
Subject: FDS does not show up in LAN games of Renegade

Posted by [quirks](#) on Sat, 04 Oct 2008 18:04:17 GMT

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Hi folks!

I downloaded and installed the Renegade FDS from here:
<http://ren.game-maps.net/index.php?action=file&id=520>

I did not make any changes to the server.ini, except for setting the GameType to LAN, so that I can play with some other people on the network. So it is a fresh and clean installation.

The server starts up just fine. There are no error messages, the MAP loads and so on.

My problem is that the server does not show up in the list of LAN games in the Renegade Multiplayer mode.

There are no firewalls between the hosts. They can definitely reach each other. Also when I start a Mutliplayer game the standard way (using the Multiplayer/LAN mode in Renegade), everyone else on the network can see it.

I tried to figure out what happens on the network, when I use FDS compared to the Multiplayer mode of Renegade (using wireshark). And I noticed one significant difference: the FDS broadcasts its existence on port 3373, whereas a normal Mutliplayer game in Renegade is broadcasted on port 3366.

My question to you is: how can I make the FDS use port 3366 instead of 3373? I already set every port-related option in the server.ini to 3366 - without success.

Also, please let me know, if I missed to configure something, which should be done for LAN games.

Thanks in advance,
quirks

P.S. The reason why I want to use FDS instead of Renegade Multiplayer/LAN is because I want to be able to play in co-op mode with my friends - in case anyone wonders.
