10/12/2016

# 0 A.D. L.A.N. Tutorial

Basic setup



Stanislas Dolcini

## Prerequisites

- ✓ Some 0 A.D. knowledge (how to set up a game, choose match, etc).
- ✓ A working LAN network, with a DHCP router. (Using a switch requires more settings).
- ✓ Very few knowledge about windows (Where to find the run command Windows key + R).
- ✓ 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**

💷 Exécu	uter X
0	Entrez le nom d'un programme, dossier, document ou ressource Internet, et Windows l'ouvrira pour vous.
<u>O</u> uvrir :	cmd ~
	OK Annuler <u>P</u> arcourir

1. Just type 'cmd' (without quotes) in it. It will run the command line.

C:\WINDOWS\system32\cmd.exe	-	×
C:\Users\dolci>ipconfig /all		^
Configuration IP de Windows		
Nom de l'hôte : PC-ROG-STAN Suffixe DNS principal : Type de noeud : Pair-Pair Routage IP activé Non Proxy WINS activé : Non Liste de recherche du suffixe DNS.: home		
Carte Ethernet Network Bridge :		
Suffixe DNS propre à la connexion : home   Description : Microsoft Network Adapter Multiplexor Driver   Adresse physique : 00-50-50-C0-00-08   DHCP activé : 001   Configuration automatique activée : 0ui   Adresse IPv6 de liaison locale : fe80::4470:2630:7067:c0a9%14(préféré)   Adresse IPv6 de liaison locale : 192.168.1.100(préféré)   Masque de sous-réseau : 255.255.255.0   Bail obtenu : samedi 10 décembre 2016 11:40:59   Bail obtenu : 192.168.1.1   Serveur DHCP : 192.168.1.1   IAID OHCPv6 : 192.168.1.1   IAID OHCPv6 : : 00-10-10-159-98-02-D0-17-C2-10-3D-20   Serveurs DNS : : 192.168.1.1   NetBIOS sur Tcpip : : : : Activé		
Carte réseau sans fil Local Area Connection* 12 :		
Statut du média Média déconnecté Suffixe DMS propre à la connexion : Description Microsoft Wi-Fi Direct Virtual Adapter #2 Adresse physique : 48-45-20-38-33-D1 DHCP activé : 0ui Configuration automatique activée : Oui		
C:\Users\dolci>		
		~

- 2. Look for the line IPV4 in word it's the one you'll need for others on your local network to connect to you.
- Note: DHCP line is the address of the router, it can be nice to know that, should you need to edit some parameters in it.
- 3. Close the command line.
- 4. Look for the game shortcut, and click on it.

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## Configure the game



- 1. Click 'Multiplayer'.
- 2. Click 'Host Game'.

in the second se	Multip	layer	3	لرو
Set	t up your se	rver to host		
Pla	ayer name:	Stan		
S	erver Port:	20595	01236250	
Cancel			Continue	
	The second second			$\rightarrow$

3. Set up your player name (All must be different else it won't work)

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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.

🔗 Alerte de sécu	urité Windows		$\times$
Le Pare cette a	e-feu Winc pplication.	lows a bloqué certaines fonctionnalités de	
Le Pare-feu Window publics et privés.	ws a bloqué cer	taines fonctionnalités de pyrogenesis.exe sur tous les réseaux	
	Nom :	pyrogenesis.exe	
Ψ	Éditeur :	Inconnu	
	Chemin d'accès :	E:\0ad\ps\trunk\binaries\system\pyrogenesis.exe	
Autoriser pyrogene	esis.exe à comn	nuniquer sur ces réseaux :	
🗸 Réseaux priv	vés, tels qu'un	réseau domestique ou un réseau d'entreprise	
Réseaux put car ces rése	blics, tels qu'un aux sont rarem	aéroport ou un cybercafé (non recommandé ent sécurisés)	
Si les applications s	ont autorisées	via un pare-feu, quels sont les risques encourus ?	
		Autoriser l'accès Annule	r

4. You should now see this window

				*	Mate	h Setup		*			
Player Name	Color	Player Place	ment	Civilization	<b>① ①</b>	Team	0		420	FI	PS
	۷	Stan	۷	Random	۷	None	V		( Martin D	Sector.	
	۲	Unassigned	¥	Random	۷	None	¥	1 setter	And the second s		
								And the	N. C. State		١
									- )	Can.	
								CAR .	Tan I - S	a the	ļ
									8	interes .	
								1 A.		- An	
1:53] == Stan ha	s joined							Мар Туре:	Skirmish		
								Map Filter:	Default		
								Select Map:	Acropolis Bay (2)		
								Number of Players:	2		
								Acropolis Bay (2)		More Optio	bn
								Conquest: Defeat all opp Diplomacy: Players can r	onents to win. nake alliances and dec	lare war on	
								allies. Allied Vietope If one play	or wine, his or her all	ier win too. If	
								one group of allies remai	ns, they win.		
								flat plateau, otherwise k	layer starts the match nown as an acropolis.	atop a large	
						Sen	d	To the East lies a large b	ay with fishing opport	tunities. To the	e

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'.

ala	Multip	layer 😽	ala
	Joining an exi	sting game.	
	Player name:	Stan-Bis	
	Server Hostname or IP:	192.168.1.100	
	Server Port:	20595	
M.	Cancel	Continue	
18.55			100

3. Type the IP address you got from the host here '192.168.1.100'

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4. Press 'Continue'.

			tch Setup	*	
Player Name	Player Placement	Civilization (j)	Team		FPS:
Player 1	Stan	Random			
Player 2	Stan-Bis	Random		202	
1:56] == Stan-Bis has j	oined			Map Type: Skirmish	
:56] == Stan has joine	ed			Map Filter: Default	
				Select Map: Acropolis Bay	(2)
				Number of Players: 2	
				Acropolis Bay (2)	More Options
				Acropolis Bay (2) Conquest: Defeat all opponents to win. Diplomacy: Players can make alliances ar allies. Allied Victory: If one player wins, his or H one group of allies remains, they win. Map Description: Each player starts the r flat plateau, otherwise known as an acro	More Options nd declare war on her allies win too. If match atop a large polis.

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