
Subject: Weird FDS Player number error

Posted by [Lt Albrecht](#) on Tue, 01 Sep 2009 20:47:59 GMT

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Well, a friend of mine is trying to host an FDS so we can playtest my .pkg mod with stuff like !donate and Online co-op, but he has a problem, and seeings as the admins haven't yet authenticated his account, he asked me to make this post for him.

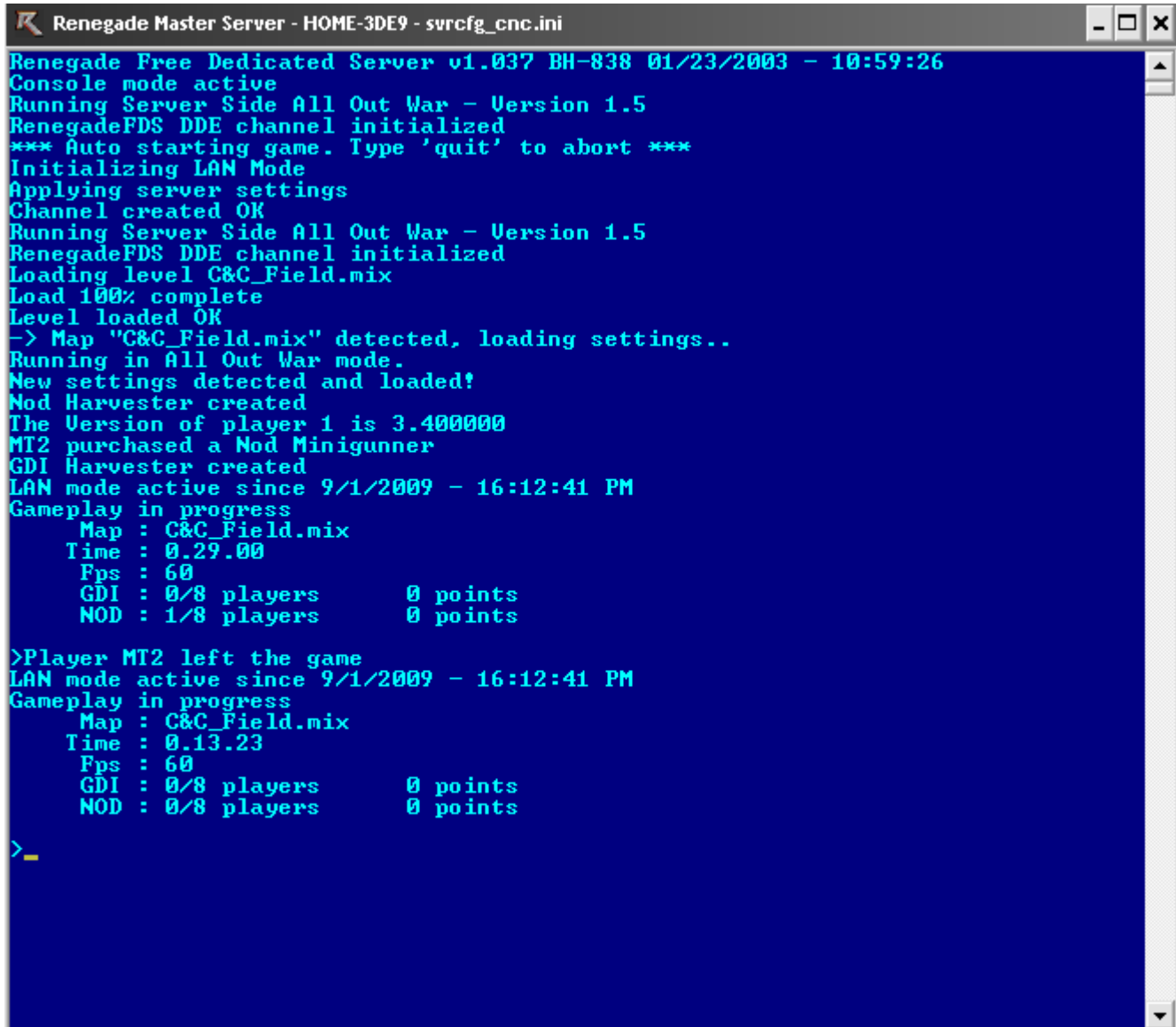
It is over Hamachi, but we have played many a game of non-server Hamachi like this without incident.

"Hello, I have encountered a problem in setting up my dedicated server, for LAN play. I have followed this tutorial: <http://renegadehelp.net/index.php?act=tutorial&id=8024> and everything seems to work alright, except for one thing: only one person can use the server.

Attached is a screenshot of the server in the LAN view, a screenshot of the renegadeFDS, and the server configuration settings."

File Attachments

- 1) [svrcfg_cnc.ini](#), downloaded 288 times
- 2) [Renegade FDS view.PNG](#), downloaded 417 times

A screenshot of a Windows-style console window titled "Renegade Master Server - HOME-3DE9 - svrcfg_cnc.ini". The window has a blue background and white text. The text shows the server's startup sequence, including console mode activation, server side initialization, LAN mode setup, and game loading. It also displays in-game statistics for a match on the "C&C Field.mix" map, showing 0/8 players for GDI and 1/8 for NOD. The console ends with a prompt ">_".

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
*** Auto starting game. Type 'quit' to abort ***
Initializing LAN Mode
Applying server settings
Channel created OK
Running Server Side All Out War - Version 1.5
RenegadeFDS DDE channel initialized
Loading level C&C_Field.mix
Load 100% complete
Level loaded OK
-> Map "C&C_Field.mix" detected, loading settings..
Running in All Out War mode.
New settings detected and loaded!
Nod Harvester created
The Version of player 1 is 3.400000
MT2 purchased a Nod Minigunner
GDI Harvester created
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
  Map : C&C_Field.mix
  Time : 0.29.00
  Fps : 60
  GDI : 0/8 players      0 points
  NOD : 1/8 players      0 points

>Player MT2 left the game
LAN mode active since 9/1/2009 - 16:12:41 PM
Gameplay in progress
  Map : C&C_Field.mix
  Time : 0.13.23
  Fps : 60
  GDI : 0/8 players      0 points
  NOD : 0/8 players      0 points

>_
```

3) [LAN view.PNG](#), downloaded 417 times

LAN Game List

Icon	Host Name	Game Name	Game Map	Players	Speed
	HOME-3DE9	MT's FDS for Renegade	C&C_Field.mlx	0/1	

Nickname:

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Subject: Re: Weird FDS Player number error
 Posted by [ExEric3](#) on Wed, 02 Sep 2009 07:34:24 GMT
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Remove no gameplay pending patch. Put original file server.dat to Ren dir. (server side)

Or download server.dat from BI site:

<http://www.blackintel.org/renegade/projects/downloads>