

DXport setup for MechWarrior4

This is an XP Home/Pro setup example

Section 1: Player (client) computer(s) only. No Server

Section 2: Server(s) w/Player (client) computer(s)

Definitions:

WAN = Wide area network (internet connection/address on the external side of your router)

LAN = Local area network (network connection/addresses on the internal side of your router)

Intro:

There have been many inquiries about having 2 or more computers configured to play MechWarrior4 in the same household on the same WAN connection. Most households now have more than 1 computer and the idea of whole family gaming has become commonplace. The documentation below attempts to “simplify” the setup process of allowing multiple computers to play MechWarrior4 on 1 WAN address.

Section 1

Requirements:

You must have 2 or more LAN computers with static addresses.

(see Routers-Ports-Firewalls)

You must have the knowledge and ability to forward ports in your router correctly.

You must be able to adjust settings in each computers firewall & anti-virus program.

You must have some advanced knowledge of computers & networking.

From the DXport web page:

DXport allows multiple computers behind a NAT device to connect to Internet games that use the DirectX Netcode.

No 2 computers from 1 WAN address can connect to a server using the same ports!

Explanation (simple):

DirectX 7 & MechWarrior4 uses DirectX Netcode to negotiate communications between players & players and players & servers. DXport deals with the fact that you cannot set the client port with games using the DirectX Netcode. (Choose what port(s) to connect to a server with)

DXport forces DirectX Netcode to use the port(s) “you specify” allowing more than 1 computer on a LAN to connect to DirectX games (MechWarrior4) and or servers using 1 external WAN IP address.

First:

You will need to download DXport “to each computer” you intend to play with.

You can get DXport here > <http://www.puffinsoft.com/>

Don't open it, we'll get back to the setup of DXport a little later.

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Second:

You will need to write down each of the computers static address.

*The address you assigned to each computer when you changed your network scheme to static addressing. (see requirements above) *

Example settings:



Router port forwarding:

The example below shows the “static address” (LAN) address you gave to each individual computer, then shows the ports you will need to forward to it in your router.

Example of new settings

PC#1 - 192.168.1.125 Port Forward TCP & UDP 2315 to 2325 (Jens room)

PC#2 - 192.168.1.150 Port Forward TCP & UDP 2326 to 2336 (Jacks room)

PC#3 - 192.168.1.175 Port Forward TCP & UDP 2337to 2347 (Johns room)

The IP address ranges you choose for each computer should be above ###.###.100

TCP & UDP port selection MUST be between 2315 & 2400 and MUST NOT overlap.

Installing DXport:

You have already downloaded DXport so now lets get it where it needs to be and set it up for use. Click on the DXport file you downloaded and a window will appear that should look like this...



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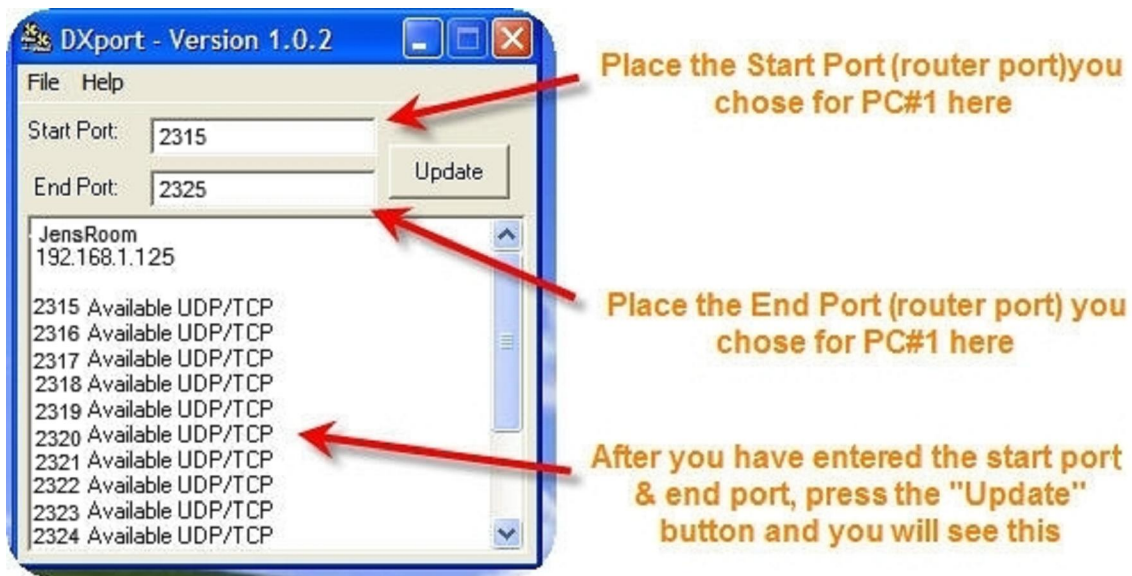
Install DXport on each of the machines you intend to play MechWarrior 4 on by clicking the unzip button.

DXport Setup & Start up:

You will need to do this on “each individual computer using the ports you forward to it”.

Go to where you installed DXport and click on DXport.exe.

A window will open that looks like this. Follow the instructions on the right.



Once you press the update button, you can close the window and check that you have entered the correct ports by moving your mouse over the DXport icon in the taskbar. (bottom right hand corner of your computer) The ports should match those you entered for that particular PC. The above example uses PC#1 (JensRoom)

Now “right click” on the taskbar DXport icon and click on “Start minimized”. It will close and continue to be in operation. This will prevent the DXport window from opening upon PC re-boot.

To make DXport auto start:

To make DXport auto start when you start your computer, go back to the folder you installed DXport to, right click, make shortcut to DXport.exe and drag it to your desktop for the moment.

Click on My computer, Local disk (C:), Documents and Settings, your user name, Start Menu, Programs, Startup and drag the shortcut from your desktop into the Startup folder.

Close all windows, re-start your computer. You will see the DXport icon in the taskbar.

Section 2:

Server w/Player (client) computer(s):

Advanced user information

Requirements:

LAN computers must have static addresses.

(see Routers-Ports-Firewalls)

You must have the knowledge and ability to forward ports in your router.

You must have the required server ports forwarded properly to your server.

(see DirectX7 Microsoft games port specifications for other required ports)

Note! The only ports **ANY** single client (player) computer needs opened to play on any MechWarrior Server are any 10 TCP&UDP ports between 2315 & 2400.

Server Example:

Adjust your server ports accordingly:

Port forward TCP&UDP 2300 to 2350 to the server. (DXport not required)

Client Examples:

Adjust your client ports accordingly:

Port forward TCP&UDP 2351 to 2360 client #1 DXport required

Port forward TCP&UDP 2361 to 2370 client #2 DXport required

Port forward TCP&UDP 2371 to 2380 client #3 DXport required

Port forward TCP&UDP 2381 to 2390 client #4 DXport required

Port forward TCP&UDP 2391 to 2400 client #5 DXport required

DXport must be run on each client machine.

Your server will be accessible by your other clients via WAN through MekMatch or by using the WAN address as the connection to MechWarrior.

In the above instance **all clients also** have the ability to connect to any MechWarrior server (even your own) concurrently or individually.