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Subject: Server not in listings  
Posted by [piotrkol1](#) on Sat, 15 Apr 2006 15:29:23 GMT  
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Just now i restarted my server and its connects and gets running and all but its not showing up in the advanced game listings

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Subject: Re: Server not in listings  
Posted by [Kamuix](#) on Sun, 16 Apr 2006 15:47:41 GMT  
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WOL does not like you.

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Subject: Re: Server not in listings  
Posted by [PackHunter](#) on Sun, 16 Apr 2006 16:08:48 GMT  
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lol

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Subject: Re: Server not in listings  
Posted by [BlueThen](#) on Sun, 16 Apr 2006 18:51:45 GMT  
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The same thing happened to me. I tried installing Night Regulator and i started my server (master server). Then I ran Night regulator with the server at the same time and it showed up. I don't know about Brenbot and all that. I'm not a fds expert...

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Subject: Re: Server not in listings  
Posted by [Carrierll](#) on Sun, 30 Apr 2006 23:31:45 GMT  
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I get that problem as well, i would dearly like a soloution.  
and yes i can't speil.

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Subject: Re: Server not in listings  
Posted by [nopol10](#) on Mon, 01 May 2006 07:02:06 GMT  
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I don't know if its a problem with Renguard but I can't run Renegade when I have my server up.

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(I'm using NightRegulator).

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Subject: Re: Server not in listings  
Posted by [JPNOD](#) on Mon, 01 May 2006 08:11:09 GMT  
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nopol10 wrote on Mon, 01 May 2006 03:02I don't know if its a problem with Renguard but I can't run Renegade when I have my server up. (I'm using NightRegulator).

Nothing to do with RenGuard.

Why do you think that it's called a server. You are not supposed to play on the host machine. besides you don't know what lag the other people have because you will play with a host ping. (meaning that it's like a unfair game).

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Subject: Re: Server not in listings  
Posted by [CarrierII](#) on Tue, 02 May 2006 08:50:24 GMT  
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No really, i have loaded my server on a seperate machine and i still can't find my game, however, i can page my server. ?!

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Subject: Re: Server not in listings  
Posted by [aaaalex06](#) on Thu, 08 Jun 2006 06:02:11 GMT  
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even tho this is old, you left a objects.ddb file in your servers Data folder thats the problem, just install SSAOW 1.5 and rename the objects to objects.aow

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Subject: Re: Server not in listings  
Posted by [EA-DamageEverything](#) on Thu, 22 Jun 2006 01:41:06 GMT  
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aaaalex06 wrote on Thu, 08 June 2006 08:02you left a objects.ddb file in your servers Data folderYou can leave what you want in the server directory. Remember, the CTFmod from Vloktboky uses an objects.ddb...

1) You must run the Client first before starting the FDS. This is a WOLapi Bug. NOTE: You will need twice as much Bandwidth of your Internet connection in this situation.

2) paging the server is waste of time because the server cant invite you into your own game. When

you are in the game listings, they're sorted alphabetically. You only have to know the server's name.

3)If you can't find your own server on WOL, check the server.ini. It should be set to WOL. You can leave the field LoginServer blank, the FDS will connect with the US-WOL. Since XWIS hosts the WOLservers, it's all in one Channel.

4)Be sure to have an extra serial. WOL is checking if you are using a valid serial or not. The 0669xxxx Numbers are only needed for installing the FDS. To get it running on WOL, you must enter a valid serial from a Renegade Client (it's being printed on the backside of the Manual). This is the serial you installed Renegade with.

5) JPNOD got it. When running a FDS AND Client on one Machine, your Ping won't be over 20-40 (depending on your connectin). The others must take the longer way through the Internet and will have higher Pings.

6) for any Errors, take a look into the FDS console while running it. It spits out every Error, mostly with a Solution how to fix it.

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Subject: Re: Server not in listings

Posted by [trooprm02](#) on Fri, 30 Jun 2006 14:15:16 GMT

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EA-DamageEverything wrote on Wed, 21 June 2006 20:41aaaalex06 wrote on Thu, 08 June 2006 08:02you left a objects.ddb file in your servers Data folderYou can leave what you want in the server directory. Remember, the CTFmod from Vloktboky uses an objects.ddb...

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6) for any Errors, take a look into the FDS console while running it. It spits out every Error, mostly with a Solution how to fix it.

You cannot leave an objects file in your data dir or else the server won't show on the listings. Also, the server host will not nessary get 20-40. Depends on the bandwidth you allocated and set the netupdaterate. I get 50 ping from my own server, and so do other people the only time 1 person has complained about lag was the korean kid who was also downloading stuff in the background and was geting 200 ping..

Also, the fds console will not tell you if your server is on the listings are not (there is no error), so the only way is to check yourself. If you want to keep the objects.ddb file in your data file, just give people your direct connection info (server ip+port) and they connect like that.

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