
Subject: Using RenIP

Posted by [Spoony_old](#) on Sun, 13 Feb 2005 13:21:47 GMT

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While WOL is down I've moved my clanwar server to GSA so we can still play clanners, but one of my clan can't get onto gamespy and I'm trying to get his RenIP working. I've never used it before and I keep getting locked on the "Joining game" screen, sfps and ping stay at zero. It's my server so I know the IP, port, password etc, but perhaps I've entered something incorrectly.

Help would be appreciated.

Here's what I'm using at the moment, although I have replaced the IP and port with random numbers just for this SS, assuming the server password is "blue"

Subject: Re: Using RenIP

Posted by [ghostSWT](#) on Sun, 13 Feb 2005 17:18:28 GMT

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for the additional commands try

+password blue

or

+password "blue"

wait..... you get stuck at joining game, then on top in faint green you get connection to server interrupted -game play pending then your IP or port is wrong. Check your IP and port. It doesn't matter if you know them. Find a way to make sure they are right. I'll just PM you your IP and port, check your PM

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Posted by [Crimson](#) on Sun, 13 Feb 2005 19:45:16 GMT

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Make sure you use the Gamespy game port, not the Port= in your server.ini. If the gamespy game port is set to 0 then it defaults to 4848.

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Posted by [Spoony_old](#) on Sun, 13 Feb 2005 20:24:18 GMT

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Okies, that helps. I guess I'll leave you alone now ghost

Subject: Using RenIP
Posted by [ghostSWT](#) on Sun, 13 Feb 2005 21:24:48 GMT
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so did it work now? what did you have wrong?
