Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by blaubaer on Sat, 22 Mar 2003 19:52:27 GMT View Forum Message <> Reply to Message

Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode!

I have RedHed 8.0: Scrennshoot: Renegade Free Dedicated Server v1.037 GU-838 03/01/2003 - 19:00:34 Console mode active *** Auto starting game. Type 'quit' to abort *** Initializing LAN Mode Applying server settings Channel created OK Loading level C&C_Islands.mix Host: Teams have been swapped. Load 100% complete Level loaded OK Initializing GameSpy Q&R GameSpy mode active since Sat Mar 22 20:21:34 2003 Gameplay Pending Map : C&C_Islands.mix Time: 0.30.00 Fps: 50 GDI: 0/8 players 0 points NOD : 0/8 players 0 points Config: [Server] Config = svrcfg_cnc.ini GameType = GameSpy Nickname = Password =Serial = LoginServer = Port = 0GameSpyGamePort = 4848 GameSpyQueryPort = 25300 BandwidthUp = 250000NetUpdateRate = 10AllowRemoteAdmin = false RemoteAdminPassword = RemoteAdminIP = RemoteAdminPort = 5555

The server starts correctly, but i can't see it in GamSpy Server list.

HELP!!!

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by mac on Sun, 23 Mar 2003 00:36:05 GMT View Forum Message <> Reply to Message

Check your firewall. You need to open 23500/4848 UDP for incoming requests on your firewall/router.

Otherwise, the config and everything else looks good. Should be working.

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by Blazer on Sun, 23 Mar 2003 00:44:08 GMT View Forum Message <> Reply to Message

Also, depending on where you are hosting the server from, Gamespy has a button that says something to the effect of "only show servers in my country". Make sure this is NOT checked. At first I thought my server was not showing up in gamespy, but it was just being filtered out by this option.

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by blaubaer on Fri, 28 Mar 2003 20:17:04 GMT View Forum Message <> Reply to Message

no firewall, no router! i have uncheck dis checkbox... nothing! have you sample config-files!?

mfg Blaubaer

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by Sven on Mon, 31 Mar 2003 13:20:20 GMT View Forum Message <> Reply to Message

Does it show up in ASE?

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by blaubaer on Wed, 02 Apr 2003 17:40:09 GMT View Forum Message <> Reply to Message

no.. also in HSLW no!

Hmm... when i try to create in GameSpy Server on Windows FDS i have the same problem...?

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by Sven on Thu, 03 Apr 2003 13:06:54 GMT View Forum Message <> Reply to Message

http://sven.cnc-community.de/renegade/server.ini.txt http://sven.cnc-community.de/renegade/svrcfg_cnc.ini.txt

(The server is running on thursdays, 20:00 - 0:00 and sundays from 18:00 - 22:00 GMT +1 only)

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by blaubaer on Thu, 17 Apr 2003 18:51:24 GMT View Forum Message <> Reply to Message

Same problem

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by Nem on Fri, 18 Apr 2003 22:05:29 GMT View Forum Message <> Reply to Message

Have you run the Windows FDS on a Box to see if it works. If it doesn't work then I would think there's something wrong with your Hardware/Software or Internet connection. What are you using for Internet Connection.

Nem

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by Crimson on Sun, 20 Apr 2003 01:20:27 GMT View Forum Message <> Reply to Message

FYI - I have never been able to get my FDS to work on GaneSpy when I'm using Internet Connection Sharing. I can only host GameSpy servers on my main computer.

Subject: Renegade Server Linux FDS 1.037b dosn't run in GameSpy mode Posted by blaubaer on Mon, 23 Jun 2003 17:33:47 GMT View Forum Message <> Reply to Message

i see the server in gamespy... but i can't join it. when i join it... the game crashes back to desktop