

WW1 Multiplayer Guide

Part One

This guide will present a few tips and tasks to assist you in setting up, and joining multiplayer games. The TCP/IP method of multiplayer games is a little bit more complicated than PBEM games, but not overly difficult. However, if your settings are not correct, it can get frustrating very quickly. The Guide will be in 2 parts.

Part One

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General Tips

Credits

Section 1

a) Router Settings

Your router is a physical firewall for your network in addition to a few other things. Many programs can pass through without any difficulty. However, games and other applications that are sharing data over the web must have special permissions and directions. On your LAN a simple service called the UPnP will automatically allow connections to other PC's or peripherals. When you go beyond your own network, there are some adjustments to your router that must be made.

As each brand of router will have some slightly different steps to the input of data; that will not be addressed. Rather, this guide will show you what you need to look for in your router configuration and change it appropriately. Although the various router brands differ in appearance somewhat, those all have the same basic functions and configuration options.

WW1 does not designate any particular port as some other games do. This means you are free to choose what ports are best for you to use. I have selected 1630 to 1638 for both TCP and UDP. It may be that you have some other service that utilizes 1914, but it is doubtful it will interfere.

As there are many different types of routers, LAN's and ISP connections with various limitations, there may not be any one perfect setup for all situations. However, the following settings have worked for me and should work for most situations.

The first step is to access your router. If you do not know what the router address is, you can get that by checking the router documentation or going to; Run, type CMD, then ipconfig (in the black DOS box). You will then see your router "default gateway" address. Several brands use a default of 192.168.100.1. Also in that command display you will see your PC address on the LAN. This will be similar to the router "default gateway" address. The only number that (likely) will be different is the last number-in my case it is 4. The last number varies by the number of devices on you LAN.

The internet IP address of the host's router will be required for the in game multiplayer dialog of the joining player. You will see that in your router, or you can Google sites such as "what my IP"-it is easy to get. It is possible that joining players (client) will not have to make any adjustments to their router to connect to a host. Firewall and AV programs will still need to be adjusted. Before you begin adjustments to your router, make a backup of your router settings so that you can easily go back to existing settings if you run into problems. There should be a back up option in your router that enables saving to your PC..

b) Port Forwarding

Port forwarding enables the router to know which computer on your LAN to send the incoming data to.

A beginning port and ending port must be chosen for some programs with inbound access-primarily games.

Port forwarding requires a static IP address. This is normally a simple adjustment or option in your router. To make certain the server IP remains the same on your LAN, you must reserve (or lock) the server IP. If your IP changes from xxx.xxx.x.1 to xxx.xxx.x.3 your forwarded ports won't function. Reserving the IP is done in the router-and only needs to be for the PC that will be used as a server/host.

Your Port Forwarding listing in your router should look similar to this below. The number on the right side represents your computer on your LAN. This is the "server" IP address. Typically, only the last number will be different on each machine. In my case, the number is 4. 192.168.1.4 represents my PC on my LAN-not on the internet. The LAN IP is normally assigned automatically by the router. There is no problem with that, but you need to make sure that the same IP is assigned on the actual PC.

Port Forwarding / Port Triggering

Please select the service type

☒ Port Forwarding
☐ Port Triggering

Service Name:
 Server IP Address:

	#	Service Name	Start Port	End Port	Server IP Address
<input checked="" type="radio"/>	1	WW1	1630	1638	192.168.1.4
<input checked="" type="radio"/>	2	CotA	1941	1944	192.168.1.4

Notice in the above dialog that there is both Port Forwarding and Port Triggering selections. You must set both by selecting the port service type radio button and clicking “add custom service”.

After you have opened the port dialog you can add your desired port for WW1. It needs to be a 4 digit number to match the WW1 MP dialog. I suggest 1630 start and 1640 ending.

NETGEAR SMARTWIZARD router manager RangeMax™ NEXT Wireless Router model WNR834B

- Setup Wizard
- Setup
 - Basic Settings
 - Wireless Settings
 - Content Filtering
 - Logs
 - Block Sites
 - Block Services
 - Schedule
 - E-mail
- Maintenance
- Router Status

Ports - Custom Services

Service Name:
 Service Type:
 Starting Port: (1~65534)
 Ending Port: (1~65534)
 Server IP Address:

After you have entered the service name, service type, ports and your Server IP Address (host PC) you are done. Remember to click “Apply”.

That is all there is to forwarding.

In the forwarding dialog choose the option of service type as UDP. A selection of both TCP and UDP will actually work also, but UDP works slightly better in my environment.

You also add in your Server IP Address at this time. The “server” IP address is the computer that you are playing the game on-not the default gateway (router) or your actual internet IP.

Assuming that I do not have conflicts with other players, I will be using a starting port of 1630 and an ending port of 1640

On my particular router, ports are available to 65,000. However, the game dialog allows for 4 digits- not 5. So, the highest port number you can set is 9999. There are different ports that may be used, however, I think that to standardize the ports would be a good idea. It may be that some flexibility will be required at times.

The server/host address must be reserved in the router. The host address must also be locked in Windows. This is done by going to; Control Panel, Network and Internet, Network Connection, right click your connection and choose Properties, Configure, Advanced tab. On the short list that appears select Network Address. In the Values box on the right side type your LAN address.

In the router dialog below you notice the radio button in the IP listing. By checking the button and entering the IP address, you will have reserved that PC's LAN address. All the information you need here is already in your router. There should be a list of connected devices, simply copy and past into the reserving list.

LAN IP Setup

LAN TCP/IP Setup

IP Address: 192 . 168 . 1 . 1

IP Subnet Mask: 255 . 255 . 255 . 0

RIP Direction: Both

RIP Version: RIP-1

☒ **Use Router as DHCP Server**

Starting IP Address: 192 . 168 . 1 . 2

Ending IP Address: 192 . 168 . 1 . 15

Address Reservation

	#	IP Address	Device Name	MAC Address
<input checked="" type="radio"/>	1	192.168.1.4	MASTER-PC	
<input checked="" type="radio"/>	2	192.168.1.7	FAMILYROOMPC	
<input checked="" type="radio"/>	3	192.168.1.6	SUE-PC	
<input checked="" type="radio"/>	4	192.168.1.3	Mobile	
<input checked="" type="radio"/>	5	192.168.1.2	Joe's PC	0-3A-67-75-54

Add Edit Delete

Apply Cancel

After Static Address has been selected, IP reserved on the router and set in the PC then you can depend on your port forwarding to work in a consistent manner. If you have only one device behind a router, then there is no need to reserve the IP, but you still need the static IP address-for the duration of play anyway. It is true that forwarding will work without a Static Address, but it will not be dependable in the long term. It is actually quite easy to do and takes only a few minutes if you know where to look.

c) **Port Triggering**

Your router will have a separate dialog for port triggering. The setup for port triggering is very similar to port forwarding. You need to select the radio button for Port triggering and choose “Add Custom Service”.

WW1 may even run in MP mode without Port Triggering, however, I found it runs better with Port Triggering in addition to Port Forwarding

Do not use the exact same numbers as port forwarding. This will likely cause a conflict in time. There are many ports which should not be used for Port Triggering. There are also many that can be utilized. I have ended up using 6540 to 7540. You can choose much higher levels as this port information is not entered in the game dialog. It is strictly for your router. However, you should check online to see what other applications are using ports before you assign those.

NETGEAR
SMARTWIZARD router manager
RangeMax™ NEXT Wireless Router model WNR834B

• Setup Wizard

Setup

• Basic Settings

• Wireless Settings

Content Filtering

• Logs

• Block Sites

• Block Services

• Schedule

• E-mail

Maintenance

Router Status

Ports - Custom Services

Service Name: WW1

Service Type: UDP

Starting Port: 1630 (1~65534)

Ending Port: 1638 (1~65534)

Server IP Address: 192 . 168 . 1 . 4

Apply Cancel

With my particular router, a NETGEAR WNR 834B there is one critical point in port triggering which took some time to notice. The particular Service Type that needs to be chosen for WW1 is UDP. In various options elsewhere you can choose TCP/IP and UDP together as an option. In this one point you can choose only one or the other. Choose UDP.

After opening up the Port Triggering dialog add the service name and your LAN IP.

Choose UDP for the Service Type. The Triggering Port of 6540 to 7540 works in my environment. (Disregard the ports that are selected in this picture).

The “Required Inbound Connection” has an option for TCP?UDP. I have selected that and it works.

Port Triggering - Services

Service

Service Name: WW1

Service Users: Single address ▾

192 . 168 . 1 . 4

Service Type: UDP ▾

Triggering Port: 6540 (1~65535)

Required Inbound Connection

Connection Type: TCP/UDP ▾

Starting Port: 6540 (1~65535)

Ending Port: 6640 (1~65535)

Apply Cancel

Do not choose ports that are used for messenger or VOIP programs.

Remember to click “Apply”.

d) RIP

RIP settings allow for router to router communication. It may be turned off. It may be that you do not have to change a default RIP setting in your router configuration. However, if you are having problems connecting to another player who utilizes a router you should activate RIP. RIP 2 should be a better choice for router to router communication. However, if one router has enable RIP 2 then both/all must utilize that option as it enables multicasting. Rip 1 seems to be the most common setting and should be tried first.

For RIP direction choose “Both” and IP Version choose RIP 1. You can always adjust that later.

LAN IP Setup

LAN TCP/IP Setup

IP Address: 192 . 168 . 1 . 1

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RIP Direction: Both

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☒ **Use Router as DHCP Server**

Starting IP Address: 192 . 168 . 1 . 2

Ending IP Address: 192 . 168 . 1 . 15

Address Reservation

	#	IP Address	Device Name	MAC Address
	1	192.168.1.4	MASTER-PC	
	2	192.168.1.7	FAMILYROOMPC	

Universal plug and play (UPnP) is a standard feature on routers. It should be on by default. However, while you are in your router, make sure it is enabled. This seems to be the prevailing point of view. I have read that the use of UPnP can cause problems with port forwarding-just one of many variables. In my setup it works fine as enabled.

Section 2

Firewall and AV

a) Anti Virus

Even if you do not use a router, you must configure your AV program and Windows Firewall for Multiplayer gaming. This is applicable for both the Host (server) and the Joining (client) player.

For a game to communicate over the internet you must give it full access. A normal setting is to allow outbound access for most programs. While gaming over the internet you must give the particular game outbound and inbound clearance. With my particular AV program, it is referred to as “full access”.

As there are so many different anti virus programs on the market there is no point in going into detail in configuring that program. Suffice to say that your AV must be configured for WW1 to have both outbound and inbound permissions. It may be that your particular AV program has hidden restraints, in which case it may need to be disabled. However, with McAfee, which I use, or with AVG it is not necessary to disable the AV protection while playing the game-single player or multiplayer. I’m sure that most can be properly configured to allow playing the game.

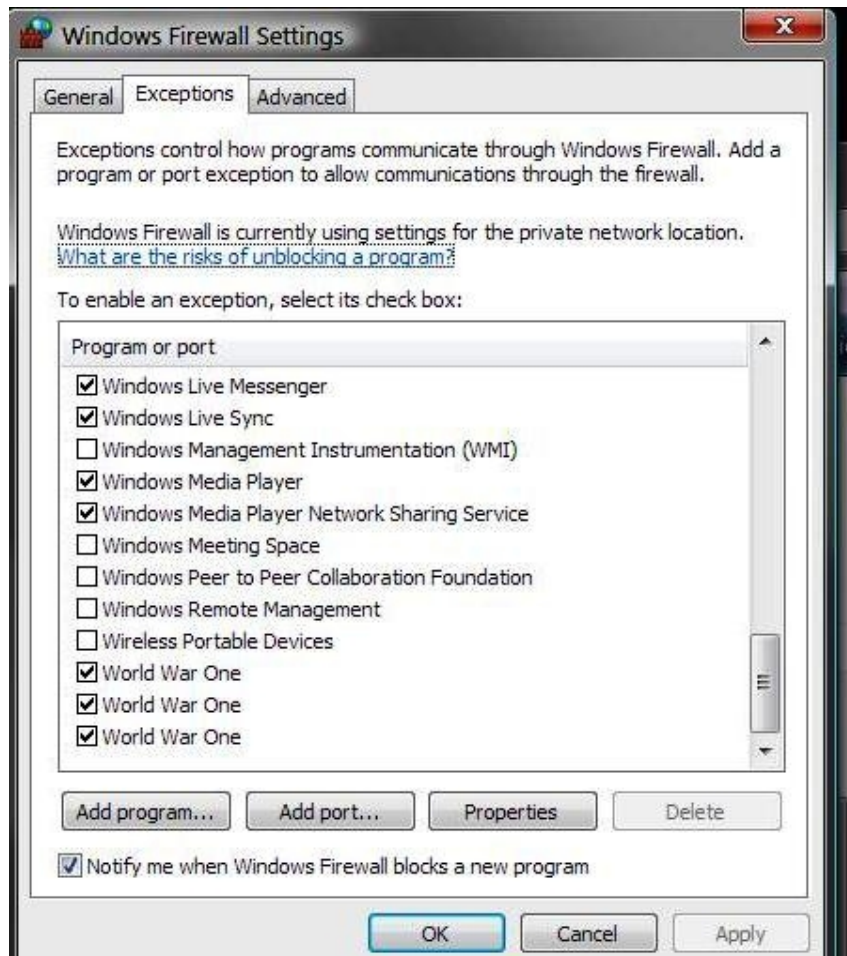
b) Windows Firewall

As a minimum, you will need to give permission for WW1 to pass Windows Firewall. If you have more than one software firewall you should close one completely (except for you AV integrated firewall). Security is always first priority.

Windows Firewall (in Vista) can be configured by going to the Control Panel, Security, and Allow a program through Windows Firewall. To make sure that it will allow the program passage, there are a couple more steps to take.

After opening Windows Firewall Settings you will see the following dialog. Choose “Exceptions” and then “Add program”. Navigate to the game Application in the game folder and add it to the exemptions list.

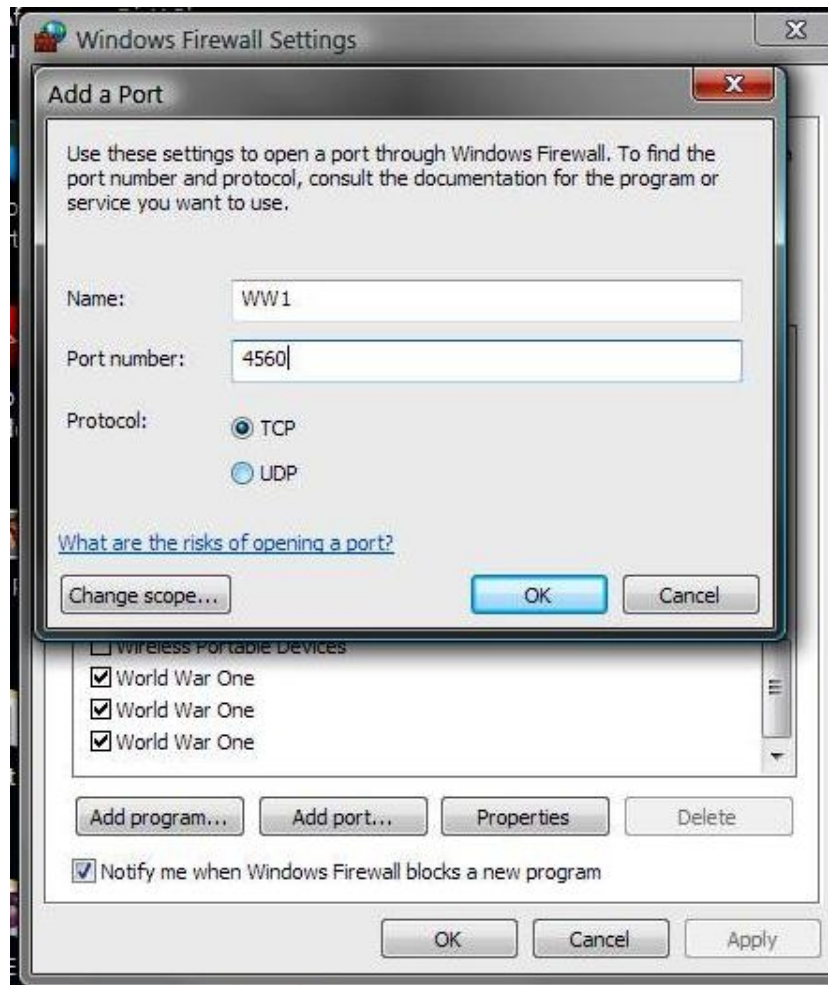
Depending on your particular security situation, you may need to add the ports directly to Windows Firewall. You choose the “add port” menu and add the port-and click OK. If you have any problem in connecting, add the specific ports here also.



The game has 3 entrees here because I have opted to add UDP and TCP along with the game application. The firewall should not get confuse with these settings.

Of course, the ports which you add in to Windows Firewall must match those that you entered in your router (starting number). Notice that there are settings for both UDP and TCP/IP. Both need to be activated to match the router. Port Forwarding port numbers and service is what needs to be addressed here.

(Note: disregard port numbers in this box)



Although TCP seems to work here, I would suggest that you set UDP protocol or add the ports twice as both TCP and UDP. These ports should be set to 1630.

Before you begin the various configurations make a back up of your router setting to your PC. If you are not familiar with Windows Network settings, you should back up your system, or make good notes of your changes.

When you begin the configuration process you should have your router manual opened along with your router and this (or another) guide. Do not depend on the information contained in your router interface to explain how do set this up. It has only basic information-you need the manual. If you do not have the booklet, then you can get a PDF online from the manufacturer.

The information contained in this guide is a compilation from many websites along with my own equipments manual. From many hours of multiplayer testing of this game and fine tuning the connection settings I am confident about the validity of the information contained in this guide.

I hope that WW1 fans will make the effort to begin playing this game in M.P. Mode. Although it is a good game in Single Player mode playing against a skilled human opponent is a great experience.

A Marino

AKA 06 Maestro