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Subject: GamePLY Pending After 10 Min gaming  
Posted by [lwd]WarZman on Fri, 07 Jan 2005 21:05:18 GMT  
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I god some problems with RenegadeFDS  
If I install Compleet CP1 the game reconnect to gsa every time  
this is making a gamestate pending screen by the clients  
this is only on RenegadeFDS + CP1 + SSAOW +BRenBOT

If I Create a new server  
and uncheck the SSAOW And Brenbot Support in the install of CP1  
the server works fine  
But I want also SSAOW on my server so I can enable Gamelog For !donate command and all  
other commands The need Gamelog

here are some settings of my server  
with the Gameply Pending

#### Server.ini

```
Config = svrcfg_cnc.ini
GameType = GameSpy
Nickname = WESTWOOD
Password = WESTWOOD
Serial = WESTWOOD
LoginServer =
Port = 4000
GameSpyGamePort = 0
GameSpyQueryPort = 0
BandwidthUp = 1500000
NetUpdateRate = 8
AllowRemoteAdmin = true
RemoteAdminPassword = *****
RemoteAdminIP = 213.227.130.235
RemoteAdminPort = 4001
```

#### Server2.ini

```
EnableDropWeapons=0
EnableWeather=0
PlayObCharge=1
ShowPlayerPurchases=1
ShowPlayerKillMessage=1
LogVehicleCreate=1
LogHarvesterDeath=1
LogVehicleDeath=1
PlayVehicleDeathAnimations=0
EnableVehicleDamageAnimations=0
```

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  
[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]

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"

[SvSKillMsg]

Total=10

Str1="<killer> pancaked <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>)"

[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"

```
[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"
```

#### Brenbot.cfg

```
#--Start Configuration-IRC-----
# Edit the information below for your setup.
# At least edit BotName and IrcChannel.

BotName = Lwd_Bot
BotFullName = BlazeRegulator/BRenBot 1.36 Win32
IrcServer = irc.quicknet.nl
IrcPort = 6667
IrcChannel = #lwd-clan

#--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 = 213.227.130.235
RenRemLinuxPort = 4001
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:\GAMES\Renegade\NormalFDS\Server\Data\svrcfg\_cnc.ini  
FDSLogFilePath = D:\GAMES\Renegade\NormalFDS\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!

GameSPy\_IP = 213.227.130.235

# 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
(nummeric)
```

```
# 0 if you do not have a motd.
```

```
motd = 0
```

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

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

```
# be sure to put it into your motd then
```

```
# pamsg is bhs.dll only. it will be automatically used, when bhs.dll is detected
```

```
notify = msg
```

```
# new features
```

```
# nokickmsg = 1
```

```
# This disables the "xxx was kicked by RenGuard: You need RenGuard to play on this server"
message
```

```
# warnmessage = You need RenGuard to play on this server. Download it from
http://www.renguard.com
```



# This changes the default warn message.

# kicktimer = 5

# This changes the default time delay between sending the warning messages before kicking.

halfrenguard = 0

# To turn on "Half-RenGuard", set this to 1. This will allow non-RenGuard users to the Server.

halfrenguard\_pamsg\_norg = Running RenGuard on this Server is recommended. Download it from <http://www.renguard.com>. With RenGuard, you will get unofficial patches ("core patches") and you can use commands on this server!

halfrenguard\_pamsg\_nocommands = To use %command on this server, you need RenGuard. Download it from <http://www.renguard.com>. With RenGuard, your Renegade is always kept up to date with the newest patches from Blackhand Studios!

# These messages are displayed, when a non-rg user joins, and when a non-rg user attempts to use a !command

halfrenguard\_pamsg\_norg\_interval = 600

# The interval for the pamsg that is sent to every non-rg user

halfrenguard\_hostmsg\_enabled = 1

# This enables the public hostmsg. Highly advised

halfrenguard\_hostmsg\_message = %name is NOT running RenGuard! %name COULD be cheating.

# This is the msg

halfrenguard\_hostmsg\_interval = 600

# This says how often the message should be repeated, in seconds

halfrenguard\_allowed\_commands = !help !rules

# These are the allowed commands for no RG users. You shouldn't add !showmods. Cheaters tend to type that. If

# none is there, they start cheating

(BTW. If I set settings in server2.ini on 0 to disable in game the still working It doesn't matter what I change

Can Someone Help Me ???

Blaze, Crimson or Someone else who know How i Can fix this Problem I don't know what to do

And Sorry For my bad english I'm only A stupid yung Boy ;D

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Subject: GamePLy Pending After 10 Min gaming  
Posted by [AlienWorkShop](#) on Tue, 15 Feb 2005 01:15:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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there is a bug, u might not be aware of it...

its called the AOW First Join Bug...

if your the first player to join the server (When its first started) then you will never be able to play...

You need to Disconnect and reconnect for gameplay pending to go away..

hope this helps you

---

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Subject: GamePLy Pending After 10 Min gaming  
Posted by [zunnie](#) on Tue, 15 Feb 2005 01:34:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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ShowPlayerPurchases=1  
ShowPlayerKillMessage=1  
LogVehicleCreate=1  
LogHarvesterDeath=1  
LogVehicleDeath=1

If you are running Brenbot 1.36 (or above) there options  
MUST be 0

They crash the FDS if gamelog is active, this explains why you 'lose connection'...

server2.ini reference:

<http://forum.fanmaps.net/index.php?showtopic=694>

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