
Subject: FDS Will Not Turn Off!

Posted by [Xpert](#) on Mon, 12 Sep 2011 17:26:00 GMT

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I have a few moments where when I try to shutdown the FDS, it will come back up and restart itself after closing. The only way for me to completely kill it, is end it in the Task Manager.

I even have AutoRestart disabled for the server.

Subject: Re: FDS Will Not Turn Off!

Posted by [sla.ro\(master\)](#) on Mon, 12 Sep 2011 17:27:35 GMT

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try use server.exe (if you have it already renamed) or rename server.dat into server.exe and run it. would stop auto-restarting.

Subject: Re: FDS Will Not Turn Off!

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:44:54 GMT

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I don't suppose that the new fds has some obscure folder in the C:\Users\UserName\Documents\ dir, like Renegade does, in which case it could be reading to auto restart from there?

Subject: Re: FDS Will Not Turn Off!

Posted by [sla.ro\(master\)](#) on Mon, 12 Sep 2011 17:52:05 GMT

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Jerad Gray wrote on Mon, 12 September 2011 20:44 I don't suppose that the new fds has some obscure folder in the C:\Users\UserName\Documents\ dir, like Renegade does, in which case it could be reading to auto restart from there?

new fds doesn't use documents folder, fds_root\Renegade\FDS
correct me if im wrong..

Subject: Re: FDS Will Not Turn Off!

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 17:59:07 GMT

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sla.ro(master) wrote on Mon, 12 September 2011 11:52 Jerad Gray wrote on Mon, 12 September 2011 20:44 I don't suppose that the new fds has some obscure folder in the

C:\Users\UserName\Documents\ dir, like Renegade does, in which case it could be reading to auto restart from there?

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Well you can slap it onto a flash drive without any folders at all (except data, it needs that lol.

I was just wondering if they made it have an alt location that it reads data from like what they did with 4.0 Renegade.

Subject: Re: FDS Will Not Turn Off!

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 18:42:59 GMT

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Jerad Gray wrote on Mon, 12 September 2011 19:59sla.ro(master) wrote on Mon, 12 September 2011 11:52Jerad Gray wrote on Mon, 12 September 2011 20:44I don't suppose that the new fds has some obscure folder in the

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Well you can slap it onto a flash drive without any folders at all (except data, it needs that lol.

I was just wondering if they made it have an alt location that it reads data from like what they did with 4.0 Renegade.

The reason we did that for the client is easy. UAC.

Subject: Re: FDS Will Not Turn Off!

Posted by [Omar007](#) on Mon, 12 Sep 2011 19:31:48 GMT

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If there is one thing I really hate, it is the fact that games place files outside the games' folder (especially if it's outside the 'My Games' folder aswell)

Subject: Re: FDS Will Not Turn Off!

Posted by [EvilWhiteDragon](#) on Mon, 12 Sep 2011 20:43:27 GMT

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Got a point there. It should be in the My games folder or appdata ideally.

Subject: Re: FDS Will Not Turn Off!

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 23:06:24 GMT

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I'd be cool if we could set the folder, but w/e.

Subject: Re: FDS Will Not Turn Off!

Posted by [StealthEye](#) on Mon, 12 Sep 2011 23:19:56 GMT

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I'm not too happy with this either; but it seems to be according to the Microsoft's recommended practices. It's generally a good idea to follow these. The better way would be to split it up over AppData (for stuff that is not likely to be of interest to the user) and the My Documents folder (or one in My Games, maybe; it is probably a better location, but not sure whether there are any specific guidelines/constraints to that dir).

I think you can set those folders by making a paths.ini with the following contents (example shows default values):

```
[paths]
RegBase = Westwood
RegClient = Renegade
RegFDS = RenegadeFDS
FileBase = Renegade
FileClient = Client
FileFDS = FDS
UseRenFolder = true for server, false for client
```

I'm not exactly sure what all the the entries mean (I can make some guesses, but you can probably make the same). If UseRenFolder is false, it will store the values in my documents.

Subject: Re: FDS Will Not Turn Off!

Posted by [sla.ro\(master\)](#) on Tue, 13 Sep 2011 06:52:42 GMT

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i don't see whats wrong with storing stuff on documents, me i have over 30-40 games who stored there their files and all is fine.

most games does store files in documents or/and appdata.

Subject: Re: FDS Will Not Turn Off!

Posted by [danpaul88](#) on Tue, 13 Sep 2011 09:29:07 GMT

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StealthEye wrote on Tue, 13 September 2011 00:19 I'm not too happy with this either; but it seems

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I'm not exactly sure what all the the entries mean (I can make some guesses, but you can probably make the same). If UseRenFolder is false, it will store the values in my documents.

Specifically, you want to set UseRenFolder to true to make it save the data to the same folder as Renegade is installed to. If its set to false it goes into My Docs instead.... personally I wanted it to go to appdata but apparently people are too braindead to find screenshots if they go there....

Leave the other settings as specified above, or don't create an entry for them (it should default to the correct values). For example, to save files to the install folder instead of my docs you could create a paths.ini with the following content;

```
[paths]
UseRenFolder = true
```

And it *should* work. Can't check the code at the moment as I am at work. Might be useful to add this as an option to the installer... if enabled it would create a paths.ini as above to override the 'write to my docs' crap.

IMPORTANT: If you have renegade installed to program files and you do the above some things will not work properly unless you explicitly grant your account (read: not the generic administrators group) read/write access to the folder.

EDIT;

For the record, I DETEST things writing crap all over the my documents folder... game data files are NOT DOCUMENTS!!! I end up hiding all the stupid random folders that get spewed out there all the time so I don't have to sift through them all the time when looking for my actual documents amongst all the garbage.

EDIT 2: FYI, paths.ini goes in the data folder. Just thought I would clarify that.

Subject: Re: FDS Will Not Turn Off!

Posted by [EvilWhiteDragon](#) on Tue, 13 Sep 2011 10:33:53 GMT

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The should work is only true when Renegade is NOT installed in the program files dir on a Vista/W7 PC. Then you will not be allowed to write to the program files dir. Although it could be that W7 transparently provides a workaround.

Subject: Re: FDS Will Not Turn Off!

Posted by [danpaul88](#) on Tue, 13 Sep 2011 10:46:53 GMT

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Under Vista / Win7 it would write the files to the virtual store location in appdata, but it will trigger a UAC prompt I think.
