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Subject: Re: Custom game hosting  
Posted by [Poskov](#) on Sat, 05 Apr 2008 22:57:23 GMT  
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Yes, valid serial; a westwood cd one (I'm using TFD renegade)

"Did you modified the objects.ddb/objects.aow/objects.gm....?"

I'm hosting a custom game (RenegadePlus). Stand alone like APB.

"Did you opened the ports on your router and your firewall? (Best way, is a static port at the ServerConfig Files (dont know which at the moment))"

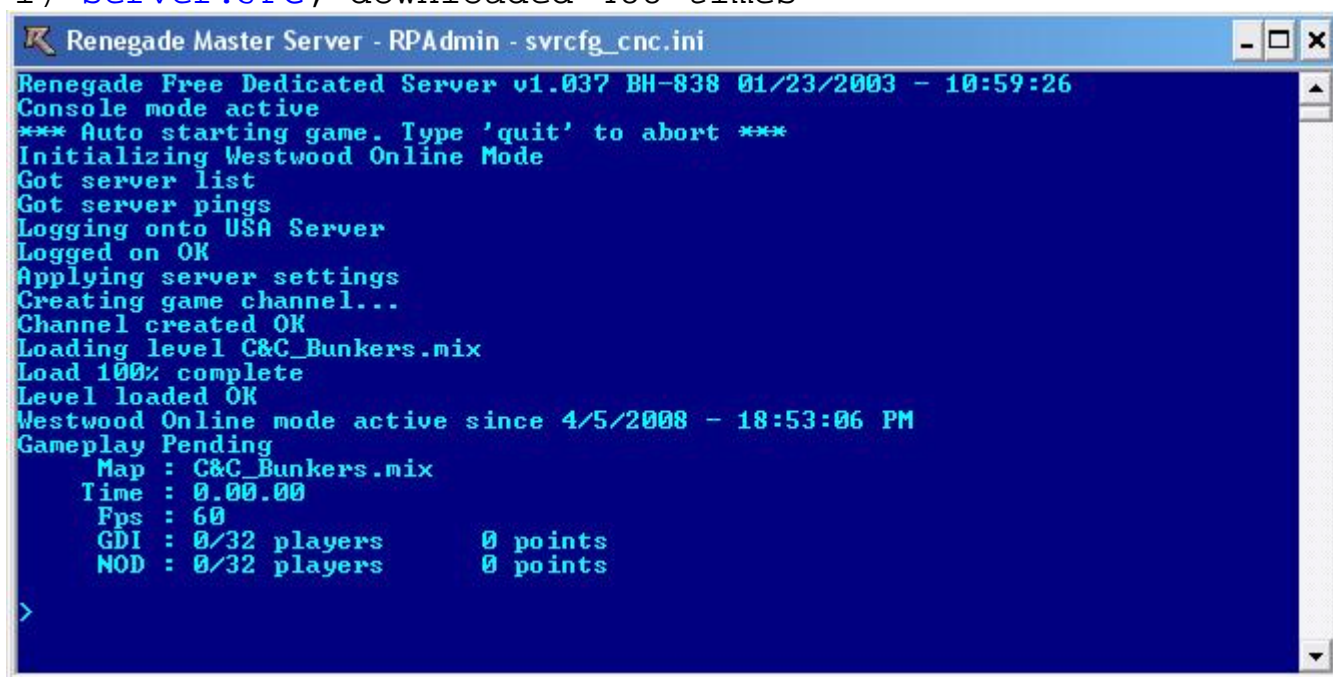
what do you mean?

ServerSummay:

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## File Attachments

1) [server.JPG](#), downloaded 488 times



```
Renegade Master Server - RPAdmin - svrcfg_cnc.ini
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Loading level C&C_Bunkers.mix
Load 100% complete
Level loaded OK
Westwood Online mode active since 4/5/2008 - 18:53:06 PM
Gameplay Pending
  Map : C&C_Bunkers.mix
  Time : 0.00.00
  Fps : 60
  GDI : 0/32 players      0 points
  NOD : 0/32 players      0 points
>
```