
Subject: NEED HELP ON FDS!!!

Posted by [Luisjla](#) on Sat, 14 Oct 2006 19:54:36 GMT

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Hey guys, whats up!

So, i have the urge to start hosting my game... everything is ready to go! I have made everysingle thing there is to do.

except, that when i start the Renegade Master Server, it fails to "Create Game Channel" ...and it keeps trying to create it again, again and again and it doesnt create it! it says "Failed to create game channel", and then it keeps trying.

what is wrong?

do i have to open any other program FIRST? cause' i open the renegade Master server (FDS) first...

PLEASE HELP ME GUYS! I REALLY NEED IT!

thanks!

(These are the programs required to host a game ... right? am i missing any?: FDS Server, Renegade, and SS-CP1.3, which includes brenbot 1.41, which i have already configured)

Subject: Re: NEED HELP ON FDS!!!

Posted by [futura83](#) on Sat, 14 Oct 2006 20:05:01 GMT

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are you sure that the username and password provided in the server.ini (server.ini found here: C:\Westwood\RenegadeFDS\Server\server.ini)

there should be a section looking like the following:

server.ini
Nickname = doc17ter

;
; Password =
;
; This is the password that matches the nickname used above.

Password = *****

change the nickname to a valid one that won't/isn't being used to play, and put the right password in.

Subject: Re: NEED HELP ON FDS!!!
Posted by [Luisjla](#) on Sat, 14 Oct 2006 20:27:55 GMT
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yes i have logged in! but it still keeps saying that it cannot create it... sigh.....

thanks for that anyway!

Subject: Re: NEED HELP ON FDS!!!
Posted by [danpaul88](#) on Sat, 14 Oct 2006 20:46:22 GMT
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your server has to use a DIFFERENT username to the one you use

Subject: Re: NEED HELP ON FDS!!!
Posted by [Luisjla](#) on Sat, 14 Oct 2006 21:15:46 GMT
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I am really sorry, but even if i change my nick to another one i DONT USE TO PLAY, it still gets stuck in that "Failed to create channel"thing...

Any other suggestions?

Thanks by the way!

Subject: Re: NEED HELP ON FDS!!!
Posted by [futura83](#) on Sat, 14 Oct 2006 21:21:03 GMT
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yeah. change the name of the server. there is a certain length it can be, and if it is too long, it wont work.

Quote::

;
; Server Settings .INI file for Renegade Free Dedicated Server.

```
;  
; This file controls the behavior of a Renegade Free Dedicated Server. The  
; first instance of the server is referred to as the Master Server and it can  
; control up to seven other local instances of the server. These are referred  
; to as Slave Servers.  
;  
; Each slave server must have it's own login information and serial number.  
; Each slave server can have it's own game settings, seperate from the master.  
;  
;  
;  
;  
;  
=====  
=====  
;  
=====  
=====  
;  
;  
; This section of the file is generated automatically - do not edit  
;  
; Available Westwood Servers:  
;  
; Pacific Server  
; European Server  
; USA Server  
;  
; End generated section.  
;  
;  
=====  
=====  
;  
=====  
=====  
;  
;  
; Renegade Master Server settings.  
;  
; This section contains the settings for the Master Renegade Server.
```

[Server]

```
; Config =  
;  
; This specifies the location of the game settings file used by the master  
; server. You can change this to point to any Renegade server settings .ini  
; file or change the default .ini file to reflect the game settings you would  
; like for your server.
```

Config = svrcfg_cnc.ini

```
; GameType =
;
;
; Set this to WOL for a Westwood Online dedicated server.
; Set this to GameSpy for a GameSpy mode dedicated server.
; Set this to LAN for a LAN mode dedicated server.
;
```

GameType = WOL

```
; Nickname =
;
;
; This is the Westwood Online nickname you will use when logging into the
; Westwood Online matchmaking system. You can use a nickname from a previous
; Westwood Studios game or apply for a new one by copying the following line
; and pasting it into your web browsers address window
;
; http://register.westwood.com
```

Nickname = doc17ter

```
;
; Password =
;
;
; This is the password that matches the nickname used above.
```

Password = *****

```
; Serial =
;
;
; The serial number that you specified when installing the Renegade Dedicated
; Server.
```

Serial = *****

```
; LoginServer =
;
;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.
```

LoginServer =

```
; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.
```

Port = 0

```
; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.
```

GameSpyGamePort = 0

```
; GameSpyQueryPort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).
```

GameSpyQueryPort = 0

```
; BandwidthUp =
;
; If you know how much bandwidth you want to allocate for the Renegade
; Server to use then you can specify it here. A minimum of 60k bits per second
; is recommended for each client you plan to connect to. If you leave this
; value as 0 (the default) then the available bandwidth will be automatically
; detected(WOL only). Some guidelines follow.
;
; Set to 1500000 for a 32 player game
; Set to 750000 for a 16 player game
; Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.
```

BandwidthUp = 0

```
; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.
```

```
NetUpdateRate = 10
```

```
; AllowRemoteAdmin =
;
; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.
```

```
AllowRemoteAdmin = true
```

```
; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin too.
; Slave servers inherit this setting from the master.
```

```
RemoteAdminPassword = *****
```

```
; RemoteAdminIp =
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;
```

```
RemoteAdminIP = 127.0.0.1
```

```
; RemoteAdminPort =
;
; The port to connect to for remote administration.
; This can be set per slave. The default slave ports will be shown when
; connecting to the master with the RenRem tool.
```

```
RemoteAdminPort = 5000
```

;
; Each Slave Server must have it's own login name, password &

that's most of my server.ini settings with passwords and serials **** out.

edit: make sure your config files are valid by going into svrcfg_cnc.ini (found traditionally here: C:\Westwood\RenegadeFDS\Server\data\svrcfg_cnc.ini)

file looks like:

Quote::

; This file contains the default gameplay settings.
;
; Most of the settings below can be changed while the game is in progress and
; the changed settings will take effect the next time the map cycles.
;

[Settings]

ConfigName=Default C&C Server Settings

;
; The name of the server as it appears in the lobby list. This has a limit of
; 25 characters in GameSpy mode.

;
bGameTitle = Testing S-Bot

;
; This is the Message of the day. Any text placed here will show in a pop-up
; dialog box on the screen of any player joining the game.
;

bMotd=

;
; Set ModName to load a custom MOD package. All clients who join the server
; will need to have the MOD package also.
;

; ModName=ModTest.pkg
;

ModName=

;

```
; If DoMapsLoop is set then the map cycle will start again from the beginning
; once all maps have been played.
;
;DoMapsLoop=yes

;
; The time limit for each game.
;
;TimeLimitMinutes=30

;
; Radar mode.
;
; 0 = No radar.
; 1 = Show only friendly units on the radar.
; 2 = Show all units on the radar.
;
;RadarMode=1

;
; Allows the server to automatically restart after a connection loss, system
; failure, or crash. To restart after a system failure, Windows must be set to
; automatically log in.
; Enabling auto restart also allows automatic unattended updating if a patch
; becomes available (Westwood Online mode only).
;
;IsAutoRestart=yes

;
; Set to yes to make a passworded game.
;
;IsPassworded=no

;
; The password required for players to join the game.
;
;bPassword=

;
; Allow players to join this server when they select 'Quick Match' (Westwood
; Online mode only).
;
;IsQuickMatch=yes

;
; Should this server be laddered? A laddered server reports game game results
; and statistics to the Westwood Online ladder system at the end of each game.
;
```

```
IsLaddered=yes

;

; Team remixing causes teams to be re-balanced at the beginning of every map.
; Disabling RemixTeams can cause a game to become unbalanced over time as
; players drop in and out.
;

RemixTeams=yes

;

; Allows buildings to be repaired. Turning this off will result in much
; shorter games.
;

CanRepairBuildings=yes

;

; This setting effects whether a vehicle driver also controls the vehicles gun.
; Disabling this will allow vehicle passengers to control the gun. Most players
; seem to prefer this setting on.
;

DriverIsAlwaysGunner=yes

;

; Enabling weapon spawning will cause extra weapons to be available for pickup
; at various locations in the map.
;

SpawnWeapons=no

;

; Enable this to allow friendly units to damage each other. Friendly fire games
; are generally more open to abuse by 'grief' players.
;

IsFriendlyFirePermitted=no

;

; This allows players in the game to change teams at will.
;

IsTeamChangingAllowed=no

;

; Set this to 'yes' to allow clans to play in this server (Westwood Online mode
; only). Only two clans can play in a server at once.
;

IsClanGame=no

;

; The maximum number of players allowed in a game. Generally this should be set
; to an even number to avoid unbalanced teams. Maximum number of players is 127.
```

```
;  
MaxPlayers=1  
  
;  
; Setting this causes the game to end when all the buildings belonging to a  
; team are destroyed.  
;  
BaseDestructionEndsGame=yes  
  
;  
; This enables winning the game by placing a superweapon beacon on the enemy  
; teams pedestal.  
;  
BeaconPlacementEndsGame=yes  
  
;  
; The number of credits each player gets when they join the game.  
;  
StartingCredits=0  
  
;  
; This is the name of the first map in the map cycle.  
;  
MapName=C&C_Field.mix  
  
;  
; The map cycle. This is the order that maps will be played. There must be at  
; least one map in the list.  
;  
MapName00=C&C_Field.mix
```

that's my ini

Subject: Re: NEED HELP ON FDS!!!
Posted by [Luisjla](#) on Sat, 14 Oct 2006 21:50:26 GMT
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Hey, thanks for that... but i copied everything you have (of course, with exceptions of passwords and serials stuff) and it doesnt work!

it still says "creating game channel... failed to create game channel" ...

By the way, by changing the server name, you meant changing the "nickname" in "server.ini" to a nickname i dont use to play online in renegade right? well ... ya... i did that.... i changed it to another nick i had registered before, but that i dont use, and it didnt work.. i also tried putting an

unregistered name, and it also didnt work...

i really wanna host my own game! thanks so much for the help! anymore will be greatly appreciated! thanks man!

Subject: Re: NEED HELP ON FDS!!!

Posted by [futura83](#) on Sat, 14 Oct 2006 22:22:13 GMT

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no, i meant change this bit:

Quote:;

bGameTitle = Testing S-Bot

to something that isn't too big.

if that dosnt work, post a screen shot

Subject: Re: NEED HELP ON FDS!!!

Posted by [Zion](#) on Sat, 14 Oct 2006 23:03:12 GMT

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Ever thought it could be his serial? Most of the time this "error" is caused by dissallowed serials.

If you can't find one with "0669" use your renegade serial (the one you used to install it with (exclude the hyphens (-))).

Subject: Re: NEED HELP ON FDS!!!

Posted by [Luisjla](#) on Sun, 15 Oct 2006 04:07:38 GMT

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ok, here is the screenshot i got from the error thingy.

Also, here are my server.ini and its other conected file (svrcfg_cnc)

thanks! tell me if somethings wrong!! PLEASE!!

File Attachments

- 1) [scrn1.bmp](#), downloaded 210 times
- 2) [svrcfg_cnc.txt](#), downloaded 245 times

3) [server.txt](#), downloaded 273 times

Subject: Re: NEED HELP ON FDS!!!

Posted by [tonyrolm](#) on Sun, 15 Oct 2006 08:44:36 GMT

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If you are sure of the login name and password are correct, then its your serial number.
That is the most common cause for the Creating Game Channel error.

<http://www.tonyrolm.com/renegade/RenegadeFDS/RenegadeFDS-Ins tall-and-Setup.doc>

Subject: Re: NEED HELP ON FDS!!!

Posted by [Nightma12](#) on Sun, 15 Oct 2006 10:17:00 GMT

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Quote:RemoteAdminPassword=wanabe12 (The password needs to be 8 characters in length!)

taken from your doc

no the password does not have to be 8 characters.... only BR requres that as far as i know? its something to do with the encrption they use

Subject: Re: NEED HELP ON FDS!!!

Posted by [light](#) on Sun, 15 Oct 2006 10:55:34 GMT

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Note: Posting nicknames + passwords + serials is probably not the best thing.

Subject: Re: NEED HELP ON FDS!!!

Posted by [Nightma12](#) on Sun, 15 Oct 2006 11:58:01 GMT

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edited his post and removed the passwords

Subject: Re: NEED HELP ON FDS!!!

Posted by [trooprm02](#) on Sun, 15 Oct 2006 15:23:24 GMT

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ummm, the unable to create channel, I though had something to do with the fds serial

Subject: Re: NEED HELP ON FDS!!!

Posted by [Zion](#) on Sun, 15 Oct 2006 16:22:59 GMT

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Merovingian wrote on Sun, 15 October 2006 00:03Ever thought it could be his serial? Most of the time this "error" is caused by dissallowed serials.

If you can't find one with "0669" use your renegade serial (the one you used to install it with (exclude the hyphens (-))).

Subject: Re: NEED HELP ON FDS!!!

Posted by [Luisjla](#) on Sun, 15 Oct 2006 22:45:35 GMT

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IT WORKS!! it finally works! i just had to enter a diff serial...

but i have another question... can anyone of you gimme a link to the BlazeRegulator program? and/or CloudyServ bot program? i wanna use another bot than brenbot, plz gimme the links if you know em'!

Another thing... how come when i open renegade WHILE having FDS open, i cant go in the game!? i mean, i tried using a diff nick for FDS and another for Renegade, but it still doesnt work! plz help!

thanks!

Subject: Re: NEED HELP ON FDS!!!

Posted by [danpaul88](#) on Sun, 15 Oct 2006 23:06:10 GMT

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And what's wrong with BRenBot?

Anyway, you could try NR -> Link

Not sure where CS is available from.

I assume you mean BR.net when you say BlazeRegulator, although technically BRenBot is also BlazeRegulator.... BR.net has not had a new version out in a while, although I think someone (Dante?) started working on it again recently. There is a version available here, but I don't think its the most recent version...

Subject: Re: NEED HELP ON FDS!!!

Posted by [tonyrolm](#) on Mon, 16 Oct 2006 04:58:17 GMT

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Quote:Nightma12

RemoteAdminPassword=wanabe12 (The password needs to be 8 characters in length!)

taken from your doc

no the password does not have to be 8 characters.... only BR requires that as far as i know? its something to do with the encryption they use

You are correct the password does not have to be 8 characters in length. It was written for the novice in the event they went with BR. I appreciate you pointing that out. I will modify the document to reflect it.

It appears it was a serial number problem after all.

Tony

Subject: Re: NEED HELP ON FDS!!!

Posted by [Rev](#) on Mon, 16 Oct 2006 08:46:13 GMT

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<http://cs.cloudyonestudios.com/>

Subject: Re: NEED HELP ON FDS!!!

Posted by [EvilWhiteDragon](#) on Mon, 16 Oct 2006 08:58:40 GMT

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Luisjla wrote on Mon, 16 October 2006 00:45IT WORKS!! it finally works! i just had to enter a diff serial...

but i have another question... can anyone of you gimme a link to the BlazeRegulator program? and/or CloudyServ bot program? i wanna use another bot than brenbot, plz gimme the links if you know em'!

Another thing... how come when i open renegade WHILE having FDS open, i cant go in the game!? i mean, i tried using a diff nick for FDS and another for Renegade, but it still doesnt work! plz help!

thanks!

Get the udp flood fix / startbutton fix combo from our site, it is modified in such a way so that it will run next to renegade.

Subject: Re: NEED HELP ON FDS!!!

Posted by [Zion](#) on Mon, 16 Oct 2006 10:44:45 GMT

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To play on your server, while hosting it on your desktop PC, start Renegade and login to XWIS, minimize (Windows key or ALT + TAB) and start the FDS.

This will cause major lag for many users since your computer's having to do much, MUCH more.

The Renegade FDS and it's regulators (BR, NR, CS, etc) are very CPU hungry and require a lot of resources. Make sure you have etiquette amounts of RAM and a good, strong CPU.

Glad you got it sorted out.

Subject: Re: NEED HELP ON FDS!!!

Posted by [EvilWhiteDragon](#) on Mon, 16 Oct 2006 10:59:03 GMT

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Merovingian wrote on Mon, 16 October 2006 12:44To play on your server, while hosting it on your desktop PC, start Renegade and login to XWIS, minimize (Windows key or ALT + TAB) and start the FDS.

This will cause major lag for many users since your computer's having to do much, MUCH more.

The Renegade FDS and its regulators (BR, NR, CS, etc) are very CPU hungry and require a lot of resources. Make sure you have etiquette amounts of RAM and a good, strong CPU.

Glad you got it sorted out.

That way you'll have to keep renegade running if you keep your server online, not really preferable right. And depending on your machine running ren + server isn't any problem.

Subject: Re: NEED HELP ON FDS!!!

Posted by [Matix](#) on Mon, 16 Oct 2006 11:01:10 GMT

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You can use BlackIntel's SFPS patch, set it to like 20-30, so you can enjoy rene more! and so can your other clients

Subject: Re: NEED HELP ON FDS!!!

Posted by [EvilWhiteDragon](#) on Mon, 16 Oct 2006 11:02:37 GMT

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well As I said, might not be neccesasary to use it. But if you want be my guest.
