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Subject: Hello again renegade fourms!

Posted by [Commando950](#) on Sat, 04 Jun 2011 22:36:35 GMT

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Wow this has been a pain...

- 1.My net stinks!31.2 kbps dailup... (no i am not a foriegner...)
- 2.How do you make a LUA server that ain't dedicated...
- 3.How do you make one period...
- 4.Yes I have checked out a fourm before...

So I only want 2 answered rly but 3 is one I want answer too just incase they get the high speed here...

I rly want to make a lua server but I can't because my net is too slow to make a dedicated server and secondly my net is too slow to play most servers period...

Is there a way to set lua up on mp practice?If u can set it up on a non dedicated server there might be a way...

So let me get to the point...

Is there a way to set up a non dedicated renegade server with lua?

Info on my stuff...

I have Ssmg 2.0.2

Lua Plugin

And Notepad++(My friend told me to get it?)

And yes I know this is too big too read and not to the point unless u read "So let me get to the point..." and below it!

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Subject: Re: Hello again renegade fourms!

Posted by [Crimson](#) on Sat, 04 Jun 2011 23:47:11 GMT

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This thread doesn't belong in General Discussion - should it go into the Mod forum or the Windows Dedicated Server forum?

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Subject: Re: Hello again renegade fourms!

Posted by [iRANian](#) on Sun, 05 Jun 2011 02:11:34 GMT

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Uhh..He's asking for a non-dedicated server with SSGM, dunno how that would work out. Is it not

by definition dedicated if he runs the FDS?

I guess he wants to have a LAN server, which can be done with the FDS but I don't think SSGM supports LAN correctly (not sure though), so moving it to the WDS section would be the most appropriate

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Subject: Re: Hello again renegade fourms!

Posted by [danpaul88](#) on Sun, 05 Jun 2011 18:02:05 GMT

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1. Yes, it does.
2. You can't run SSGM on the normal client, it only works on the Free Dedicated Server. So the answer is simple: You can't. Not entirely sure why you would want to either?
3. Period? As in the punctuation mark? Well... you press the button once to type one on it's own... rather odd question considering you have done so multiple times in your post...
4. OK, but it's not a prerequisite of posting here

As for your internet being to slow to run a dedicated server... if you run the server on the same machine as the game client (using +multi to enable running both together) then you can direct connect via the loopback interface address (127.0.0.1) and you won't get any lag due to the speed of your internet connection. Other people joining your server would lag regardless of whether it's dedicated or not so I assume it's just for your own use your asking.

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