Subject: Hosting a dedicated server on XWIS?
Posted by Apache on Tue, 29 Nov 2005 20:19:29 GMT
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Hey all,

A couple buddies and myself are planning on playing some renegade later on today. I wanna set my other PC up as an FDS for us to play on, since it would be local, and I have a pretty considerable bandwith to play with (2.5 mbps download, 1024 kbps upload) so I could make a pretty reasonably sized game.

Is it any different than before when we ran on WOL? What about keycodes, is there any way to get one for an FDS anymore?

Thanks!

Russ

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Crimson on Tue, 29 Nov 2005 20:21:17 GMT
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You don't have to do anything different to host your server on XWIS. Also, the serials no longer matter, so use whatever you want.

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Apache on Tue, 29 Nov 2005 20:26:02 GMT
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Sounds good!

If anyone wants to join us, we'll probally set up around 3:00 this afternoon or so, Mountain Standard Time (-7:00)

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Homey on Tue, 29 Nov 2005 20:36:23 GMT
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I remember your server back from a long time ago, 1024kbps should be enough for a nice 16 or a little warpy 20 lol

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Subject: Re: Hosting a dedicated server on XWIS?

Posted by Scythar on Tue, 29 Nov 2005 21:13:15 GMT
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Homey wrote on Tue, 29 November 2005 15:36I remember your server back from a long time ago, 1024kbps should be enough for a nice 16 or a little warpy 20 lol

Errrr I would disagree. Maybe 4-8...

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Apache on Wed, 30 Nov 2005 07:07:52 GMT
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I used to run a 16 player non-dedicated server all the time I had a regular client base, and no one ever complained about lag unless they had some rediculously high ping, lol

Dedicated I found I was good to 20 - 22 players depending on if there was someone else on the network doing something, any more than that and things started to get a bit laggy, lol

Unfortunately, things kinda fell apart today, half of us either couldn't find our CDs, or they were damaged in some way Took a run to town, and apparantly no one holds our beloved game in stock anymore

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Subject: Re: Hosting a dedicated server on XWIS?
Posted by trooprm02 on Wed, 30 Nov 2005 16:21:01 GMT
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Crimson wrote on Tue, 29 November 2005 14:21You don't have to do anything different to host your server on XWIS. Also, the serials no longer matter, so use whatever you want.

So we use the same fds installer as for WOL, make up a serial because it doesn't matter, and then can add BR or NR?

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Homey on Wed, 30 Nov 2005 18:06:05 GMT
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Scythar wrote on Tue, 29 November 2005 16:13Homey wrote on Tue, 29 November 2005 15:36I remember your server back from a long time ago, 1024kbps should be enough for a nice 16 or a little warpy 20 lol

Errrr I would disagree. Maybe 4-8...
Well at most it would be 60-70kbps per client because it's such a small game so no. I used to host a perfect 8 on 350kbps upload

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Subject: Re: Hosting a dedicated server on XWIS?
Posted by luv2pb on Wed, 30 Nov 2005 18:12:39 GMT
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Crimson wrote on Tue, 29 November 2005 15:21Also, the serials no longer matter, so use whatever you want.
You know every time I read that I can't help but laugh at adad

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Subject: Re: Hosting a dedicated server on XWIS?
Posted by JPNOD on Wed, 30 Nov 2005 19:01:29 GMT
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Homey wrote on Wed, 30 November 2005 13:06Scythar wrote on Tue, 29 November 2005 16:13Homey wrote on Tue, 29 November 2005 15:36I remember your server back from a long time ago, 1024kbps should be enough for a nice 16 or a little warpy 20 lol

Errrr I would disagree. Maybe 4-8...
Well at most it would be 60-70kbps per client because it's such a small game so no. I used to host a perfect 8 on 350kbps upload

yep that's correct...cable or dsl would matter though since cable sometimes reaches higher speeds and sometimes it's slower at least that's the way what cables here. DSL = like always the same + the 15 overhead you get.

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Crimson on Wed, 30 Nov 2005 19:15:20 GMT
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trooprm02 wrote on Wed, 30 November 2005 09:21Crimson wrote on Tue, 29 November 2005 14:21You don't have to do anything different to host your server on XWIS. Also, the serials no longer matter, so use whatever you want.

So we use the same fds installer as for WOL, make up a serial because it doesn't matter, and then can add BR or NR?

I think you need a valid serial to get through the installer, but you could just select to configure as "Gamespy" and change the server.ini when you're done.

Subject: Re: Hosting a dedicated server on XWIS?
Posted by trooprm02 on Wed, 30 Nov 2005 20:15:27 GMT
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Crimson wrote on Wed, 30 November 2005 13:15trooprm02 wrote on Wed, 30 November 2005 09:21Crimson wrote on Tue, 29 November 2005 14:21You don't have to do anything different to host your server on XWIS. Also, the serials no longer matter, so use whatever you want.

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I think you need a valid serial to get through the installer, but you could just select to configure as "Gamespy" and change the server.ini when you're done.

So change server.ini to WOL or XWIS?
And by valid serial, that means the fds not game?

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Crimson on Fri, 02 Dec 2005 21:09:25 GMT
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WOL, not XWIS. FDS serial.

Subject: Re: Hosting a dedicated server on XWIS?
Posted by trooprm02 on Sun, 04 Dec 2005 18:41:02 GMT
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Crimson wrote on Fri, 02 December 2005 16:09WOL, not XWIS. FDS serial.

So if we don't hav an older WOL fds serial, that means we can't host a fds on XWIS?

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Nightma12 on Sun, 04 Dec 2005 20:03:29 GMT
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trooprm02 wrote on Sun, 04 December 2005 12:41Crimson wrote on Fri, 02 December 2005 16:09WOL, not XWIS. FDS serial.

So if we don't hav an older WOL fds serial, that means we can't host a fds on XWIS?

0669623540378606103312
0669155127216445479257
0669350672960012496378
0669268601824920574784
0669903745673325454030
0669535343659412568131
0669196210561033468671
0669759514556047052784
0669817491769652855412
0669337513516511892988
0669099130144488185372
0669475395913843556402
0669571372205951250827

pick and chose

i have no need for them anymore, lol

Subject: Re: Hosting a dedicated server on XWIS?
Posted by Apache on Tue, 06 Dec 2005 07:27:29 GMT
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Thank you Sir!

Got Ren re-installed, renguard in place and back in business!

Much fun! It wasn't much fun when all I did all the time was test scripts and not just play anymore

Question though, where does a guy find renguard approved reticles, sounds etc?

I wanna change my reticle to the hunter's reticle, change the silenced pistol to the sound of the Halo 1 pistol, and change the miniguns to the sound of the minigun on the warthog in Halo....

Subject: Re: Hosting a dedicated server on XWIS?
Posted by TD on Tue, 06 Dec 2005 08:25:07 GMT
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Sounds, reticles and all other skins that do not have an extension of .w3d are allowed by RenGuard. The w3e skins need an approval, therefore only the approved ones work. Feel free to

change your reticle and sounds, I've changed my reticle several times.