
Subject: Custom game hosting
Posted by [Poskov](#) on Wed, 26 Mar 2008 13:30:49 GMT
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I'm hosting a custom game on my FDS but it isn't showing up in the WOL server listing and I can't join it.
I'm using a different login name for FDS than the one I use to login.

Subject: Re: Custom game hosting
Posted by [Lone0001](#) on Wed, 26 Mar 2008 13:35:05 GMT
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First of all wrong section should go in win32 fds section, second: Does it finish loading all the way? And make sure your hostname works and that you don't have 9 nicks registered to your serial yet.

Subject: Re: Custom game hosting
Posted by [Poskov](#) on Fri, 28 Mar 2008 23:29:49 GMT
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yeah it loads all the way. the hostname works and only 3 are registered

Subject: Re: Custom game hosting
Posted by [cnc95fan](#) on Fri, 28 Mar 2008 23:45:29 GMT
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Theres a possibility you may have messed up the objects.ddb file. Try copying on from your Level Edit and placing it in the Data folder of the FDS

Subject: Re: Custom game hosting
Posted by [Poskov](#) on Mon, 31 Mar 2008 00:29:55 GMT
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what do you mean by 'messed up'?

is it possible that this problem could be caused by a router or firewall? (I have both of them) if so, how do you repair this?

Subject: Re: Custom game hosting

Posted by [Poskov](#) on Fri, 04 Apr 2008 20:18:31 GMT

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Hello? Waiting for replies...

Subject: Re: Custom game hosting

Posted by [Mackinsey](#) on Fri, 04 Apr 2008 20:59:17 GMT

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1. Are you using a VALID Serial?
2. Did you modified the objects.ddb/objects.aow/objects.gm....?
3. Did you opened the ports on your router and your firewall? (Best way, is a static port at the ServerConfig Files (dont know which at the moment)).

What shows your FDS Server Window?

A normal Server should show sumthing like that:

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26

Console mode active

*** Auto starting game. Type 'quit' to abort ***

Initializing Westwood Online Mode

Got server list

Got server pings

Logging onto USA Server

Logged on OK

Applying server settings

Creating game channel...

Channel created OK

RenegadeFDS DDE channel initialized

Loading level C&C_Field.mix

Load 100% complete

Level loaded OK

Westwood Online mode active since 04.04.2008 - 22:50:52

Gameplay in progress

Map : C&C_Field.mix

Time : 0.29.13

Fps : 60

GDI : 0/10 players 0 points

NOD : 0/10 players 0 points

>

Subject: Re: Custom game hosting

Posted by [Poskov](#) on Sat, 05 Apr 2008 22:57:23 GMT

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Yes, valid serial; a westwood cd one (I'm using TFD renegade)

"Did you modified the objects.ddb/objects.aow/objects.gm....?"

I'm hosting a custom game (RenegadePlus). Stand alone like APB.

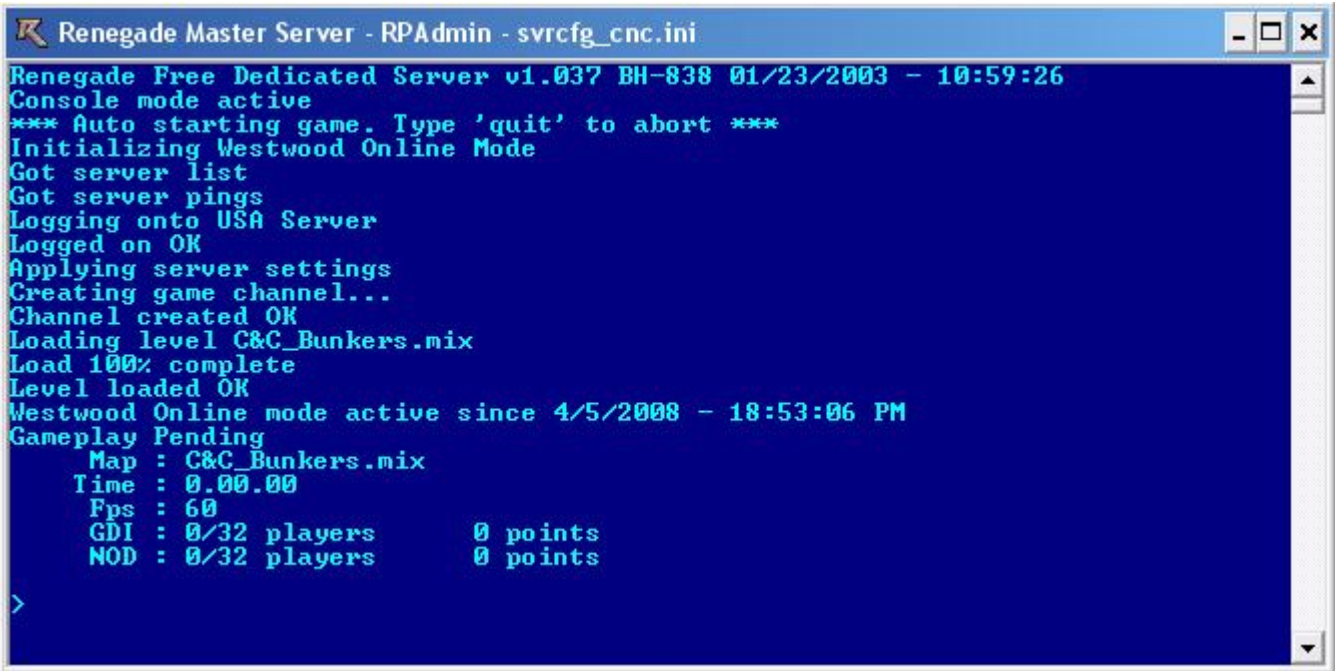
"Did you opened the ports on your router and your firewall? (Best way, is a static port at the ServerConfig Files (dont know which at the moment))"

what do you mean?

ServerSummay:

File Attachments

1) [server.JPG](#), downloaded 174 times



```
Renegade Master Server - RPAdmin - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Loading level C&C_Bunkers.mix
Load 100% complete
Level loaded OK
Westwood Online mode active since 4/5/2008 - 18:53:06 PM
Gameplay Pending
  Map : C&C_Bunkers.mix
  Time : 0.00.00
  Fps : 60
  GDI : 0/32 players      0 points
  NOD : 0/32 players      0 points
>
```

Subject: Re: Custom game hosting

Posted by [Goztow](#) on Sun, 06 Apr 2008 08:36:22 GMT

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I don't think a real stanalone can actually access xwis normally. You should ask someone from APB or Reborn.

Subject: Re: Custom game hosting
Posted by [Poskov](#) on Sun, 06 Apr 2008 14:02:39 GMT
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"I don't think a real standalone can actually access xwis normally."
what do do you mean by this?

what am I asking APB or Reborn for? how to host a custom game?
or
how to host a stand-alone game?
or what?

Subject: Re: Custom game hosting
Posted by [danpaul88](#) on Sun, 06 Apr 2008 14:12:01 GMT
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Standalone mods work quite well on XWIS actually, because it uses the checksum from objects.ddb to decide which servers to list you only see servers for the mod you are playing when you login to XWIS, which is a nice touch really.

Subject: Re: Custom game hosting
Posted by [Poskov](#) on Sun, 06 Apr 2008 22:04:42 GMT
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danpaul88 wrote on Sun, 06 April 2008 09:12 Standalone mods work quite well on XWIS actually, because it uses the checksum from objects.ddb to decide which servers to list you only see servers for the mod you are playing when you login to XWIS, which is a nice touch really.

this is going slightly off topic,

I'm trying to host a custom game/mod server; I can't join my own server and it doesn't show up on the server listing (I'm using a different login name to host my server that the one I join with.)

The always.dbs are also exact copies in my client game and server. I've also replaced the always2.dat in my server folder with the always2.dat from my client data folder.

Subject: Re: Custom game hosting
Posted by [Poskov](#) on Tue, 08 Apr 2008 20:39:12 GMT
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Could this problem be caused because of router/firewall settings?
Or is it because I don't have the CP2 or RenGuard or Brenbot?
or something else?
