Subject: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 09:14:26 GMT
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Hello Everyone.

I get this error come up on WOLSpy when it recieves the game_info data from the FDS - maybe its trying to contact WOL when it does this..

Anyways, ive tried it on 2 PC's and both have the same problem

If you need me to post any setting files please let me know

Thanks

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Nightma12 on Thu, 02 Aug 2007 09:53:06 GMT
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1) we need more info
2) what bot do u run? both BR + NR have WOLSPY built right in nowadays

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 10:08:13 GMT
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Hey there.

Im currently running these mods:

Modified Scripts.dll (by me)
BlackIntel (Unsure of version)
Biatch Anti Cheat

Also running Brenbot, but i have tried to start WOLSPY without brenbot running.

Is this the information you needed?

If not, please tell me exactly what you need - dont worry i aint a computer noob

edit
Just saw your edit, im trying your NR now, lets see what happens

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Nightma12 on Thu, 02 Aug 2007 10:21:07 GMT
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ok well either way, i didnt think their was a need for WOLSPY these days lol.

Anyways, what exactly is the full error message that WOLSPY gives you i need the text after it
rather than just the number.

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 10:41:55 GMT
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its alot of text

Basically its trying to bind to a port thats inuse, and the error message is some long winded way of
saying that lol

Does NR automatically login to WOL, or does the server need to be in WOL mode?

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Caveman on Thu, 02 Aug 2007 12:06:50 GMT
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If you're using Brenbot 1.50 or higher then it has a WOLspy built into it. Look in your BrenBot.cfg
and theres a setting right down the bottom called Broadcat server to GSA. Change the "0" to "1"
put in the GSA query port. And restart the bot. BrenBot will now work like WOLspy and show
GameSpy the server aswell as WOL.

Edit here's an example.


```
#--------------------------------------------------------------------------------
# Gamespy Settings
# Settings to control the Gamespy broadcaster. See the readme for more details.
#--------------------------------------------------------------------------------

# Enable the GSA broadcasting system
Generate_Gamespy_Queries = 1

# Query port for your server, which GSA uses to communicate with your server
GameSpyQueryPort = 25308

# Enable broadcasting to GSA, if disabled the server will not be listed on
# the server lists. Also requires the gamespy_players module to be enabled.
Broadcast_Server_To_Gamespy = 1
```

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 12:08:56 GMT
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Yeah i thought that would work, but the problem is that when i stick my server in WOL mode, it says "Starting WOL Mode" and just bails out, creating a crash dump file...

Ive tried WOL mode on a clean server too, dont work.

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Caveman on Thu, 02 Aug 2007 12:13:13 GMT
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Could you give me more info on the crash? Are your WOL settings correct? (Username/Password/Serial) Are the ports inuse?

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 13:18:08 GMT
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Sure i can.
I have attached the crash dump file.

Here is the FDS Output Log:

After it says about starting WOL mode, it just dies.

The username and password was given to me by my clan leader, he said it works but how would i go about checking this?
I'm not sure of any other information i can give you, if you know of anything else please ask me to give it to you.

Thanks for your time.

```
File Attachments
1) crashdump1.txt, downloaded 178 times
```

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Nightma12 on Thu, 02 Aug 2007 13:46:45 GMT
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for NR you need to set Login Server: WOLSPY on the FDS Settings tab

re-install the FDS and make sure Shared Internet Componants are enabled and that you select

WOL Mode upon install

Can you post your wolspy.ini from your WOLSPY Directory please?

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Nightma12 on Thu, 02 Aug 2007 13:48:40 GMT
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Quote:Exception occurred at 0x004D2D1A .text:0x004D2D1A (server.exe)
The Renegade FDS tried to write to address 0x000001c8 (No Owner)

server.exe??????? You either dont have a Renegade FDS or you are running some sort of mod.
By default there is no server.exe in the FDS

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Yrr on Thu, 02 Aug 2007 14:07:36 GMT
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Nightma12 wrote on Thu, 02 August 2007 15:48Quote:Exception occurred at 0x004D2D1A
.text:0x004D2D1A (server.exe)
The Renegade FDS tried to write to address 0x000001c8 (No Owner)

server.exe??????? You either dont have a Renegade FDS or you are running some sort of mod.
By default there is no server.exe in the FDS

Rename server.dat to server.exe and you have one.

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 14:51:11 GMT
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Nightma12 wrote on Thu, 02 August 2007 09:46for NR you need to set Login Server: WOLSPY
on the FDS Settings tab
re-install the FDS and make sure Shared Internet Componants are enabled and that you select
WOL Mode upon install

I see now, i installed the FDS in "GameSpy" mode, i guess it didnt install extra components such
as the WOL ones?

Anyways, when i try to install the FDS in WOL mode and enter details such as username,
password etc etc, the Next button does not enable... - no idea why.

Nightma12 wrote on Thu, 02 August 2007 09:46

Can you post your wolspy.ini from your WOLSPY Directory please?

If i can get FDS working in WOL mode i wont need WOLSpy, so lets get this working first.

oh and p.s. i did rename server.dat to server.exe, cause that renegadeserver.exe autostart thing when the PC loggs in is complete crap.

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by Nightma12 on Thu, 02 Aug 2007 15:23:54 GMT
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lmao

put your serial in as 06691111111111111111111111111111111111 then it should let you install. Afterwards edit server.ini to put in your own serial.

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 17:11:28 GMT
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Na ive just tried that...
"069911111111111111111111"
and "Next >" is still disabled, im starting to give up hope lol

Edit: Ignore this post rofl!...

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 21:48:27 GMT
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Hi pals.

Im assuming that im screwed if im trying to setup a new WOL server now, cause the register page for making a new server username password and serail is dead...

ive tried making a username on WOL (just by logging in), which worked a treat, but seems the serails i use just dont wanna know...

Ive tried 4-5 fake serails (starting with 0669)
Ive also tried 2 real serials (From the Client game)

I dont know what to do about this, but its just saying "Failed to create channel".

Ah well...

Subject: Re: WOLSpy Error - Runtime Error 10048
Posted by AlienWorkShop on Thu, 02 Aug 2007 22:22:21 GMT
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This topic can now be thrown away into the bliss...

WOL works fine now - Ty night