Subject: TT 4.0 Beta 5 Server Single Player Maps
Posted by Sn1per74* on Wed, 13 Jun 2012 00:14:15 GMT
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Hello,

I'm trying to run a single player map on my dedicated server. I copied the M08.mix file into my data folder on the FDS side and change the the first map to "M08" in the TT.cfg. Whenever I run the server, it crashes. Any idea why?

Thanks

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Xpert on Wed, 13 Jun 2012 00:26:45 GMT
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You can't just run a single player map onto a server and call it a day. The map needs to be edited to work online.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Sn1per74* on Wed, 13 Jun 2012 00:31:15 GMT
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I deleted all the spawners and such and put in multiplayer spawners. I was testing it. I put the .lsd and .ldd files in the data folder and it crashed. I assumed it was something to do with them so I deleted them and tried it with just the single player maps and it crashed again.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Xpert on Wed, 13 Jun 2012 00:33:53 GMT
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You probably have something wrong in your tt.cfg

Can you paste the whole tt.cfg?

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Sn1per74* on Wed, 13 Jun 2012 00:45:12 GMT
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gameDefinitions:
{

```
};


rotation:
[
 "M08"
];


downloader:
{
 repositoryUrl = "http://ren.game-maps.net/ttfs/";
};
```

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Distrbd21 on Wed, 13 Jun 2012 00:59:41 GMT
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Well your problem is probably falling through the map, the fix is to take everything out of m08.mix and put it in your server data folder, although there maybe an easier way.

That is the way me and jonwil came up with.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Sn1per74* on Wed, 13 Jun 2012 01:01:13 GMT
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How could I fall through the map if nobody is in the server? It crashes the second I start up Renegade FDS. It won't even load the map.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Xpert on Wed, 13 Jun 2012 02:09:56 GMT
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Sn1per74* wrote on Tue, 12 June 2012 21:01How could I fall through the map if nobody is in the server? It crashes the second I start up Renegade FDS. It won't even load the map.

Look in your renlog. Does it say anything at the bottom of the logs?

Also, upload the crashdump that's in the FDS folder.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by zunnie on Wed, 13 Jun 2012 02:14:12 GMT
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http://www.game-maps.org/index.php?/topic/228-video-creating-a-mix-file/

Its best to create a mix file, watch the video.
Note: when creating serverside maps like coop DO NOT replace the .lsd in the mix, just the .ldd and the .ddb(if present, it will be when you temped stuff).

Then put the map on your server data folder and in tt.cfg put for example:


```
gameDefinitions:
{
 Mission8:
 {
  mapName = "M08";
  packages = ["quake"];
  serverPresetsFile = "objects.aow";
 };
};

rotation:
[
 "Mission8"
];

downloader:
{
 repositoryUrl = "http://ttfs.game-maps.org/";
};
```


Mission8 will be the name to use when doing setnextmap commands from brenbot.
You can create new packages this way and add them to the map for players to download such as the quake sounds, or any other file you want to create yourself.
Additionally you can set a custom objects file which is useful on coop servers since you mostlikely modify presets for it.

If you need help join irc.multiplayerforums.com #MPF and msg me

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Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by zunnie on Wed, 13 Jun 2012 02:15:10 GMT
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http://www.game-maps.org/index.php?/topic/157-xcc-mixer-144/

I recommend this for creating mix files for renegade btw.

Subject: Re: TT 4.0 Beta 5 Server Single Player Maps
Posted by Sn1per74* on Wed, 13 Jun 2012 03:15:28 GMT
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Ok, so I copied Zunnie's code and put it in my TT.cfg file and the server loaded the map fine.
However, whenever I tried to join, i got kicked for "Invalid M08.ldd" or something like that. So
Zunnie made me create a file in my RenegadeFDS/Data folder called "acallow.ini". In this file he
told me to type
[AllowList]
M08.ldd=0
M08.ddb=0
which I guess allows players to join the game with a different M08.ldd and M08.ddb file.
After that, I joined my game and everything worked fine. Thanks for the help everybody.