
Subject: Missing server.dat

Posted by [Foxwolf00](#) on Fri, 21 Jul 2006 11:46:40 GMT

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I have First Decade, and I wanted to use that Gameplay pending patch, but it asks for server.dat, and I ran multiple searches for it, but I cannot find the file; is there a reason I don't have one? I'm not saying I don't know where the file is, it should be in the main folder, next to scripts.dll, right? Is there something I'm missing? I want to be able to run the game from my comp as a non-dedicated server with the gameplay is pending patch for coop testing purposes. Thanks in advance for any help, and I'm sorry if this question has been asked by a million people already, but I ran a forum search for my problem, and I found no answers; so I don't think it's happened before, but maybe I'm just an idiot.

Subject: Re: Missing server.dat

Posted by [Nightma12](#) on Fri, 21 Jul 2006 12:04:43 GMT

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the server.dat file itself is to be run on the Renegade FDS, not on the renegade client

Subject: Re: Missing server.dat

Posted by [Whitedragon](#) on Fri, 21 Jul 2006 23:20:58 GMT

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The no gameplay pending patch only works on dedicated servers.

Subject: Re: Missing server.dat

Posted by [Foxwolf00](#) on Sat, 22 Jul 2006 09:40:44 GMT

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Yeah, I figured that out; I'm an idiot, like I thought. Can anyone tell me if it's possible to run coopbeta 2.25 on a non-dedicated server? I realize that the maps would overwrite the SP maps, I'm ok with that, I just want to be able to use some kind of co-op setup in an offline LAN. Is this at all possible? Sorry if I'm being an idiot.

Subject: Re: Missing server.dat

Posted by [Whitedragon](#) on Sat, 22 Jul 2006 10:37:21 GMT

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If it requires the no gameplay pending patch it isn't possible. What you could do is run a LAN server on the FDS.

Subject: Re: Missing server.dat
Posted by [Foxwolf00](#) on Sat, 22 Jul 2006 11:54:00 GMT
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I thought I needed the no gameplay patch for another reason, but I don't. So thank you guys very much for helping, this answers all my questions.
