Subject: FDS Crash

Posted by Herluth on Fri, 26 Jan 2007 06:40:43 GMT

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I'm running FDS 1.037 and it restarts every time someone tries to join, they then get a Connection Interrupted message. I also can't see it on Gamespy but a friend can. Any ideas?

Subject: Re: FDS Crash

Posted by raven on Fri, 26 Jan 2007 16:10:35 GMT

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This happens to me sometimes, and I still can't figure out what causes it

Subject: Re: FDS Crash

Posted by zunnie on Fri, 26 Jan 2007 18:40:49 GMT

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You cannot see your LAN server in the serverlist from gamespy, its a known 'bug'. You have to directconnect to your server LAN IP to join it by for example running game.exe like this:

startmenu->run-> C:\Westwood\Renegade\game.exe +connect 192.168.0.2:4848 +netplayername "MyNick" +password "asdf"

If you host the FDS on the same pc as you want to run your game from, this is not possible unless you use two user-accounts. The game has to be started BEFORE the FDS launched or it will not startup.

Windows user account1: Run the fds, then change user. Winders user account2: Run the game, join the server. (not sure if this works but worth a try possibly)

Subject: Re: FDS Crash

Posted by Herluth on Sat, 27 Jan 2007 00:32:17 GMT

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It's on a different PC than the one I play on, Renegade is installed on it. I used to be able to see it until recent (doesn't really matter as long as I can still connect).

Subject: Re: FDS Crash

Posted by Herluth on Thu, 01 Feb 2007 01:09:13 GMT

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Turns out it has something to do with the FDSGSAPatch to get rid of the CD Authentication. Does anyone have a solution for it other than that patch. I tried Core Patch 2 and it didn't help.

Subject: Re: FDS Crash

Posted by JPNOD on Fri, 02 Feb 2007 07:08:35 GMT

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You can also first launch the game then minimize to Windows ,then launch the FDS. Best way is to run it from a other box unless your in possesion of a Qaud core or something