
Subject: Weird FDS Player number error

Posted by [Lt Albrecht](#) on Tue, 01 Sep 2009 20:47:59 GMT

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Well, a friend of mine is trying to host an FDS so we can playtest my .pkg mod with stuff like !donate and Online co-op, but he has a problem, and seeings as the admins haven't yet authenticated his account, he asked me to make this post for him.

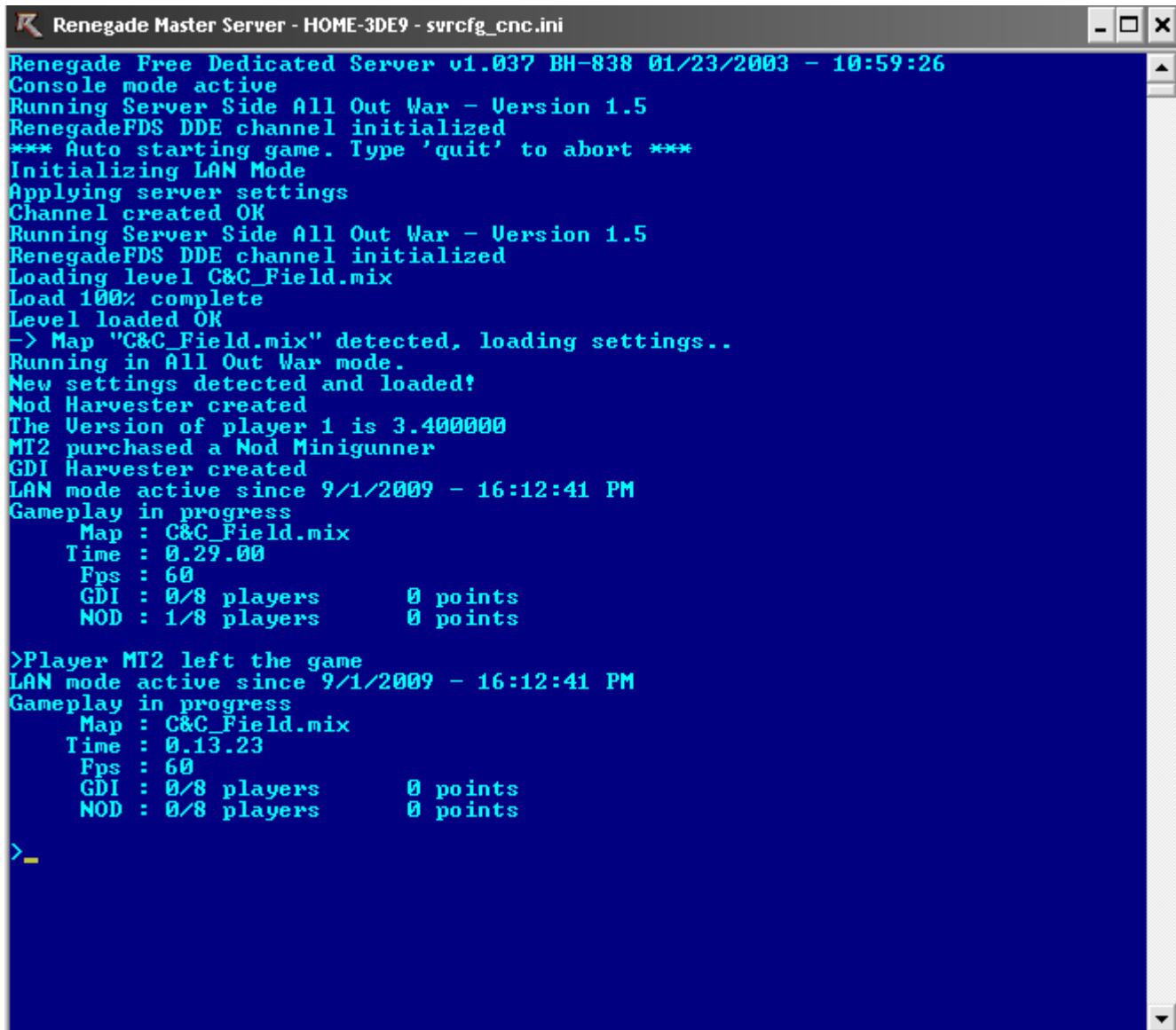
It is over Hamachi, but we have played many a game of non-server Hamachi like this without incident.

"Hello, I have encountered a problem in setting up my dedicated server, for LAN play. I have followed this tutorial: <http://renegadehelp.net/index.php?act=tutorial&id=8024> and everything seems to work alright, except for one thing: only one person can use the server.

Attached is a screenshot of the server in the LAN view, a screenshot of the renegadeFDS, and the server configuration settings."

File Attachments

- 1) [svrcfg_cnc.ini](#), downloaded 236 times
- 2) [Renegade FDS view.PNG](#), downloaded 280 times

A screenshot of a Windows-style console window titled "Renegade Master Server - HOME-3DE9 - svrcfg_cnc.ini". The window has a blue background and white text. The text shows the server's startup sequence, including initialization of the DDE channel, LAN mode, and server settings. It then reports on the game state, showing that player MT2 has left and the current game is in progress on the "C&C_Field.mix" map. The console also displays player counts and scores for GDI and NOD factions.

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
Loading level C&C_Field.mix
Load 100% complete
Level loaded OK
-> Map "C&C_Field.mix" detected, loading settings..
Running in All Out War mode.
New settings detected and loaded!
Nod Harvester created
The Version of player 1 is 3.400000
MT2 purchased a Nod Minigunner
GDI Harvester created
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
  Map : C&C_Field.mix
  Time : 0.29.00
  Fps : 60
  GDI : 0/8 players      0 points
  NOD : 1/8 players      0 points

>Player MT2 left the game
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
  Map : C&C_Field.mix
  Time : 0.13.23
  Fps : 60
  GDI : 0/8 players      0 points
  NOD : 0/8 players      0 points

>_
```

3) [LAN view.PNG](#), downloaded 279 times

LAN Game List

Icon	Host Name	Game Name	Game Map	Players	Speed
	HOME-3DE9	MT's FDS for Renegade	C&C_Field.mlx	0/1	

Nickname:

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Subject: Re: Weird FDS Player number error
 Posted by [ExEric3](#) on Wed, 02 Sep 2009 07:34:24 GMT
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Remove no gameplay pending patch. Put original file server.dat to Ren dir. (server side)

Or download server.dat from BI site:

<http://www.blackintel.org/renegade/projects/downloads>