
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

Subject: WOL mode doesn't work
Posted by [Beus](#) on Fri, 25 Apr 2003 14:55:29 GMT
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i was told on noobstories irc that basicly linux fda only works in gamespy mode (GSA). Is this true?

Subject: WOL mode doesn't work
Posted by [Sven](#) on Fri, 25 Apr 2003 15:35:30 GMT
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Yes, that's true.
Reading the readme file would have helped.....