Subject: Help with Renguard SSC
Posted by HTSolid on Thu, 08 Apr 2004 18:25:52 GMT
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Hey team, I am running into some problems...I think...LOL. Its Solid from HazTeam and I am
trying to apply the ssc to 3 servers on WOL hosting 20+ players. When I open the ssc app, it says
connecting to Renguard... then got server list, then looking for renlog, then renewing wheel in 120
secs (which repeats over and over again). So...it appears that its communicating with the Ren
master servers, but not my FDS? Below is the cfg file. I am using port 5001 for my remote admin
port...which I assume its asking for? Could the IP be an issue? Should I use the actual public ip
of my server rather than the loopback ip? How can I verify its communicating with the FDS
correctly? FYI - I am running Dragonsrv.

Thanks for the help!
~Solid

renguard config file

RenGuard Specific Settings

Pure Mode - Disallows any clients with model textures (skins) and alternative weapon models. 1
= enable
Pure_Mode = 0

Server Motd ID - your motd id, as assigned on the Server Motd Configuration on renguard.com
(nummeric)
# 0 if you do not have a motd.
motd = 0

#gamename = RenAlert
#Enable this if you run a modserver.

FDS Settings

# Mode - either LFDS or WIN32
Mode = WIN32

# Path to svrcfg_cnc.ini
FDSConfigFile = C:\Westwood\RenegadeFDS\Server\Data\svrcfg_cnc.ini

# Path to Main Server Dir, do not forget trailing slash.
FDSLogFilePath = C:\Westwood\RenegadeFDS\Server\

# RenRem Settings. Even if they say Linux, it works for Windows too.
# Needs to be 8 chars on WIN32
RenRemLinuxHost = 127.0.0.1
RenRemLinuxPort = 5001

RenRemLinuxPassword = ********

#gamename = RenAlert

Enable this if you want to run a Mod Server..
e.g gamename = RenAlert
gamename = Reborn
gamename = SoleSurvivor
The gamename is used to sort the gametype in the upcoming game listing

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Subject: Help with Renguard SSC
Posted by mac on Thu, 08 Apr 2004 18:43:40 GMT
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Is Dragonserv leaving the logfiles intact? The SSC needs some logfiles to read, otherwise it won't know when a player joined..

Subject: Help with Renguard SSC
Posted by SS217 on Thu, 08 Apr 2004 18:45:31 GMT
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I believe BCServ_Foward reads and then clears the logfile. but does create it's own log directory with the logs, at least the version I have a copy of does.

Subject: Re: Help with Renguard SSC
Posted by JaLi on Fri, 09 Apr 2004 19:21:31 GMT
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HTSolidHey team, I am running into some problems...I think...LOL. Its Solid from HazTeam and I am trying to apply the ssc to 3 servers on WOL hosting 20+ players. When I open the ssc app, it says connecting to Renguard... then got server list, then looking for renlog, then renewing wheel in 120 secs (which repeats over and over again). So...it appears that its communicating with the Ren master servers, but not my FDS? Below is the cfg file. I am using port 5001 for my remote admin port...which I assume its asking for? Could the IP be an issue? Should I use the actual public ip of my server rather than the loopback ip? How can I verify its communicating with the FDS correctly? FYI - I am running Dragonsrv.

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gamename = SoleSurvivor
The gamename is used to sort the gametype in the upcoming game listing
yup we are having the very same problems trying to get it working on our servers too

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Subject: Havnig same problem
Posted by Swami on Sun, 11 Apr 2004 20:25:28 GMT
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I've got my .cfg file set up just the same as above (but using my true external IP address and RenRem remote port number)

When I execute Renguard_ssc.exe it launches a DOS box and says:

Connecting to Renguard...
got Serverlist..
Connected to Renguard.

Ok, but the FDS server doesn't launch at this point.. am I supposed to manually launch it?

-Swami

Subject: Help with Renguard SSC
Posted by xptek_disabled on Sun, 11 Apr 2004 21:15:15 GMT
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Generally, I lanuch the FDS before starting thw SSC. That's the only way I've done it and it's working great so far.

Subject: Help with Renguard SSC
Posted by HTDana on Fri, 16 Apr 2004 15:09:43 GMT
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bump

Subject: Help with Renguard SSC
Posted by Dante on Fri, 16 Apr 2004 15:36:39 GMT
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An SSC that doesn't read log files will be released shortly, i am looking for beta testers, so msn me @ tanderson54 at hotmail dot com

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