

WW1 Multiplayer Guide

Part Two

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.

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Section 1

Hosting Player Actions

a) .Opening The Game

To be able to coordinate connections it is necessary to have some type of messenger or chat service. With the varying load times and starting times it would be quite difficult to conduct connection activities without communication. It should be viewed as a common courtesy for the hosting party to inform the joining party when the game is ready. When the Host is in the "Lobby" he should send one last message via the messenger service to inform the joining parties that he is in the Lobby-thus the game is ready. At that point the joining player (s) can click on "Search" to find the game.

This communication should be continued via the game chat. There is a small chat window in the Lobby screen and a larger one in the main game window. Communication should be maintained throughout the game.

Before opening the game make sure that you do not have any scheduled scans that may begin while you are playing. I have used McAfee, AVG and the new Microsoft AV program while playing WW1. I have not had to disable these AV programs while playing in MP mode, or otherwise. This includes allowing these programs to maintain active protection for the system and programs. However, more than once, I have had a scan begin during online play with some bad results. So, just make sure the scan is delayed-or rescheduled. Any additional anti spyware is somewhat redundant with the AV programs running, so turn those off.

Depending on your system and graphics card, you may consider shutting off anything that will cause pop-ups during online play-except for your messenger. Messenger will show you as "busy" while the game is opened, so you should be safe from unwanted interruptions. Only your opponent would use that if required.

When opening your game be certain to use "run as Administrator" option if you use Vista.

Some options in the Configuration should be considered. If you are generally acting as the Host, you may want to standardize the password. All players should enter there name in the configuration so it not overlooked when starting the game. Session names can also be standardized for your group. The option of Loading all Map is rather time consuming when starting an MP game. If you are acting as Host your PC is likely a fairly modern PC-there is no need to load the whole map at the start.

b) Opening Screen

To eliminate any confusion or wrong moves that might necessitate a restart, the most basic instructions will be given.

Chose Multiplayer both as Host or Joining a game.



The next window is the choice of creating or joining the game. As the Host you will choose “Create a new Game”.



The game will automatically take you to the next page where contact information is added.

c. Connection Information

Here is where your specific connection information is added. Of course, this information must be provided to the Joining Player(s) prior to opening the game. All information must match exactly to the information you provided to your opponent. If you use a password, then capitalization is a factor.

Your actual internet IP is not shown or entered on the Host's screen, but in the Joining player's game dialog. The Host's internet IP must be provided to the other players.



The Host adds the Port Forwarding port number here (starting port), and other information. Passwords are not required. If chosen; click the Session password box. Session names can be modified.

Click START when completed.

d. Choosing Scenario/Side

The next screen will open to the Scenario and Player Side choices window. Any new Campaign, Scenario or saved Multiplayer game can be selected in this window. Your saved Single Player games will not be available here.

The default side for the host is the CP. If you are hosting the game, be sure to make the proper selection for yourself here. If you are going to play as the Triple Entente you need to make that selection.

After you have chosen the scenario/campaign and your side; click START.



You will now advance into the Lobby.

e. Lobby

The next window after the scenario/side choice is the “Lobby”. Initially only the host is present in this window.

Your default name, set in the game configuration (or entered in the connection info window), will be displayed in the central block as will be the chosen scenario in the upper right side.

At this point the hosting player should notify the joining player (s) that he is in the Lobby.

The hosting player must wait for all joining parties to appear in this window before proceeding. If all is well you will see your opponents name appear in the chat box on the lower left and his name in the center block just below yours.



Joining players will appear in the chat box on the lower left side quickly. It may take an additional 15 seconds or more for their name to appear in the center block at which time the start button will also appear.

After your opponent has joined the game the Lobby will appear as below.



Note that you now have a "START" button. You will also be able to chat with your opponent.

. The START button may be flashing for a few seconds-don't panic, this happens sometimes.

I would suggest that you communicate briefly before you start the game. Also, remember to expand the in game chat box as soon as you can after entering the main game. Depending on the game you chose, there may be multiple events pop up that must be dealt with as soon as the game opens. So, if you are playing the 1914 GC it may take a minute before you can expand the in game chat window. The Chat Expand button is on the lower right of the game window just above the main menu.

Do not proceed until all players are present in the Lobby. Click START when ready.

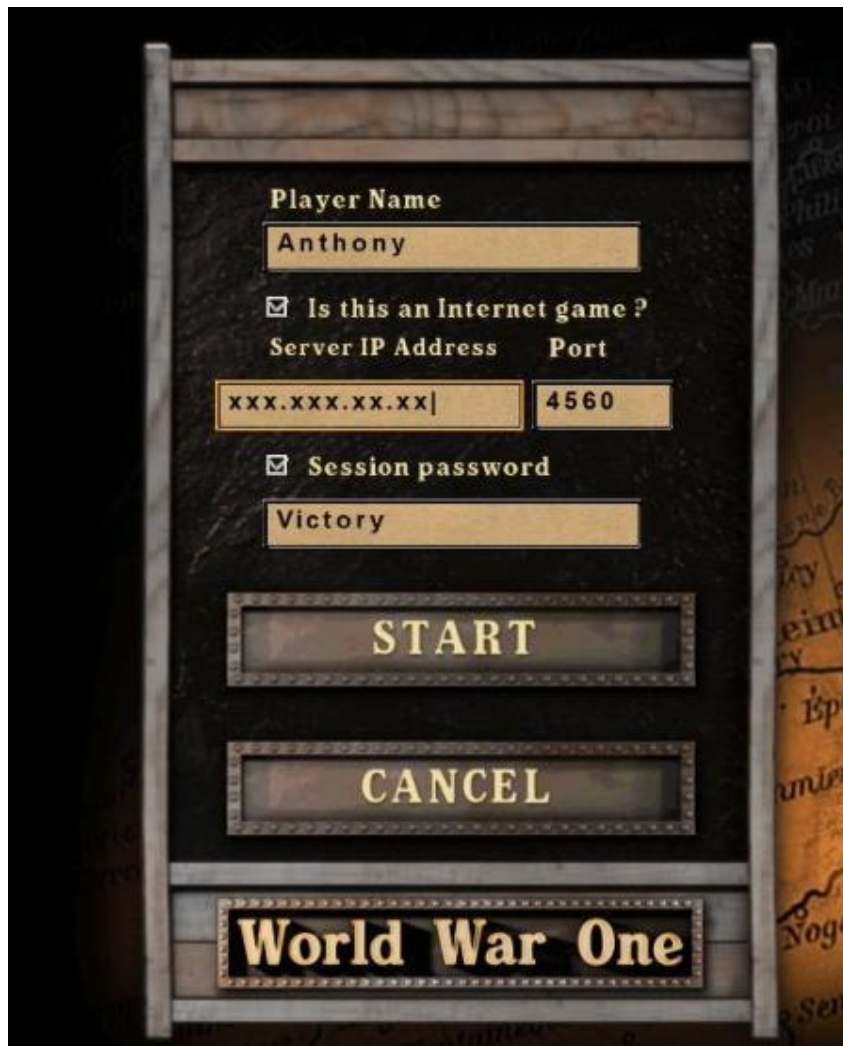
Section 2

Joining Players Tasks

a) Opening Game-

The Joining Player should take similar precautions as the Host with checking the schedule of anti virus and anti spyware software scans. Those programs could break on online game. Open your game using the “Administrator” option if using the Vista OS. The opening screen gives the option of Multiplayer, choose that. The next screen asks if you are “joining” or “Creating” a game. Click “Join a game”. The game will then advance to the connection information dialog.

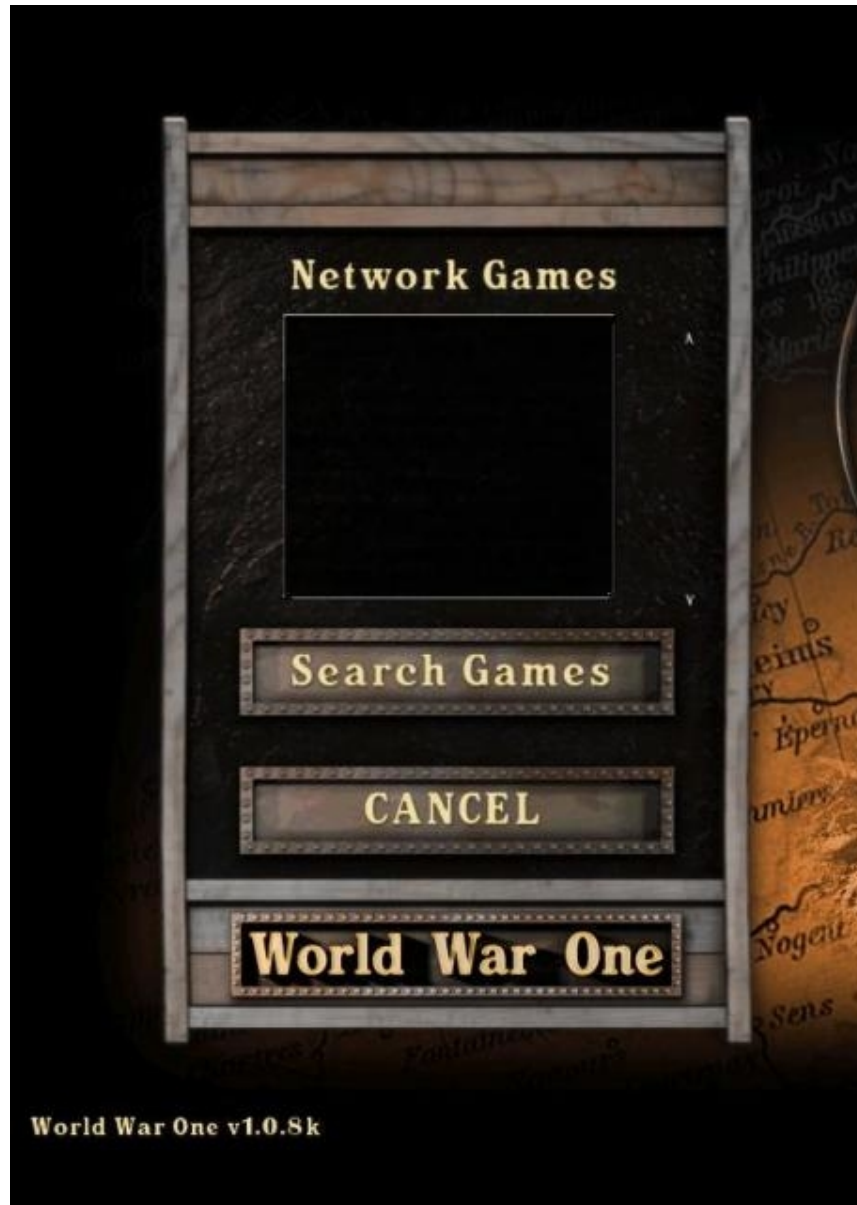
b) Connection Information

The image shows a screenshot of a game's connection information dialog box. The dialog has a dark, textured background with a wooden frame. At the top, it says "Player Name" followed by a text box containing "Anthony". Below that is a checkbox labeled "Is this an Internet game?" which is checked. Underneath is a section for "Server IP Address" and "Port". The IP address field contains "xxx.xxx.xx.xx|" and the port field contains "4560". There is another checkbox labeled "Session password" which is also checked, followed by a text box containing "Victory". At the bottom of the dialog are three large buttons: "START", "CANCEL", and "World War One". The "World War One" button is highlighted with a gold border.

The IP of the Host must be entered here along with the port number. This information must be provided to you by the hosting party. Your default name should appear at the top. Ideally, everyone will be using the

same ports for Port Forwarding. Click Start after all information is entered. The next window will allow for a network search to locate the Host.

Remember to check the boxes if those are applicable.



Before the Joining Player clicks on Search Games in the network window, the Host should notify you that he is in the Lobby. If the Host PC is not ready, you will be doing many searches without result.

When the host game is located, the session name (WW1 Session is default) will appear in the Network Games window. At that point you click on the session name in the window at which point you go into a joining players Lobby. If your cursor sticks for more than a few seconds on the session name, you have failed in the connection. If a connection attempt results in a frozen cursor a restart of the game will be necessary-along with checking settings.

At this point you will be able to chat in the Lobby with the Host. When you are both ready to proceed into the game the joining player will click on Ready. The next screen will be an in game screen.

Section 3

General Tips

One very big difference in the MP game vs the SP game is the importance of the message window and the national helmets above the active formation box. You need to keep an eye on it to see what your opponent is doing and whether he has ended the phase on his side. Keep in mind that the active player military phase will pass automatically, by the games control, as soon as the last possible formation has received its orders. This will occur even if the other side had hit the white advance button or not. If you are watching the messages you can begin to move instantly-or hit the white advance button. After all normal movements and battles are completed by both sides it is then necessary to click on the advance button to enter the siege stage to finish the military phase. If no one is watching the messages, you both could be sitting there for a long time waiting for the game to do something.

After the game has started and you are giving your commands you can actually act somewhat independently of the other players during politics and Events by clicking advance when you want to. There is no need to wait-unless of course you want to keep things all very well controlled. Until everyone is familiar with how the game responds and what is next it would be a good idea to wait for your opponent to finish each stage before continuing. In the military phase you may want to wait until the other side has completed all its moves before clicking on the white advance button. Remember that “reaction” can be conducted with a formation that had already moved during your active phase.

If playing a campaign game players should utilize free time when available to perform political choices, unit build orders, research and so on. This can really speed up the game. Players can be ready for the interphase long before you get there respective of several tasks or options.

There are some actions in the multiplayer game that take a second or two longer than in the SP game. One example is when you click on “go to next battle”. The button will continue to flash for a second or two. There is no need to click frantically; it will advance-one click will do the trick. In nearly every instance the game plays as quickly in MP as SP. However, there is more demand on the Host’s PC so the player with the more powerful system should act as the host.

After you click on “execute” (green arrow) give the computer time to finish the move. Just because you can't see enemy units while giving orders does not mean there won't be a battle. If you activate another formation before the current one is complete, you may have just wasted an activation.

Phase changes happen at about the same speed in MP. The longest wait seems to be going from clicking on the advance button to end the military phase to the beginning of the sieges-if any. Remember that all players need to click on the white for sieges to begin. It may to 15 seconds sometimes, but it will start. All other phase changes happen very quickly.

In time there will be some house rules. I will suggest one right now; if you are in the military phase (non active player) you should not send units into a reserve. This could be viewed as cheating.

The type of ISP can be an issue as to who should host. It may be that some wireless ISP's are not very user friendly with games such as this. It is likely that under various existing circumstances you will need to further adjust your settings to be able to host. From my testing experience it seems that even in less than super ISP environments smaller scenarios can be hosted. If all else fails, you can try a VPN such as Hamachi.

I have pursued the end of being able to play this game over the internet as I view it as a potentially great MP game. It is a very good game in single player mode, but to play against another human (or humans) is really a treat. Battles are different, operational approaches are different and strategy is different. All in all it is a very different game when playing against a crafty biological unit.

As the MP community for this game is still in its infancy there will no doubt be additions and changes to this guide. As for now, I hope that those players wishing to engage in WW1 multiplayer games will find this guide useful.

WW1 Multiplayer & AAR Beta Crew

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Credits

Of course, without Calvinus providing a timely patch or two for MP issues this would not have advanced.

This guide would not have been possible without multiple other dedicated players. Most of all is Tamas of the Ageod forum. Many late night hours, on both sides of the Atlantic were spent in attempts to find the correct settings.

Other WW1 MP players that were of great help from the Matrix Forum include;

Hattrick

IronWarrior

Mus

