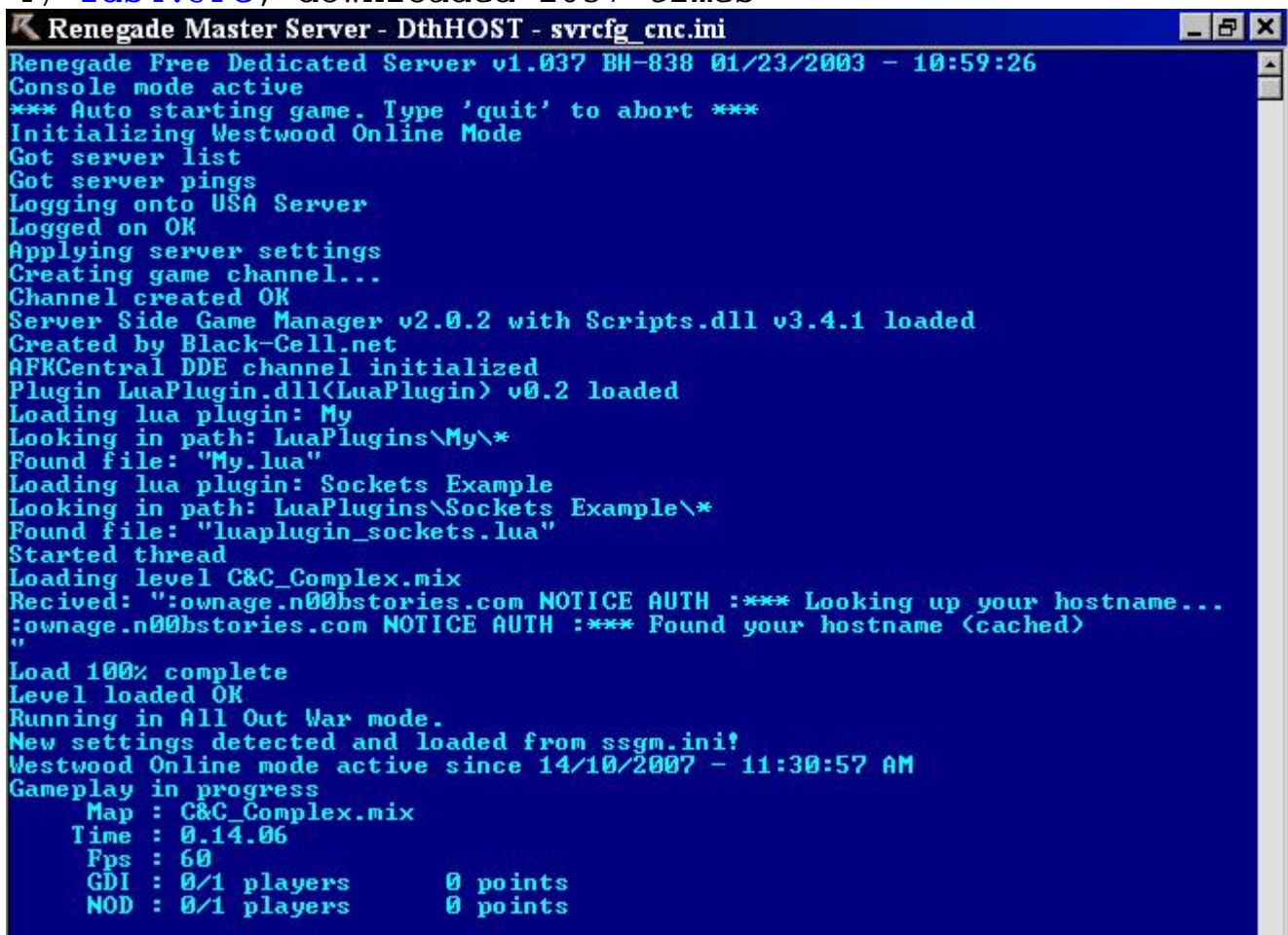

Subject: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sun, 14 Oct 2007 01:26:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Title says most of it. I can page players, so i am connected, but i don't appear on WOL/advanced listings.

File Attachments

- 1) [server.ini](#), downloaded 256 times
- 2) [ssgm.ini](#), downloaded 234 times
- 3) [svrcfg_cnc.ini](#), downloaded 298 times
- 4) [fds4.JPG](#), downloaded 1037 times



```
Renegade Master Server - DthHOST - 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
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
AFKCentral DDE channel initialized
Plugin LuaPlugin.dll(LuaPlugin) v0.2 loaded
Loading lua plugin: My
Looking in path: LuaPlugins\My\*
Found file: "My.lua"
Loading lua plugin: Sockets Example
Looking in path: LuaPlugins\Sockets Example\*
Found file: "luaplugin_sockets.lua"
Started thread
Loading level C&C_Complex.mix
Received: ":ownage.n00bstories.com NOTICE AUTH :*** Looking up your hostname...
:ownage.n00bstories.com NOTICE AUTH :*** Found your hostname (cached)
"
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
Westwood Online mode active since 14/10/2007 - 11:30:57 AM
Gameplay in progress
  Map : C&C_Complex.mix
  Time : 0.14.06
  Fps : 60
  GDI : 0/1 players      0 points
  NOD : 0/1 players      0 points
```

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [BlueThen](#) on Sun, 14 Oct 2007 04:57:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. You didn't refresh the listings...
2. You were already logged in as that name, and the bot couldnt host while you were logged in...

3. You have a object.ddb mod that's keeping the bot from hosting.
 4. ldk, you're screwed.
-

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Ethenal](#) on Sun, 14 Oct 2007 05:18:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

objects.ddb mod most likely. If you have a different objects.ddb, it will refuse your connection.

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sun, 14 Oct 2007 06:23:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. Did
2. Hosted under DthHOST played as Dthdealer
3. Yes, i do have a modded version
4. Yes

Do i just rename the objects to objects.aow then change line 54 in ssgm.ini to ObjectsFile=aow?

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sun, 14 Oct 2007 06:54:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Woot, works.

But now renegade crashes after i join...
Help? I "lose connection" according to the fds window

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Wed, 17 Oct 2007 06:27:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Anyone?

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Ethenal](#) on Thu, 18 Oct 2007 00:38:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Something must be wrong on the client side.

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Genesis2001](#) on Thu, 18 Oct 2007 01:39:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

You're running LuaPlugin V2 and you have the sockets module being used to connect to IRC. The clients will crash after the socket times out. And then shortly after the clients crash, the FDS'll crash. I know this doesn't help with the original question, but it will help you in the future.

~MathK1LL

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Fri, 19 Oct 2007 06:44:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have not setup an IRC channel.
How can i get the socket to be replaced with a socket opened for longer or keep the original opened for longer?
My fds doesn't crash at all. Only Renegade.

Also there's no game-name on WOL listings for my game.

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sat, 20 Oct 2007 02:25:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Urimas wrote on Sat, 20 October 2007 08:51 Well I never was good at rotors besides there a minor flaw.
Any servers up using this mod? my router prevents others joining mine

I am running via a router with a hardware firewall. Could this be my problem?
Yet i was able to get it to work when i had first tried it ages ago.

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sat, 20 Oct 2007 04:49:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fixed the name bug, error on the line of text in server.ini.
The crash bug had to do with C&C_complex.mix as i had server-sided it.
All i did was put the .idd in the fds data directory and put the objects.ddb (now objects.gm) in there too as well as changing the ssgm.ini settings for the (gm) file format.

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Sat, 20 Oct 2007 04:53:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Heres the le files. I havent finished the map yet

File Attachments

1) [C&C_Complex.rar](#), downloaded 241 times

Subject: Re: Connected to WOL, not appearing on WOL
Posted by [Veyrdite](#) on Fri, 26 Oct 2007 11:11:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol none have downloaded the file.
"I NO LONGER HAVE TROJAN.VUNDO"
virus scanning it would still be recommended though
