
Subject: Re: Scud Storm Server?

Posted by [mrÄÅ\\$Ä-z](#) on Sun, 16 Dec 2007 11:04:39 GMT

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Still dont works... I copyed from Scud Storm Folder:

BandTest.dll
Mss32.dll
Scripts.dll
Scripts2.dll
bhs.dll
binkw32.dll
PATCHW32.DLL
drvmtg.dll
_MOD_SCRIPTS.DLL

In my Westwood/RenegadeFDS/Server Folder.

Then i Copyed from Scud Storm Folder:

always.dat
always2.dat
always.dbs
always.thu
always2.thu
C&C_Deadly_River.mix
C&C_Hills.mix
C&C_Oasis.mix
C&C_Deadly_River.thu
C&C_Hills.thu
C&C_Oasis.thu

In my RenegadeFDS/Data Folder.

Heres my svrcfg_cnc.ini:

```
;  
;  
; This file contains the default gameplay settings.  
;  
;  
; Most of the settings below can be changed while the game is in progress and  
; the changed settings will take effect the next time the map cycles.  
;  
;
```

[Settings]

ConfigName=Default C&C Server Settings

```
;
;
; The name of the server as it appears in the lobby list. This has a limit of
; 25 characters in GameSpy mode.
;
bGameTitle = Scud Storm Server

;
;
; This is the Message of the day. Any text placed here will show in a pop-up
; dialog box on the screen of any player joining the game.
;
bMotd=

;
;
; Set ModName to load a custom MOD package. All clients who join the server
; will need to have the MOD package also.
;
;
; ModName=ModTest.pkg
;
ModName=

;
;
; If DoMapsLoop is set then the map cycle will start again from the beginning
; once all maps have been played.
;
DoMapsLoop=yes

;
;
; The time limit for each game.
;
TimeLimitMinutes=0

;
;
; Radar mode.
;
;
; 0 = No radar.
; 1 = Show only friendly units on the radar.
; 2 = Show all units on the radar.
;
RadarMode=2

;
;
; Allows the server to automatically restart after a connection loss, system
; failure, or crash. To restart after a system failure, Windows must be set to
; automatically log in.
; Enabling auto restart also allows automatic unattended updating if a patch
; becomes available (Westwood Online mode only).
;
IsAutoRestart=yes
```

```
.  
;  
; Set to yes to make a passworded game.  
;  
IsPassworded=no  
  
.  
;  
; The password required for players to join the game.  
;  
bPassword=  
  
.  
;  
; Allow players to join this server when they select 'Quick Match' (Westwood  
; Online mode only).  
;  
IsQuickMatch=yes  
  
.  
;  
; Should this server be ladderred? A ladderred server reports game game results  
; and statistics to the Westwood Online ladder system at the end of each game.  
;  
IsLadderred=yes  
  
.  
;  
; Team remixing causes teams to be re-balanced at the beginning of every map.  
; Disabling RemixTeams can cause a game to become unbalanced over time as  
; players drop in and out.  
;  
RemixTeams=yes  
  
.  
;  
; Allows buildings to be repaired. Turning this off will result in much  
; shorter games.  
;  
CanRepairBuildings=yes  
  
.  
;  
; This setting effects whether a vehicle driver also controls the vehicles gun.  
; Disabling this will allow vehicle passengers to control the gun. Most players  
; seem to prefer this setting on.  
;  
DriverIsAlwaysGunner=yes  
  
.  
;  
; Enabling weapon spawning will cause extra weapons to be available for pickup  
; at various locations in the map.  
;  
SpawnWeapons=no
```

```
;
; Enable this to allow friendly units to damage each other. Friendly fire games
; are generally more open to abuse by 'grief' players.
;
IsFriendlyFirePermitted=no

;
; This allows players in the game to change teams at will.
;
IsTeamChangingAllowed=no

;
; Set this to 'yes' to allow clans to play in this server (Westwood Online mode
; only). Only two clans can play in a server at once.
;
IsClanGame=no

;
; The maximum number of players allowed in a game. Generally this should be set
; to an even number to avoid unbalanced teams. Maximum number of players is 127.
;
MaxPlayers=1

;
; Setting this causes the game to end when all the buildings belonging to a
; team are destroyed.
;
BaseDestructionEndsGame=yes

;
; This enables winning the game by placing a superweapon beacon on the enemy
; teams pedestal.
;
BeaconPlacementEndsGame=yes

;
; The number of credits each player gets when they join the game.
;
StartingCredits=350

;
; This is the name of the first map in the map cycle.
;
MapName=C&C_Oasis.mix

;
; The map cycle. This is the order that maps will be played. There must be at
```

```
; least one map in the list.  
;  
MapName00=C&C_Oasis.mix  
MapName01=C&C_Hills.mix  
MapName02=C&C_Deadly_River.mix  
;MapName03=  
;MapName04=  
;MapName05=  
;MapName06=  
;MapName07=  
;MapName08=  
;MapName09=
```
