
Subject: A few questions

Posted by [AXALEX](#) on Sun, 27 Apr 2008 01:59:18 GMT

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Lol. I just noticed that the keys "f" "d" and "s" are right beside eachother on the keyboard.

Anyhow, I'm setting up a temporary server for my friends at school so we can play over the summer without letting anyone else in.

Here are my questions:

-How much upload is generated by four active users on a server with all of them having an average connection?

-Is there a way to make custom announcements display the chat window without having a bot? All I want to have is SSGM.

-I saw that theres a program for making commands like "!buy" or stuff on a server. Can someone please direct me to it?

-When playing on you own server do you put the +multi command line on the server shortcut, or the game or both?

-How do you connect to your own server if its on GSA mode?

-Would any changes made to objects.dbb in the server directory affect the remote and local machine client(s)?

-Is there any new software/add-ons recommended that are not on the sticky?

-Is the "!donate" command come with SSGM?

-With gamespy port forwarding how should I set up this part of the server.ini file for port forwarding if I am behind a firewall. I know I will later have to set up my router..

Port = 0

GameSpyGamePort = 0

GameSpyQueryPort = 0

Thanks in advance and may the true community live strong!

Subject: Re: A few questions

Posted by [Lone0001](#) on Sun, 27 Apr 2008 03:55:22 GMT

Well I'll see if I can answer some of these questions.

1. don't have a clue tbh sorry.
2. Look on the support forum of the lua plugin you can find many bits of code(many working ones also) there.
3. That would be the lua plugin for SSGM(
<http://products.dcomproductions.net/LuaPlugin/LuaPlugin-3.1.zip>) support forum here:
<http://forums.dcomproductions.net/viewforum.php?f=14&sid=595b0a0463f19309a9c35a6a012895cc>
4. Download the Blank Intel Server.dat and replace your current server.dat it includes a few quite useful things including the fix so you don't even need the +multi you can find it here:
<http://www.blackintel.org/files/blackintel.server.dat.zip>
5. If it is hosted on your computer it won't show on your computer either use another computer, direct connect to it, or use WOL(XWIS).
6. No I don't think so.
7. There are a few things here for the FDS:
http://renegadewiki.com/index.php?title=Useful_Programs and here:
<http://game-maps.net/index.php?action=category&id=100>
8. See #2.
9. I don't know too much about making a server on GSA try using WOLSPY.

Subject: Re: A few questions
Posted by [AXALEX](#) on Tue, 29 Apr 2008 23:12:03 GMT
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Also:

If i host a game on the fds could people join it on LAN (because our computer are connected)?

Subject: Re: A few questions
Posted by [danpaul88](#) on Tue, 29 Apr 2008 23:17:11 GMT
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Is you set the server type to LAN instead of WOL then yes, LAN players can join. But beware, some of the stuff that server regulator bots do not seem to function in this mode.

Subject: Re: A few questions

Posted by [Goztow](#) on Wed, 30 Apr 2008 06:59:11 GMT

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Even if it's on WOL, I think lan-players could direct connect to it?
