Subject: Setting up a Renegade FDS
Posted by Distrbd21 on Thu, 23 Oct 2008 08:51:18 GMT
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Hi
Today i will tell you how to set up a Renegade FDS:Free Dedicated Server
Things you will need for your FDS.
1.User name
2.Password
3.Serial number
4.Away to get your server noticed

Renegade FDS Tutorial!

Now first thing is to get the FDS Where you say?
Renegade FDS DownloadLink 1
Renegade FDS DownloadLink 2
Now start it up click next i accept, now in this Tutorial we will be setting it up for Westwood Online.
For the Westwood online login name Put blah for the Password put 12345678 we will be
changeing it l8r.
for the serial put 0669000000000000000000 again we will change it
make sure it say's C:\Westwood\RenegadeFDS than
make sure both westwood online and server componets are checked
just click next on the next window and than next again to install it.

Now come's the hard part setting up your server so it will go online.
OK we will be editing Server.ini Go to this folder to find it C:\Westwood\RenegadeFDS\Server it is
normaly at the bottom of the folder it say's server open that up
You will get this, what is in Color you will need to fix.
Server.ini Settings; Server Settings .INI file for Renegade Free Dedicated Server.
;
; This file controls the behavior of a Renegade Free Dedicated Server. The
; first instance of the server is referred to as the Master Server and it can
; control up to seven other local instances of the server. These are referred
; to as Slave Servers.
;
; Each slave server must have it's own login information and serial number.
; Each slave server can have it's own game settings, seperate from the master.
;
;
;
;
;
==
==
;
==
==
;

; This section of the file is generated automatically - do not edit
;
; Available Westwood Servers:
;
;   Pacific Server
;   European Server
;   USA Server
;
; End generated section.
;
;
===
==
;
===
==

;
; Renegade Master Server settings.
;
; This section contains the settings for the Master Renegade Server.

[Server]

; Config =
;
; This specifies the location of the game settings file used by the master
; server. You can change this to point to any Renegade server settings .ini
; file or change the default .ini file to reflect the game settings you would
; like for your server.

Config = svrcfg_cnc.ini

; GameType =
;
; Set this to WOL for a Westwood Online dedicated server.
; Set this to GameSpy for a GameSpy mode dedicated server.
; Set this to LAN for a LAN mode dedicated server.
;

GameType = WOL If you want LAN

; Nickname =
;
; This is the Westwood Online nickname you will use when logging into the

; Westwood Online matchmaking system. You can use a nickname from a previous
; Westwood Studios game or apply for a new one by copying the following line
; and pasting it into your web browsers address window
;
;   http://register.westwood.com

Nickname = blah21 Your servers nick name

;
; Password =
;
; This is the password that matches the nickname used above.

Password = 12345678 your password

; Serial =
;
; The serial number that you specified when installing the Renegade Dedicated
; Server.

Serial = 0669000000000000000000 Your Renegade serial

; LoginServer =
;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.

LoginServer =

; Port =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.

Port = 0

; GameSpyGamePort =
;
; This is the UDP port that the Renegade Dedicated Server will use to

---

; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.

GameSpyGamePort = 0

; GameSpyQueryPort =
;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

; BandwidthUp =
;
; If you know how much bandwidth you want to allocate for the Renegade
; Server to use then you can specify it here. A minimum of 60k bits per second
; is recommended for each client you plan to connect to. If you leave this
; value as 0 (the default) then the available bandwidth will be automatically
; detected(WOL only). Some guidelines follow.
;
;   Set to 1500000 for a 32 player game
;   Set to 750000 for a 16 player game
;   Set to 250000 for an 8 player game
;
; Make sure you don't set the Bandwidth number to be higher than your
; actual available bandwidth or gameplay performance will be poor.

BandwidthUp = 0 How many player's note: might lag your server if your computer can not handle
alot

; NetUpdateRate =
;
; Set this to control the frequency of network updates sent to clients. This
; is the number of updates sent per second. Higher values increase network
; traffic, lower values decrease traffic. Valid values must be in the 5 - 30
; range. As you increase NetUpdateRate the values set for BandwidthUp must
; also scale accordingly. The default is 10.

NetUpdateRate = 10

; AllowRemoteAdmin =
;

; Set this to true to enable remote server administration via the RenRem
; tool. You must also set a password for remote administration to be
; allowed.
; Slave servers inherit this setting from the master.

AllowRemoteAdmin = false

; RemoteAdminPassword =
;
; This is the password required to connect to a server with the RenRem
; admin too.
; Slave servers inherit this setting from the master.

RemoteAdminPassword =

; RemoteAdminIp =
;
; This is the ip that the remote administration service will listen for
; incoming request on. The default is to listen on ALL ip addresses. If
; you have an internal ip address and only want to administer internally
; set this to your internal ip address.
;

RemoteAdminIP =

; RemoteAdminPort =
;
; The port to connect to for remote administration.
; This can be set per slave. The default slave ports will be shown when
; connecting to the master with the RenRem tool.

RemoteAdminPort =

;
; Renegade Slave Server settings.
;
; These sections contain the settings for the Renegade Slave Servers. Each
; additional server you want to run can be configured seperately by modifying
; the corresponding section below.
;
; The settings for a slave server are the same as for a master with the
; exception of the 'enable' flag. Setting Enable = 1 will enable the given
; Slave Server. The Slave Server will start automatically at the same time
; as the Master Renegade Server.

```
;
; Each Slave Server must have it's own login name, password & serial number.
;
[Slave1]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave2]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave3]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave4]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave5]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
```

```
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave6]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =

[Slave7]
Enable = 0
Config = svrcfg_cnc.ini
Nickname =
Password =
BandwidthUp = 0
Serial =
Port = 0
RemoteAdminPort =
```

I belive that is it enjoy your new server at least you got past the installing and setting up part i hope, now stop bugging people to help you make a server.

Let me know if i need to change some thing or is my spelling is off.

Now this really should be pinned.

Please leave feedback.

By Distrbd21 aka Vendetta

Subject: Re: Setting up a Renegade FDS
Posted by DyingMuser on Thu, 08 Jan 2009 09:24:23 GMT
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Thanks a lot for your help.
But till now we have something puzzled such as:
1)How to make the brenbot actived in order to make the commands like the !donate, !backup and so on can be used by players?
2)How to setup up the RANK Ladder System in our server?
3)How can we do some remote control to the server by our own microcomputers?

4)And could you please supply more details about the process of server setup which likes the ATOMIX (describe it step by step?) if you have time?
Thank you again for your help.

Subject: Re: Setting up a Renegade FDS
Posted by C C_guy on Thu, 08 Jan 2009 09:48:17 GMT
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as the saying goes :Google is your friend.

try it, it really works!

Subject: Re: Setting up a Renegade FDS
Posted by DyingMuser on Fri, 09 Jan 2009 10:38:59 GMT
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Thank you, we'll have a try. ^_^

Subject: Re: Setting up a Renegade FDS
Posted by ardwann19 on Sat, 17 Oct 2009 14:52:40 GMT
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DyingMuser wrote on Thu, 08 January 2009 03:24Thanks a lot for your help.
But till now we have something puzzled such as:
1)How to make the brenbot actived in order to make the commands like the !donate, !backup and so on can be used by players?
2)How to setup up the RANK Ladder System in our server?
3)How can we do some remote control to the server by our own microcomputers?
4)And could you please supply more details about the process of server setup which likes the ATOMIX (describe it step by step?) if you have time?
Thank you again for your help.
you forgot the negotating port with server problem =[......pls help me fix this shet.

Subject: Re: Setting up a Renegade FDS
Posted by Goztow on Sat, 17 Oct 2009 16:13:53 GMT
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in server.ini there's a "port = xxxx". Set this port to e.g. "5555" and then forward port 5555 in your router admin to your server's internal IP address.

www.portforward.com for more info on how to do this.

Subject: Re: Setting up a Renegade FDS
Posted by ardwann19 on Sat, 17 Oct 2009 17:24:20 GMT
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well can you tell me each step to forward the port pls i tryed learning how to portforward but i couldnt...like tell me where to go and everything..thx

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Subject: Re: Setting up a Renegade FDS
Posted by Goztow on Sat, 17 Oct 2009 20:44:41 GMT
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Each router admin is different, so it's hard.

Subject: Re: Setting up a Renegade FDS
Posted by Distrbd21 on Tue, 20 Oct 2009 22:32:13 GMT
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ardwann19 wrote on Sat, 17 October 2009 12:24well can you tell me each step to forward the port pls i tryed learning how to portforward but i couldnt...like tell me where to go and everything..thx

if you go there it will tell you each step how to do it.

each router is different then the other but the link to it is normally the same 192.168.2.1 is the normal link.

Subject: Re: Setting up a Renegade FDS
Posted by C C_guy on Wed, 21 Oct 2009 05:33:16 GMT
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Distrbd21 wrote on Tue, 20 October 2009 17:32ardwann19 wrote on Sat, 17 October 2009 12:24well can you tell me each step to forward the port pls i tryed learning how to portforward but i couldnt...like tell me where to go and everything..thx

if you go there it will tell you each step how to do it.

each router is different then the other but the link to it is normally the same 192.168.2.1 is the normal link.

Wrong! any router i have accessed from new the ip to it is/was 192.168.0.1 or 192.168.1.1, of course you can change it to 192.168.2.1 but defaults that i have seen are mostly 192.168.0.1 or 192.168.1.1 etc. anyways i am just clarifing that all, why i have no clue but did/am lol.

Subject: Re: Setting up a Renegade FDS
Posted by Lone0001 on Wed, 21 Oct 2009 15:49:02 GMT
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I've had one that defaulted 192.168.2.1

Subject: Re: Setting up a Renegade FDS
Posted by skyriderdk on Mon, 21 Jun 2010 18:15:40 GMT
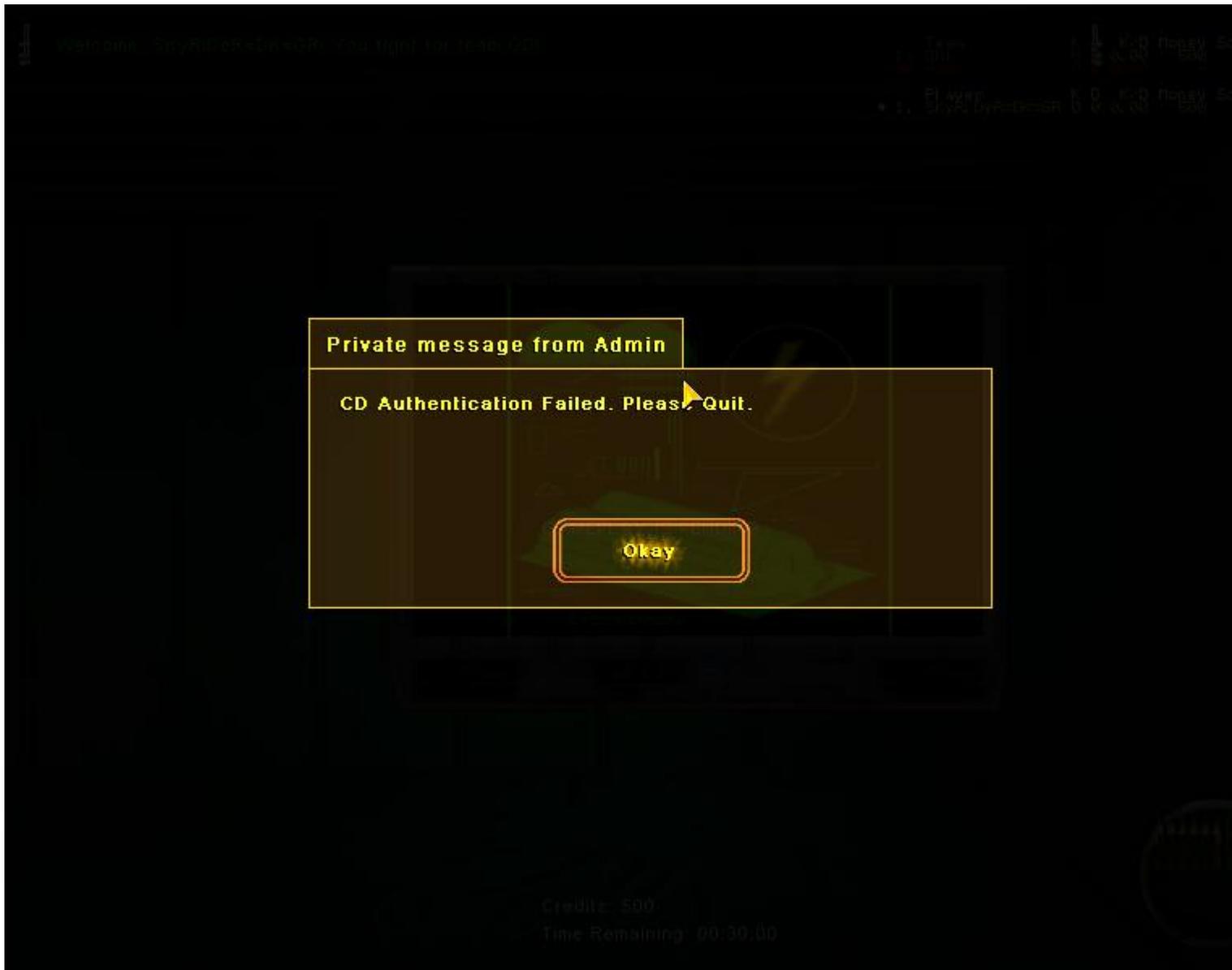View Forum Message <> Reply to Message

i have the server imstalled and ruinning in GameSpy MOde <...is give a messege whe i try to connect :
CD Authentication Failed Please Quit......
How do fix that??????? please thank you

File Attachments
1) Game 2010-06-21 14-17-17-80.jpg, downloaded 684 times

Subject: Re: Setting up a Renegade FDS
Posted by Goztow on Mon, 21 Jun 2010 18:38:27 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=17104&start=0&rid=4 882 search for the fix for it in this sticky

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Subject: Re: Setting up a Renegade FDS
Posted by E-102 Gamma on Sun, 21 Nov 2010 04:42:36 GMT
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I just tried this. I installed the server itself, the No Gameplay Pending fix, the serverside Core Patch 2, and scripts.dll 3.4.4 (in that order). But when I try to launch the server, a blue DOS command prompt window comes up, says a few things, and then goes into this "Creating game channel...
Failed to create channel
Retrying channel create" loop and then restarts itself after a while.

How do I fix this?

EDIT: Apparently, it's doing this because I don't have a valid serial.

So how do I get a valid serial?

Subject: Re: Setting up a Renegade FDS
Posted by Omar007 on Sun, 21 Nov 2010 11:35:37 GMT
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Goto the FDS installation folder and find the file server.ini.
Once you have found it, open it and search for:

Serial = XXXXXXXXXXXXXXXXXXXXXX

Replace the code with your Renegade serial WITHOUT dashes.
Also make sure your FDS logs in online on another nick then you do.

Subject: Re: Setting up a Renegade FDS
Posted by E-102 Gamma on Sun, 21 Nov 2010 19:59:04 GMT
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I just got the server working. Finally.

Distrbd21; GameType =
;
; Set this to WOL for a Westwood Online dedicated server.
; Set this to GameSpy for a GameSpy mode dedicated server.
; Set this to LAN for a LAN mode dedicated server.
;

GameType = WOL If you want LAN

I find this part of the tutorial confusing. Do I set this to WOL if I want the server to host a LAN game, or do I set it to LAN for a LAN game?

Subject: Re: Setting up a Renegade FDS
Posted by Omar007 on Sun, 21 Nov 2010 22:10:26 GMT
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That the server nickname must have numbers is bullshit.
My server nick is Omarserv. IDK about you but I don't see any numbers there

Easiest way IMO is just setting a password on the server and run it on WOL

Subject: Re: Setting up a Renegade FDS
Posted by E-102 Gamma on Sun, 21 Nov 2010 23:12:58 GMT
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My server didn't work, I added "11" to the end of the server's nickname, and then it worked.
Maybe the nickname just wasn't long enough.

Subject: Re: Setting up a Renegade FDS
Posted by trooprm02 on Mon, 22 Nov 2010 23:01:25 GMT
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Nicknames have to be atleast 3 chars long.

Subject: Re: Setting up a Renegade FDS
Posted by E-102 Gamma on Tue, 23 Nov 2010 00:55:42 GMT
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The nickname I originally attempted to use was five characters long.