

## Mechwarrior 4 On-line play & server information Guide

### Setting Mechwarrior 4 version MP 3.1 for use with Multiplayer On-Line gaming

There are a lot of settings for Mechwarrior 4 version MP 3.1 (For the rest of this document, Mercenaries 4 Mercenaries version MP 3.1 will be referred to as Mercs MP 3.1). This guide will just go over the settings required for multiplayer or on-line play.

The Main Menu screen is the first screen you will see after the initial Mechs MP 3.1 splash screen, and you have entered regiment and a pilot name (after this information has been entered once, you will automatically be taken right to the screen in Figure 1 - after the initial splash screen).

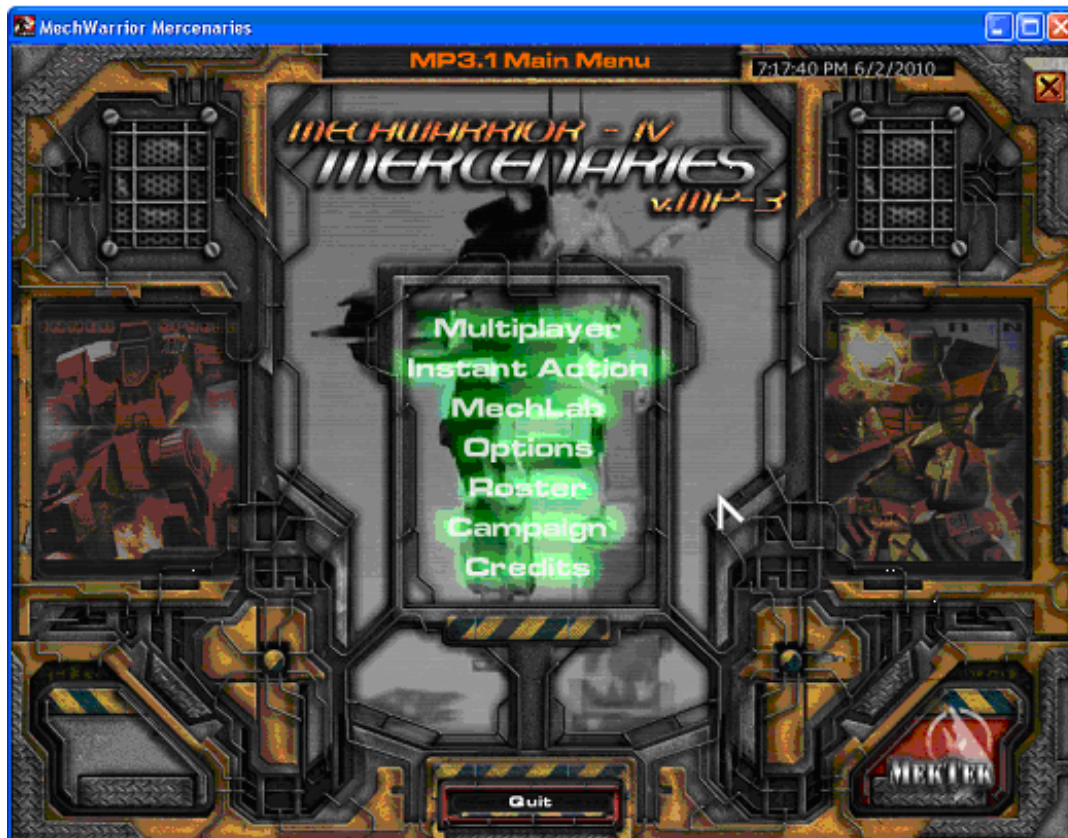


Figure 1 – Mercenaries 4 Mercenaries version MP 3.1 Main Menu screen.

In the Mercs MP 3.1 Main Menu screen, you can select “**Options**” and set your Mercs MP 3.1 game setting as you would like. Once you are in the Options settings, you can select on of the menu tabs at the top of the page (GAME, VIDEO, AUDIO, CONTROLS, or MULTIPLAYER). If you play Mercs MP 3.1 on-line in a server, you will need to setup your pilot settings in the MULTIPLAYER section of Options, also known as the multiplayer pilot settings – see Figure 2.



Figure 2 – Mercs MP 3.1 multiplayer pilot settings.

Referring to Figure 2:

1. Starting in the upper left hand corner, you will see an area titled “Multiplayer Name:” In the text box just below the *Multiplayer Name* title, you will enter the on-line name you wish to be displayed in the server (in this example, I used *~BP~D-Day*).
2. The next title below the *Multiplayer Name* title, is the title “Mercenary Affiliation:” In the text box just below the *Mercenary Affiliation* title, you will enter the Mercs MP 3.1 mercenary unit affiliation you are in (if the unit are affiliated in is not among the choices given, or you are not affiliated with any Mercs 3.1 unit, select “None” – as I have done in this example).
3. The next title below the *Mercenary Affiliation* title, is the title “Fraction Name:” In the text box just below the *Fraction Name* title, you will enter the Mercs MP 3.1 mercenary unit affiliation you are in if and only if the you left the *Mercenary Affiliation* title as None, else leave this text box blank (in this example, I used *Blood Pearls*).
4. At the lower right hand corner, you will see an area titled “Skin Selection:” The *Skin Selection* is where you select the camouflage pattern for you mech to display while playing on the multiplayer server. The actual name of the selection will appear to the right of the words *Skin Selection*: and a sample of that camouflage pattern will appear in the box below the words *Skin Selection*. You can select different camouflage patterns by pressing the blue and white arrow heads to the right and left of the sample. If the selection of “None” is chosen, the camouflage selected will be whatever the server assigns for the particular team you are on (in this example, I chose *None*, because I want the server to assign it to me). **Note: The camouflage pattern chosen here will not necessarily be the camouflage pattern displayed in the meclab.**

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5. On the right hand side, you will see two pictures. The upper picture is labeled “Player Insignia” and the lower picture is labeled “Fraction Insignia”. These insignias (also known as decal) will be displayed on your piloted mech (exactly where, depends on which mech you are piloting). The *Player Insignia* will be displayed on the top portion of your mech, and the *Fraction Insignia* will be displayed on the lower portion of your mech. It is possible to have custom insignias (decal) on some servers. In order to do this, you must have the “Allow Custom Decals” selection activated. The process of making customs decals can be found in the “Custom Decals” guide.  
**Note: Do not enable custom decals unless you have a high-speed Internet connection (DSL, cable, or faster), because all custom decals that are in the server are loaded into your machine and this requires a lot of bandwidth. If you do not have enough bandwidth, you will experience a lot of server lag, and you may even be disconnected from the server. If in doubt – do NOT activate custom decals.**
6. The “RESET” button at the lower right hand side will return **ALL** of the selections in the MULTIPLAYER pilot settings.

### Setting Up an On-Line Connection

In the Mercs MP 3.1 main Menu screen (see Figure 1), select “Multiplayer” to play an on-line multiplayer game. **Note: If this is the first time you have selected *Multiplayer* or you have never set up any Internet connection for Mercs MP 3.1, you will be asked to supply information for a connection setup.** If you are selected multiplayer for the first time, or you clicked on the “NEW” button in the Mercs MP 3.1 in the Multiplayer window, you will see the connection setup window one appear - see Figure 3.



Figure 3 – Mercs MP 3.1 multiplayer on-line CONNECTION SETUP window one.

In connection setup window one, you must tell Mercs if you have an Internet connection that is always on – “Yes, I am on a LAN or dial-up connection”. Or a connection which you must establish after you have started Mercs – “No, I need to establish a dial-up connection”. After you have entered the proper Internet connection, select the “NEXT” button to continue. Connection setup window two will appear.

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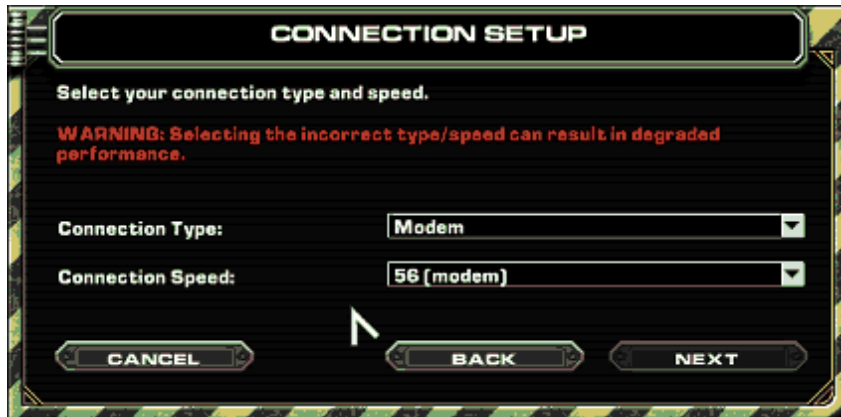


Figure 4 – Mercs MP 3.1 multiplayer on-line CONNECTION SETUP window two.

In connection setup window two, you must select an Internet connection type for “Connection Type:” {the selections are: Modem, ISDN, XDSL, Cable, or LAN}.

For your “Connection Speed:” setting, put your Internet upload speed {the selections are: 14 (modem), 28 (modem), 56 (modem), 64 (ISDN, multiple modems), 128 (ISDN, cable, DSL, multiple modems), 384 (cable, DSL), 768 (cable, DSL), 1500 (cable, DSL), 10000 (10 MB LAN), 100000 (100 MB LAN)}

**Note: If you do not know your upload speed, try the following: For dial-up use 56 (modem), for DSL use 384 (cable, DSL), for cable or FiOS use 768 (cable, DSL). These values maybe slower than the Internet upload connection speed you actually using, but a slower connection error is better than a faster one.**

After you have entered the proper Internet connection type and connection speed, select the “NEXT” button to continue. Connection setup window three will appear.



Figure 5 – Mercs MP 3.1 multiplayer on-line CONNECTION SETUP window three.

In connection setup window three, you must tell Mercs MP 3.1 where to look for multiplayer on-line games. The first setting (center – left) is weather to search the MekkMatch server – in almost every circumstance select this setting. The next setting, below the *MekkMatch* setting, is the “Local Area Network (LAN)” setting. Do not select this unless you know you will be playing on a local network (LAN). The setting below the *Local Area Network (LAN)* setting is the “Server Name or IP Address” setting. If you do choose this setting, a small text box will appear below the words *Server Name or IP Address*. If you have a particular server IP address (or address, up to five – separated by a comma) you will type them in here. Click the “NEXT” button to continue. Connection setup window four will appear.

In the example in Figure 5, the MekkMatch server, as well as a particular IP (in this case the IP = sunder2.gotdns.com) will be searched for on-line multiplayer games.

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Connection setup window number four is the final connection setup window – see figure 6.



Figure 6 – Mercs MP 3.1 multiplayer on-line CONNECTION SETUP window four.

In connection setup window four, you will give the connection you just made a name (you can use name you wish, upper and lower case letters, numbers, and simple punctuation can be used). When you have completed entering the connection name, select the “DONE” button.

### Starting a Multiplayer Game

After you close Mercs MP 3.1 multiplayer on-line connection setup window four, you will see the Mercs MP 3.1 multiplayer on-line connection window as shown in Figure 7.



Figure 7 – Mercs MP 3.1 Multiplayer on-line connection window.

The Mercs MP 3.1 multiplayer on-line connection window gives you a summary of the connections settings for the connection shown to the right of the word “Connection:” (at the top left of the screen).

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In the Mercs MP 3.1 multiplayer on-line connection window, you can browse the servers you have designated in the connection setup for the connection in *Connection* by clicking on the “MekMatch Servers” (you must have selected MekMatch in your connection setup – see Figure 5 in Setting Up an On-Line Connection. Usually you will want to select *MekMatch Servers* when you play a multiplayer on-line game). When you click on the “CONNECT” button, you will be able to browse only the servers you have an IP address for, and the last group of server you have selected the last time you were on line in Mercs MP 3.1. The “HOST” button is only selected if you are going to host a Mercs MP 3.1 multiplayer on-line game. The “OPTIONS” button will take you to the same screen shown in Figure 2. The “MAIN MENU” button will take you back to the Mercs MP 3.1 main menu screen shown in Figure 1.

If you select the *MekMatch Servers* button, you will be taken the MP 3.1 MekMatch Browser as shown in Figure 8.



Figure 8– MP 3.1 MekMatch Browser window.

In the MP 3.1 MekMatch Browser window, each part of the world is broken up onto the different Inner Sphere House names (Sunder 2 is in North America or Kurita). Select the section of the world whose servers you would like to browse by double clicking on the house name (for this example I chose North America by selecting *Kurita*). After you have made a selection, in a few seconds you will be brought to Mercs MP 3.1 Multiplayer server browser.

## Mercs MP 3.1 Multiplayer Server Browser

When you are in the multiplayer server browser, after you have picked a server zone (in this example I am in Kurita), you will see the following screen:








Figure 9 – Mercs MP 3.1 Multiplayer Server Browser window with version information circled in red.

Referring to Figure 9, the first thing you may notice is that some servers (while not in this picture) are in green text and some are in white text and some are in red text. If a server is listed in green text, it contains a version of Mercs MP 3.1 that is newer than the version you are using. If a server is listed in white text, it contains a version that is the same as the version you are using. If a server is listed in red text, it contains a version that is older than the version you are using. Your version is listed in the upper right and corner of the browser screen (in this example my version is 51.03.01.0026).


Listed for each server are the Mercs MP 3.1 browser window menu headings. In the menu headings you will see; the type of connection, the server name, your ping response to that server, the type of game being played on that server, the map name being presently played on that server, the number of players in the server / the maximum number of players that server is set up for, the server status, the radar types (RD), and the server rules (UA, NH, NR). In the next section, I will go over each of them.

## Mercs Browser Server Browser Menu Headings

1. The first column (from the left), which is unlabeled, is the type of server connection. If you add an IP address for a server, you will see this icon  in the server connection column. When you access an IP addressed server, you access it directly. If there is a server listed in Mechmatch browser with this Zonematch icon  in the server connection column, you will be accessing this server through Zonematch (now called Mekmatch). All operational Mercs MP 3.1 servers should be available through Mekmatch. In Figure 9, the server name *+PT+ Sunder 2* is available as an IP server in the first line (direct access), and the seventh line as a Mekmatch server (accessed through Mekmatch). **Note: If for some reason Mekmatch is down, you will only see the IP servers that you may have added.**
2. The second column, the Server Name column, displays the name of the different servers that are currently available.
3. The third column, the Ping column, displays the server Ping between your PC and the listed server.
4. The fourth column, the Game Type column, displays the type of game play being hosted on that server: **Mission Play** or **Custom Mission Play** is objective mission play, where points are awarded for obtaining the mission objectives as well as for destroying enemy mechs - kills. **Team Battle** is team oriented battle where a designated amount of points is awarded for each hit on an enemy mech, as well as enemy mech kills.
5. **Battle** is the same as Team Battle, but there about 40 teams, so it is usually every man for himself (however, it is possible to be on the same team as another in Battle). **Team Destruction** is like team battle, but points are only awarded for destruction of enemy mechs. **Custom** is a modified map that is not mission play. **Custom Mission Play** is a modified map that is mission play. **Note: If during some maps, you self destruct (suicide), kill a team mate, or bump a team mate, you will lose points. The amount of points lost depends on what was done.**
6. The fifth column, the Map column, displays the name of the map presently being played on the server.
7. The sixth column, the Players column, displays the number of players in a server over the maximum number of players the server can handle.
8. The seventh column, the Status column, displays how the server is set up: The dedicated server icon  tells you that this server is a dedicated Mercs server (which may or may not be controlled by a monitor program called a "bot"). The locked server icon  tells you that this particular server is password protected (the password is case sensitive). The pure tech only icon  tells you the server is a pure tech only server. Also, when the server name starts with "*+PT+*", that server is **Pure Tech – Inner Sphere weapons on Inner Sphere mechs, and Clan weapons on Clan Mechs only. If you try to mix tech on a pure tech only server, all non pure tech (or cross tech) weapons will be out of ammo (unusable) – even PPCs and lasers**. The ability to make a server enforce the pure tech server rule came any years after initial development of the Mercs MP 3.1 game.  
**Note: All weapons used in Mercs MP 3.1 have the technology or tech type on the upper left corner of the weapon icon when displayed in the mechlab – "IS" for Inner Sphere and "C" for Clan. If a weapon has an "X" in the upper left corner, that weapon can be used for either IS or Clan mechs.**

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9. The eight, ninth, tenth, and eleventh columns are labeled “**RD**”, “**NH**”, “**UA**”, or “**NR**”, respectively. These are the three main server rule columns. The RD column tells what type of radar that server is using – “**T**” means team only radar, “**O**” means no radar, “**S**” means simple (or original) radar, “**A**” means advanced (or the new) radar. Sometimes, if the server is password protected, the radar type designation letter will appear on top of a lock icon.

**Note: If a server is older than version 51.03.01.0024, there will be no radar type designation.** If any of the server rules are in effect for a particular server, that server will have a green check mark  under its designated rule(s) column. If a green check mark is under “**NH**” – the server is a **No Heat** type server (no matter what weapon is fired, no heat is generated by it), “**UA**” – the server is an **Unlimited Ammo** type server (no matter what weapon is used, it will never run out of ammo), and “**NR**” – the server is a **No Respawn** type server (you will only respawn when the mission objective or objectives have been reached. All mission play servers are **NR** servers). It is possible for a single server to have multiple server rules.

**Note: If you click on the column heading of a column, you will sort the available servers by the heading of that column.**

On the example in Figure 9, the selected server is an added IP addressed server named *+PT+ Sunder 2* which is a pure tech only, Custom Mission play server, currently playing the map called *TumbleweedAssault* (the amount of space available for the map name was not long enough, so the map name was cut short). There are 0 people out of a possible 22 in the server, it is a dedicated NR server, and the radar setting is no radar. The selections are also sorted by the very first column (server connection).

Now, click on the name of the server you want to join, click the JOIN button join at the bottom, and join the fun!