killer> beat the shit out of <killed> (<killerpreset> VS <killedpreset>)"

[VvSKillMsg]

Total=5

Str1="<killed> got ran over by <killer> (<killerpreset> VS <killedpreset>)"  
Str2="<killer> made a pancake out of <killed> (<killerpreset> VS <killedpreset>)"  
Str3="<killed> was hit by <killer> (<killerpreset> VS <killedpreset>)"  
Str4="<killer> made <killed> into roadkill (<killerpreset> VS <killedpreset>)"  
Str5="<killed> was splattered all over by <killer> (<killerpreset> VS <killedpreset>)"

; WeaponStart - Here, you can define what weapons (powerups) are given to a player  
; when he/she spawns.

```
; WeaponStartEngL1 = Basic Engineer weapons.
; WeaponStartEngL2 = Advanced Engineer weapons. (Hotwire/Tech)
; WeaponStartOther = Other soldier's weapons.
;
; The name of the list you define here containing the weapons should be the value
; of one of the keys above under the map's settings.
;
; [C&C_Field.mix]
; WeaponStartEngL1="DefaultEngL1"
; WeaponStartEngL2="DefaultEngL2"
; WeaponStartOther="DefaultOther"
;
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.
```

```
[DefaultEngL1]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
03="CnC_POW_MineRemote_02"
```

```
[DefaultEngL2]
01="CnC_POW_MineRemote_02"
02="POW_Pistol_Player"
03="CnC_POW_MineTimed_Player_02"
04="CnC_MineProximity_05"
```

```
[DefaultOther]
01="CnC_POW_MineTimed_Player_01"
02="POW_Pistol_Player"
```

```
; Disable List - Here, you can set up any amount of lists of objects that should
; be disabled on a map. The "DisabledList=" key should be defined in the map's
; settings above, and the value should be set to the name of the list you define
; below. For example:
```

```
; [C&C_Field.mix]
; DisableList="L1"
```

```
; Note: The sequence in the key values must go in order. When the next sequence
; is not found, the list will halt.
```

```
; List L1 defined below is a test list. This list disables the Havoc and Sakura
; characters, as well as the GDI Mammoth Tank.
```

```
[L1]
01="CnC_GDI_MiniGunner_3Boss"
```

```
02="CnC_GDI_MiniGunner_3Boss_ALT2"  
03="CnC_GDI_MiniGunner_3Boss_ALT3"  
04="CnC_GDI_MiniGunner_3Boss_ALT4"  
05="CnC_Nod_Minigunner_3Boss"  
06="CnC_Nod_MiniGunner_3Boss_ALT2"  
07="CnC_GDI_Mammoth_Tank"
```

gamespy.ini

```
[Server]  
Config = svrcfg_cnc.ini  
GameType = GameSpy  
Port = 4848  
GameSpyGamePort = 4848  
GameSpyQueryPort = 0  
BandwidthUp = 0  
NetUpdateRate = 8  
AllowRemoteAdmin = true  
RemoteAdminPassword = *****  
RemoteAdminIP = 81.169.137.171  
RemoteAdminPort = 4853
```

brenbot.cfg

```
#--Start Configuration-IRC-----  
# Edit the information below for your setup.  
# At least edit BotName and IrcChannel.  
  
BotName = brenbot_Win32  
BotFullName = BlazeRegulator/BRenBot  
IrcServer = irc.n00bstories.com  
IrcPort = 6669  
IrcChannel = #cnc-xp  
  
#---Q/NickServ-----  
  
# Enable auth via "Q" or "Nickserv" below. Sample input is shown.  
Qauth = 0  
Qusername = RenBot01  
Qpassword = mypassword  
# Note for Nickserv auth you give the name of nickserv and the full ident string as example  
Nickservauth = 1  
Nickservname = Nickserv  
Nickservauth = identify RenBot01 mypassword  
  
#--Windows or Linux-----
```

# BotMode MUST be "WIN32" for windows servers, or "LFDS" for Linux servers.

BotMode = WIN32

#--Remote Admin Settings-----

# The next 3 lines should be the same info that is in your server.ini

# Note: Although it says "Linux" its the same for Win32

RenRemLinuxHost = 81.169.137.171

RenRemLinuxPort = 4853

RenRemLinuxPassword = \*\*\*\*\*

#--FDS Installation-----

# Verify these paths are correct with your Renegade installation.

# Note: FDSLogFilePath must end with the trailing slash (as example below)!!

# Note: Linux users use forward slashes (/) in your paths.

FDSConfigFile = D:\Renegade\Server\Data\svrcfg\_cnc.ini

FDSLogFilePath = D:\Renegade\Server\

#--Miscellaneous Settings-----

# Every x minutes the bot will announce a random line from AutoAnnounceFile.

AutoAnnounceInterval = 600

# LadderLookup currently not working. Do not turn it on or it will hang the bot.

EnableLadderLookup = 0

# Set this to 0 or anything but 1 to disable voting.

VotingEnabled = 1

# How long people get to place votes. Default here is 60 seconds.

VotingPeriod = 60

# Set vehicle kick to 1 for Sniper servers

VehicleKick = 0

#--BR Configuration Files-----

# BR Config Files - You shouldn't have to change these names. You can still open them with notepad.

AutoAnnounceFile = autoannounce.brf

Messagesfile = messages.brf

AdminsFile = admins.brf

MastersFile = masters.brf

KickLogFile = kicklog.brf

BanLogfile = banlog.brf

Generate\_Gamespy\_Queries = 1

# Generate independant gamespy queries, instead of quering the original GSA UDP Query

# handler. In WOL Mode, you don't have one.

GameSpyQueryPort = 23500

# The query handler listens on this port

Broadcast\_Server\_To\_Gamespy = 1

# Broadcast the query handler to gamespy.

# If you enable this, YOU NEED TO SET "GameSpyQueryPort=<value>" in server.ini to 0!!!!

# BRENBOT WILL BEHAVE BADLY IF YOU DO NOT DO THIS!

# Gamelog / Donate Settings

# Donate is tied to gamelog, because bhs.dll causes to crash the fds, when a player

# tries to donate to a player, which has not loaded the game yet. with gamelog, brenbot

# can find out, if a player has loaded the map. you can disable it here.

# BEWARE! PEOPLE WILL BE ABLE TO CRASH YOUR SERVER!

Seperate\_Donate\_From\_Gamelog = 1

# Delete gamelog files instead of archiving it. Normally, brenbot archives it.

# Delete\_Gamelog\_Files = 1

#--End Configuration-----

renguard.cfg

# renguard config file

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

Pure\_Mode = 0

# Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com  
(numeric)

# 0 if you do not have a motd.

motd = 0

# how to notify non renguard users. available options: msg , page, off

# page is WOL only. if you disable it, it will only do the kick message.

# be sure to put it into your motd then

notify = msg

# FDS Settings

# Mode - either LFDS or WIN32

Mode = WIN32

# Path to svrcfg\_cnc.ini

FDSConfigFile = C:\Westwood\RenegadeFDS4\Server\Data\svrcfg\_cnc.ini

# Path to Main Server Dir, do not forget trailing slash.

FDSLogFilePath = C:\Westwood\RenegadeFDS4\Server\

# RenRem Settings. Even if they say Linux, it works for Windows too.

# Must be 8 characters for WIN32

RenRemLinuxHost = 127.0.0.1

RenRemLinuxPort = 8500

RenRemLinuxPassword = password

---

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Subject: SSAOW

Posted by [Crimson](#) on Mon, 20 Dec 2004 21:50:53 GMT

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GameSpyGamePort = 4848

I would set that to 0 as well. Mine is set for 0 and mine works correctly.

---

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Subject: SSAOW

Posted by [Buggy](#) on Tue, 21 Dec 2004 13:01:27 GMT

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it doesnt work, sry... ;-(

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Subject: SSAOW

Posted by [weetbix](#) on Tue, 21 Dec 2004 22:40:50 GMT

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BuggyServer.ini

[Server]

GameType = WOL

The GameType line there should be

Quote:GameType = GameSpy

---

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Subject: SSAOW

Posted by [Buggy](#) on Wed, 22 Dec 2004 07:59:39 GMT

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thx to all now all work!

Firewall must be disbled on Windows 2003 Server

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