Subject: how do i test my map by myself?
Posted by Anonymous on Sat, 20 Apr 2002 08:39:00 GMT
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how do i use the game.exe +connect.... whats the command i have to type i cant remember...thx

Subject: how do i test my map by myself?
Posted by Anonymous on Sat, 20 Apr 2002 08:40:00 GMT
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launch lan server, then run game.exe +connect 127.0.0.1

Subject: how do i test my map by myself?
Posted by Anonymous on Sat, 20 Apr 2002 08:42:00 GMT
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or go in game host a 1 player server (not deicated and u can join and play with your self! you know what i mean, i hope

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:12:00 GMT
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whenever i goto multiplayer-lan it says no ips found... and i want to test my mod. And i have the latest patch(1030). What do i do?do i need that free dedicated server thing?

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:14:00 GMT
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quote:Originally posted by Zavian:whenever i goto multiplayer-lan it says no ips found... and i want to test my mod. And i have the latest patch(1030). What do i do?do i need that free dedicated server thing?NO IPs..... I used to have that problem in 1.15. Since the 1.30 patch it's been fine. I don't host LAN games cause Renegade's only on 1 of my comps.

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:16:00 GMT
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i mean, i want to test my mod by myself. i dont have any other computers around. So is there a

way?

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:18:00 GMT
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HOST A 1 PLAY GAME!!!

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:21:00 GMT
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?... what do you mean? I try hosting a game through gspy(wol made me confused) but my game keeps crashing. Then i tried hosting without my mod and it crashed... and i do host 1 player games...it crashes right before it loads...

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:25:00 GMT
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quote:Originally posted by Zavian:?... what do you mean? I try hosting a game through gspy(wol made me confused) but my game keeps crashing. Then i tried hosting without my mod and it crashed... and i do host 1 player games...it crashes right before it loads...Thats AN EDITOR ERROR SAVED ON MAP..happended to me to..Restart from editor. meaning, new map.import w3d trerrain again and add controllers etc..

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:30:00 GMT
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but the same thing happens without my mod on... i tried it with regular renegade... maybe its because im not on the i-net.But i know that people are using mp LAN to play with only one computer. How do i do this?

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:32:00 GMT
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quote:Originally posted by Zavian:but the same thing happens without my mod on... i tried it with regular renegade... maybe its because im not on the i-net.But i know that people are using mp

LAN to play with only one computer. How do i do this?i do it..I click multiplayer lan.HostUncheck dedicated serverplayers 1manual teamingstart money 10000select my mod.click startand i rocking.

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:41:00 GMT
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quote:Originally posted by Eqvaliser:i do it..I click multiplayer lan.HostUncheck dedicated serverplayers 1manual teamingstart money 10000select my mod.click startand i rocking.i dont get it... whenever i click multiplayer lan i get a "No IPS Found" thing. Unless you mean Multiplayer Internet, that just freezes up on me.

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 14:50:00 GMT
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dont you have a lan card installed?if not then it could be a problem

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Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 16:18:00 GMT
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i do have a lan card. But i thought people were testing without having a LAN.

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 17:03:00 GMT
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Both a LAN card and a Modem (if connected) have an IP address, so people dont really need a LAN to do this. Out of curiosity, are your IP addresses working properly?Try using Start > Run > "winipcfg" (DOESNT WORK ON NT/2000/XP)The use the combo list box to select an adapter and read the ip address field....

Subject: how do i test my map by myself?
Posted by Anonymous on Wed, 24 Apr 2002 17:06:00 GMT
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quote:Originally posted by Rekon:how do i use the game.exe +connect.... whats the command i have to type i cant remember...thxI have not a clue man not a clue, 7 posts to go

Subject: how do i test my map by myself?
Posted by Anonymous on Mon, 29 Apr 2002 14:36:00 GMT
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I have both a LAN and an Internet connection.Both work perfectly. I also have good Ip adresse on both of them. and i have TCP/IP installed.But ****ing multiplayer LAN always ****s me up immediately by saying:'No LAN IP adresses found'I seriously wan to test my model but can't load it without stupid .pkg file or whate4 right???This **** is seriously screwed up, 5 days already searching the net and tryin...HEEEEELP!!!Omega.

Subject: how do i test my map by myself?
Posted by Anonymous on Mon, 29 Apr 2002 15:21:00 GMT
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In Windows 2000/XP winipcfg command is "ipconfig", but run with Command prompt!If You have Windows XP, add Lan card called "Microsoft Loopback" and configure (IP: 126.0.0.1 etc.)

Subject: how do i test my map by myself?
Posted by Anonymous on Mon, 29 Apr 2002 16:14:00 GMT
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Hey I'm having all of the same problems you guys are having... "No LAN ip adresses" always pops up! Do we need to specify the IP adresses somewhere???

Subject: how do i test my map by myself?
Posted by Anonymous on Mon, 29 Apr 2002 18:48:00 GMT
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I WISH I KNEW