Carriers at War Internet Multiplayer Tips

(Please have a look at Section 19 of the Game Manual first...)

Intro

So you want to beat the living daylights out of your friend, in a virtual sense, via a Carriers at War multiplayer game; your good friend is on the other side of the world, and you are both happily connected to the Internet via a broadband connection.

Good for you! Puts hairs on your chest and all that.

You will remember these games.

The first thing to decide, civilly, is who is to be HOST and who is to be CLIENT.

I'd strongly suggest decide who is more of a 'geek' (ie, who is better at fiddling with computers and internet stuff).

To resolve a standoff, elect the player who is more familiar with 'Hitchhiker's Guide to the Galaxy' to be HOST.

So, the geekier player gets to be the HOST.

There is no difference from a game perspective, or morally, between being HOST or CLIENT, but the HOST has to make some small adjustments to his internet router in order for the digital carnage to commence.

The CLIENT simply has to punch a few numbers into CAW and hit the connect button - what a slacker!

HOST router setup The Brave.

Back in my day Sonny Jim, the Internet was the great unknown and inhabited by the likes of Tim Berners-Lee, Douglas Adams and some of their mates sharing small files that will come to be known as email and WWW.
It was a safe place to be.

More recently, because of all the people out there with far too much time on their hands, bad stuff can happen to your PC if you leave it connected to The Internet.

And because of this, for a number of years now, most good routers include a 'hardware firewall' which stops all the bad people getting in un-invited.

The down side to this is that firewalls also stop your good friend the CLIENT from getting in, even if invited.

If you don't use a firewall then the rest of this conversation is not required – you can host up a game of CAW straight away – but I'd strongly suggest you try out a firewall at some stage.

For most geeky HOSTS though, you need to tell your router that you're cool with allowing your friend through as long as he is trying to play a game of Carriers At War with you.

If you've never spoken to your router before, remember Douglas and Don't Panic!

All modern routers can be reached usually by opening your web browser and typing an address such as:

http://192.168.1.1
http://192.168.0.1
http://192.168.1.254
http://10.0.0.1

Copy and paste one of the above lines into your browser, hit the enter button and see what reaction you get.

If you get a disinterested browser error message, try another of the address lines until you get a window popping up challenging you for a username and password.

Generally this will be 'admin' and 'admin'. Pop these names in without the ' ' and see what happens.

Hopefully you will now be presented with the router configuration menu. If not, search around for your router installation manual, it will give you the good oil on what specific URL to use.

Lost your manual? That'll be a Geek demotion point, sorry – but for now, use Google to find the correct URL into the router – most good router vendors have their router manuals available online in pdf format.

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Forward Those Ports! Keelhaul the Landlubbers! Parrots need not apply!

At this point I'll ask you to do some detective work as you will have to look for the router sub-menu that deals with Port Forwarding.

You are The Geek, after all...

You need to locate this sub-menu and tell the router that you want UDP (not TCP) port 2300 and 2301 to be open and pointing to your PC's local IP address.

Some routers allow you to express this port range as 2300,2301 or 2300-2301, but if in doubt you can setup two separate Port Forward entries, one for 2300 and one for 2301.

Problem here is, that depending on what router make, model and age - the Port Forwarding sub menu could be anywhere, but I guarantee it won't be on the entry page.

For instance, Linksys routers have a sub-menu entry called 'Games and Applications' which includes Port Forwarding.

I have found this site below may be of some use if it's all looking too difficult at this stage:

http://portforward.com/english/routers/port_forwarding/routerindex.htm

Select your router from the list, then select an application like 'Shoutcast' to give you a good idea what to do, note in this specific example you would need to use ports 2300 and 2301, not Shoutcast's 8000 and 8001 for it to all work nicely.

Now, at this point, some of us are now thinking, 'well great, the router thingy needs an IP address for my PC - how do I get that!'

Don't Panic!

(psst...see the next page to find out why...)

Click your Windows Start button

then Click on the Run icon in the start menu

then type in 'cmd' without the ' ' and hit enter

A box will open - type 'ipconfig' without the ' ' and hit enter.

Make a note of the number sequence to the right of 'IP Address.....'

That's your PC's internal IP address, yay.

So you've now entered into the router port forward menu the UDP ports 2300 and 2301, told it you want them to point to your internal IP (for example, 192.168.1.154) and you've hit the save config button.

That's theoretically all there is to setting up your router to be the HOST for CAW Internet games. You can even set this up prior to getting the game, while you have some spare time on your hands.

If you're still stuck, good router companies have web sites and would have FAQ's or knowledge bases online and port forwarding would be a very common question - Google is also your friend here.

You can also use these web pages to get the customer phone support number if exasperated at this point. Common websites would be:

http://www.linksys.com

http://www.dlink.com/

http://www.netgear.com/

A useful general guide to routers can be found here:

http://www.speedguide.net/faq.php

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But Cap'n Chris - we're still not connected!

Aye, 'tis true.

More work for the poor Geeky HOST.

You now need to tell your mate the CLIENT what your internet IP is - note, this is NOT the same as the IP we asked windows for on Page 4.

Simplest way to get your Internet IP is go to this address in your browser:

http://whatismyip.com/

and it will tell you in nice bold print!

Copy and paste this into your email program or instant message service and send it on it's way to your friend.

Now launch the game as multiplayer HOST as per section 19 of the manual.

If all has gone to plan, your friend the CLIENT should be able to pop your Internet IP into the game and connect through once you have setup the hosting screen.

Notes

The Internet is an unpredictable place, don't assume that all ISP's and Carriers have transit routers that are perfectly tuned and un-stressed, and that you will always get an un-interrupted game.

Make sure that you have shut down any downloading/uploading applications on your home network before you start a CAW multiplayer game so as to maximize your bandwidth and therefore have a better chance of an un-interrupted game.

The good thing about CAW multiplayer, is that by default the game will save multiplayer games at 5 minute intervals on the HOST machine - meaning if you should get disconnected or something weird happens, all the Geeky HOST needs to do is to load a previous saved game from the menu, and the virtual savagery can continue in grand style.

Another point on firewalls – sometimes your operating system may also be running a software version of a firewall and depending on how clever the software is in determining what the router thinks of all this, you may also need to tell the software firewall that all is well and to allow the ports to be open – have a look at your firewall software documentation for more info if required.

Enjoy!
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