
Subject: WOL mode doesn't work

Posted by [Beus](#) on Fri, 25 Apr 2003 14:38:11 GMT

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Hi there,

i'm trying to get FDS running for westwood online, but after I adjusted the settings and run the program it loops in saying: "*** Auto starting game. Type 'quit' to abort ***"

can somebody tell me what i did wrong?

It's running on an Redhat 8 system.

these are the relevant settings:

Config = svrcfg_cnc.ini

GameType = WOL

Nickname = WESTWOOD

Password = WESTWOOD

Serial = WESTWOOD

LoginServer =

Port = 0

GameSpyGamePort = 0

GameSpyQueryPort = 0

BandwidthUp = 4000000

NetUpdateRate = 10

AllowRemoteAdmin = true

remote settings...

; Renegade Slave Server settings.

none active...

svrcfg_cnc.ini:

[Settings]

ConfigName=Beus C&C Server Settings

bGameTitle=Annah's server (test)

bMotd= no garanties just testing, but it might stay here for a few days

ModName=

DoMapsLoop=yes

TimeLimitMinutes=30

RadarMode=1

IsAutoRestart=yes

IsPassworded=no

bPassword=

IsQuickMatch=no

IsLaddered=no

RemixTeams=yes

CanRepairBuildings=yes

DriverIsAlwaysGunner=no
SpawnWeapons=no
IsFriendlyFirePermitted=no
IsTeamChangingAllowed=no
IsClanGame=no
MaxPlayers = 20
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=100
MapName=C&C_Islands.mix

MapName00=C&C_Islands.mix
MapName01=C&C_Complex.mix
MapName02=C&C_Islands.mix
MapName03=C&C_Field.mix
MapName04=C&C_Under.mix
MapName05=C&C_Volcano.mix
MapName06=C&C_Canyon.mix
MapName07=C&C_Mesa.mix
MapName08=C&C_Hourglass.mix
MapName09=C&C_City.mix
MapName10=C&C_City_Flying.mix
MapName11=C&C_Walls.mix
MapName12=C&C_Walls_Flying.mix
