
Subject: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 11:29:14 GMT
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hi
i am running renegade fds from a second pc at home but when players join they are in 5 seconds then they get broken connection..

on my fds page it says connection broken client 1
connection broken client 2 and so on for every player that joins the server.... but when i join from my other pc i get in fine and i dont get disconnected.

i have never had this trouble before everything has always worked fine..

i have adsl 8mbs downstream and a upgraded upstream rate to 4mbs

my fds connects at 4mbs upstream

please help thanks

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 11:54:05 GMT
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Subject: Re: renegade fds connection broken client
Posted by [futura83](#) on Sat, 02 Sep 2006 12:59:47 GMT
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i recommend editing those images and taking out the I.P addresses for security reasons.

Subject: Re: renegade fds connection broken client
Posted by [aaaalex06](#) on Sat, 02 Sep 2006 14:46:03 GMT
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the17doctor wrote on Sat, 02 September 2006 07:59i recommend editing those images and taking out the I.P addresses for security reasons.

read my mind, nice big heads

tbh I think with all them programs running, all the background programs running leaching your BW (BandWith) I think clients are timeing out, I could be wrong tho...

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 14:56:31 GMT
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yup your wrong

reason..

drum role please...

AND the award for the worst anti virus goes to...

****NORTON ANTIVIRUS****

it will block connections for the things that are good..

AND

allow all the connecions that are bad.

well done

Subject: Re: renegade fds connection broken client
Posted by [futura83](#) on Sat, 02 Sep 2006 14:58:14 GMT
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ukshoot wrote on Sat, 02 September 2006 09:56yup your wrong

reason..

drum role please...

AND the award for the worst anti virus goes to...

****NORTON ANTIVIRUS****

it will block connections for the things that are good..

AND

allow all the connecions that are bad.

well done

get with the times! it received that award ages ago!

Subject: Re: renegade fds connection broken client
Posted by [StealthEye](#) on Sat, 02 Sep 2006 15:01:08 GMT

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Yearly award

... and it's sometimes impossible to uninstall unless you format your disk (I guess reinstalling windows would work too though)

So, it has some similarities with a virus itself

Subject: Re: renegade fds connection broken client
Posted by [futura83](#) on Sat, 02 Sep 2006 15:04:15 GMT

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it basically is a virus.

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 15:51:50 GMT

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what anti virus would you recommend because norton which im using is awfull and is crap

some times i get this box pop up saying something.trojan could not be blocked ? all i can do is press ok and it is definately from the norton program

Subject: Re: renegade fds connection broken client
Posted by [AmunRa](#) on Sat, 02 Sep 2006 16:25:33 GMT

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nod32, and if you know where to look its free

Subject: Re: renegade fds connection broken client
Posted by [Zion](#) on Sat, 02 Sep 2006 17:16:44 GMT

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Avast!

Subject: Re: renegade fds connection broken client
Posted by [aaaalex06](#) on Sat, 02 Sep 2006 18:21:29 GMT

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lol nortons ok

But Nod32 ownz

Same with like other stuff lol, your IPS should provide a firewall and a Virus protection for you.

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 20:23:52 GMT
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looks like im taking that award back becozz norton anti virus isnt the cause and its still happening
plz any 1 got any ideas how to stop it

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 22:00:03 GMT
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ok here is a update i have found out that ppl are only getting disconnected on the maps i have modified..

i only put basic modifications on like spawning turrets ..

could this be the problem or am i talking shit

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Sat, 02 Sep 2006 22:02:01 GMT
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could modified levels cause ppl to get disconnected

Subject: Re: renegade fds connection broken client
Posted by [danpaul88](#) on Mon, 04 Sep 2006 08:09:35 GMT
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Well if your using scripts that need bhs.dll and they dont have bhs.dll that would probably cause them to crash out of the game...

Subject: Re: renegade fds connection broken client
Posted by [ukshoot](#) on Wed, 06 Sep 2006 09:05:59 GMT
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I did not know AI bots in modified CnC_Levels did not work also

turrets, guardtowers

i have seen them on other servers but when i put them into my server ppl get
lost connection client 1.
lost connection client 2..
lost connection client 3...
lost connection client 4....

and they dont just leave the server renegade turns OFF and they get really pissed off at me..... lol
now no one joins at all..... lol

Subject: Re: renegade fds connection broken client
Posted by [Spetz5](#) on Mon, 11 Sep 2006 21:13:43 GMT
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If you've added to the preset tree, thats why. You can't add ANYTHING to the preset tree, you can only modify existing presets.
