0 A.D. Direct Connect Tutorial

Basic setup

wildfire
GAMES

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Prerequisites

✓ Some 0 A.D. knowledge (how to set up a game, choose match, etc.).
✓ A working LAN network, with a DHCP router.
✓ A working internet connection on both sides.
✓ A router with a forwarded 20595 port assigned to the host computer
✓ 0 A.D. installed on each machine you want to play with.
✓ The same mods on both side.
✓ Some patience.

Disclaimer: The game is still in Alpha state and is likely to change. While unlikely, I cannot guarantee that this process will always be applicable.

Summary

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Setting up the host side

Gather information

1. Open your favorite internet browser (here we’ll use Google Chrome™)
2. Type what’s my IP in google, or whatever search provider you use (here I use DuckDuckGo)
3. Use the link to https://www.whatismyip.com/ (here the third link).

![Image of whatismyip.com](image)

Your IP Address Is: 90.127.199.205

- Note: In my case this address will often change, but it’s better to keep it secret for security issues.
4. Copy that address somewhere
5. Close chrome
6. Look for the game shortcut, and click on it.
Configure the game

1. Click ‘Multiplayer’.
2. Click ‘Host Game’.
3. Set up your player name (All must be different else it won’t work)
Note: Sometimes a pop-up will open because the firewall needs to know how it should react to the game sending data. Just tick both the checkboxes, the second one is to be able to play outside your home. Then press the button with the bicolor shield.

4. You should now see this window

5. Done, the host is now configured and he can set up the game.
Setting up the client side

Configure the game

1. Click ‘Multiplayer’.
2. Click ‘Join Game’.
3. Type the IP address you got from the host here ‘90.127.199.205’
4. Press ‘Continue’.

5. You should now be connected to your friend.
6. Have fun!