## Subject: CD authentication failed. please quit! Posted by 1803 on Fri, 18 Sep 2009 06:50:04 GMT

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hi!

have tried setting up the linux version of renegade server on several linux (and windows) servers now, and only got 1 of the linux ones working (however this one doesn't show up on the serverlist for some reason.. tho its possible to join it).

the one I got working.. it was put together like this:

I first had working windows server files, patched this first with "cd authentication failed patch", then the "server pending patch". however (when testing on windows) I still got the server pending error (now because server crashed when anyone joined..). this was fixed by applying the Core Patch 2. ok then I got a working windows version, I now wanted a linux version too.. I dl'ed the linux server files, overwrote all the windows server files with those, zipped it and downloaded in a linux server. it worked..I could join. didnt show up on serverlist though.

ok, but good enough for now.. may be it didnt show up cos of server configuration or something. I packed this file directly from the linux box (to .tar.gz) and put it in htdocs so I could dl it on other linux boxes. this was the Exact same files, BUT.. no matter what other server I try on, I always get "cd authentication failed! please quit." message when trying to join it.. although these other servers all appear on the gamespy list, theyre joinable aswell... but not playable. to be sure I didnt mess anything up I did it all from scratch again. same shit, "cd auth... blabla" and cant play in it. it may be I did something I forgot though.. I was messing around with it alot when trying to get it work:

the standalone linux files (tried both the versions available) from ftp.westwood.com give same problem, "cd key authentication failed....".

tried many combinations.. these standalone files (from ftp.westw..) patched with the "cd key auth patch", "server pending patch" and/or the core patch 2. still no workie.....

it seems really weird as its supposed to be the exact same files n stuff.. =S

on windows too Im having many problems... same files, exact same system setup (os, hardware, software etc.. all match), where a couple servers act weird.. for example they come up on serverlist, I just can't join it... its listening to game & query port nicely as all the others, nothing in the way.. just cant get in for some reason =S same files work on other servers with same setup.

goal is to get a .tar.gz file for nix and a .zip for win32 with all the working server files that I can download onto many servers and just change the .ini files a bit for each server and launch.

now the windows server files I have work on most servers, but the linux files.. I only got it to work on one server, the one I was first playing around with. however I can't see this on the gamespy list, but I can join it. as said that may be cos of a server configuration though so ignore that for now.. main problem is that on linux, it always say "cd authentication failed", or server pending.. no

matter what/how many patches I try apply..

any idea what else I can try..?

thx in advance for any replies..

Subject: Re: CD authentication failed, please quit! Posted by Goztow on Fri, 18 Sep 2009 07:45:59 GMT

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only exists for the Windows server, I think...

Subject: Re: CD authentication failed, please guit! Posted by 1803 on Fri, 18 Sep 2009 07:57:19 GMT

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yeah prolly, but it's still possible to host renegade on linux servers so should be some way around it then.. hm.

Subject: Re: CD authentication failed. please guit! Posted by kewlhand on Thu, 24 Sep 2009 16:06:24 GMT

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I have the same problem, basic renegade server 1037b rh8-0 install, connects and shows up on GSA ok, but connecting client gets "CD authentication failed. please quit!"

Any idea's anyone?

Subject: Re: CD authentication failed. please quit! Posted by Stumpy on Thu, 24 Sep 2009 17:23:58 GMT

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Corepatch has a build-in fix for this! Otherwise try the newest Scripts..

Subject: Re: CD authentication failed. please quit! Posted by kewlhand on Fri, 25 Sep 2009 13:58:35 GMT

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Yeah thanks for that, found out yesterday that installing core patch server side got ride of it.