
Subject: Playing on LAN

Posted by [terminator 101](#) on Sat, 01 Oct 2005 17:24:44 GMT

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I want to connect 2 computers so I can play Renegade and some other games on LAN(I don't care if Renegade sucks on LAN). But I have few problems: One computer is Laptop with Win XP and other is desktop with Win 98. I have looked into the windows help, and it says that I need to create Network setup floppy disc. Unfortunately, my laptop does not have floppy drive(do they even make Laptops with floppy drive any more?), so I would like to know if it is possible to create Network setup CD, or maybe to somehow use USB drive for this. When I bought my Laptop, I did not get Win XP instalation CD with it, so I can't use that instead.

When I connect both computers through the LAN cable (without hub and Internet connection), and Host LAN Server on the laptop, I can see the server on the Desktop, but I can't join it.

I really don't understand why we still need floppy discs in this century, USB drives are much more usefull.

Subject: Re: Playing on LAN

Posted by [XeonTeam](#) on Sat, 01 Oct 2005 19:20:34 GMT

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Buy a cheap ass USB floppy drive, or obtain a CD from your choice of sources.

Subject: Re: Playing on LAN

Posted by [danpaul88](#) on Sat, 01 Oct 2005 20:39:06 GMT

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create a network setup disk, copy the files from it to a usb stick (or a cd, but its a waste of a cd...) and put it in the laptop

Subject: Re: Playing on LAN

Posted by [Kanezor](#) on Sat, 01 Oct 2005 21:59:05 GMT

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What the fsck do you need a network setup disk for? Windows XP works fine with the standard installation that 99.99% of Windows XP computers have, and Windows 98(SE) also works fine with 95% of the standard installations. It's Windows Help that sucks. Don't listen to Windows Help (after all, it's only able to help RETARDS and nothing more)!

As long as both machines are individually able to connect to the internet, they should be able to play together. Why can't your desktop join the LAN server on the laptop? What error message is displayed? Are you sure that both versions of Renegade are 1.037? Are you sure that each installation has a different CD key?

Edit:

Also, I think this topic should be moved to the Renegade Client forum.

Subject: Re: Playing on LAN

Posted by [JPNOD](#) on Sat, 01 Oct 2005 22:14:59 GMT

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or just google a manual on how to setup a network manually instead of using a MS wizard. all you need is a Win98SE Cd.. and for XP well, nothing. Then just make it so that the host 192.168.0.1 and the client(s) get 192.168.0.2 0.3 ecta.

All other things like subnet, gateway have to be the same for both.

You can set this things in TCP/IP properties with the onboard or PCI lan driver. once you done this. Ping the client/host machine to see if the cable is working. Then go to Config screen, properties, System. Go to Computername , Tab Workgroup: (this is what your network domain name will be called) name it to your desire do this the same on all the machines. Reboot.

Then you should be able to share any map/internet c0n you want.

Some games require a different protocol to play games IPX/ip or something like that. you will have to add them manually into the adapter.

Subject: Re: Playing on LAN

Posted by [Kanezor](#) on Sat, 01 Oct 2005 22:43:02 GMT

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JPNOD wrote on Sat, 01 October 2005 17:14or just google a manual on how to setup a network manually instead of using a MS wizard. all you need is a Win98SE Cd.. and for XP well, nothing. Then just make it so that the host 192.168.0.1 and the client(s) get 192.168.0.2 0.3 ecta.

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Then you should be able to share any map/internet c0n you want.

Some games require a different protocol to play games IPX/ip or something like that. you will have to add them manually into the adapter.

The fact that his desktop computer can see the game hosted on the laptop computer indicates that his connection on both computers are already setup correctly.

Subject: Re: Playing on LAN

Posted by [rm5248](#) on Sat, 01 Oct 2005 23:09:00 GMT

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Errrr... Do you have a router? If you do, it should work if they're connected to the router but not to

the internet...

Subject: Re: Playing on LAN

Posted by [Dave Anderson](#) on Sat, 01 Oct 2005 23:43:26 GMT

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If you have a router, depending on what pc you use to host, you may have to forward ports.

Subject: Re: Playing on LAN

Posted by [terminator 101](#) on Sun, 02 Oct 2005 00:49:59 GMT

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danpaul88 wrote on Sat, 01 October 2005 16:39 create a network setup disk, copy the files from it to a usb stick (or a cd, but its a waste of a cd...) and put it in the laptop

Quote:What the fsck do you need a network setup disk for? Windows XP works fine with the standard installation that 99.99% of Windows XP computers have, and Windows 98(SE) also works fine with 95% of the standard installations. It's Windows Help that sucks. Don't listen to Windows Help (after all, it's only able to help RETARDS and nothing more)!

Actually, I need the Windows XP, which is on the laptop to create the Network disc, so I can use it in the Desktop.

Quote:As long as both machines are individually able to connect to the internet, they should be able to play together. Why can't your desktop join the LAN server on the laptop? What error message is displayed?

When the two computers are connected to each other, they are not connected to the Internet at all. There is no error message, it just won't join.

Quote:Are you sure that each installation has a different CD key? No, they have both same CD-key. But I don't think that matters because when you host a game, no matter what CD-key you have (even if you used (key-gen), people can join your game as long as they have CD key that is not from (key-gen)

Quote:all you need is a Win98SE Cd.. and for XP well, nothingWhat do you need Win98SE CD(which I have) for? I am connecting Win98 to Win-XP, so I probably need some Win-XP

files.Quote:Tab Workgroup: (this is what your network domain name will be called)But you can't choose work group name in win-XP (at least I don't know how)

Quote:Errrr... Do you have a router? If you do, it should work if they're connected to the router but not to the internet...I don't use router, I connected the 2 computers with one LAN cable.

This is my WHOLE network: Laptop + LAN cable + Desktop.

Subject: Re: Playing on LAN

Posted by [Kanezor](#) on Sun, 02 Oct 2005 00:59:30 GMT

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Oh God. The stench of retardation here is horrible.

Yes, they most likely do need to have different CD keys. And don't use CD key generators: they are illegal.

I would venture a guess that a lot of the drivers for Windows XP are incompatible with Windows 98SE (ever wondered why most drivers have separate installers for Windows XP and Windows 98SE?). Do not copy your XP stuff to 98SE.

That's fine that your connection is set up only via a single ethernet cord between the two computers. As long as each computer has a different IP address, that should work well (and, since your desktop computer can *see* the game, it indicates that they *DO* have different IP addresses).

You may need the Win98SE CD because when you alter your TCP/IP settings for Win98SE, it typically asks you to insert your Win98SE CD into your CD-ROM drive. If it does not, then you're lucky and do not need it. Do not insert your Windows XP CD into your Windows 98SE machine for *any* reason except to upgrade to Windows XP (that is, do NOT install XP drivers from the XP CD into a Windows 98SE installation!!)

Subject: Re: Playing on LAN
Posted by [cmatt42](#) on Sun, 02 Oct 2005 04:26:07 GMT
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You can't just stick each end of an Ethernet cable into two different computers. You need a crossover cable to do that. You could find out how to change the cable, but you could mess that up easily. I would suggest getting a cheap switch or something.

Subject: Re: Playing on LAN
Posted by [terminator 101](#) on Sun, 02 Oct 2005 05:16:50 GMT
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O.K Against Kanezors recommendations, I started the network setup wizard(on win XP), created network setup disk using USB jump drive(I finally figured out that I do not need a floppy disc), inserted it into the windows 98 computer, and attempted to install it. Unfortunately, after I restarted the computer, it said: "Error loading C:\Windows\system\hnetwz.dll Initialization failed."(I am not sure if that is the exact name of the file) So I am back where I was.

cmatt42 what do you mean by switch? what does it look like, and what is it for?

Question: How can a computer have IP address if it is not connected to the Internet?

Conclusion so far: The network setup disk suggestion is out(unless there is a way to fix the error message). I don't want to buy a hub just to connect 2 computers, but If I wanted to connect more than 2, I would probably need it. About the switches, I don't know yet.

Subject: Re: Playing on LAN
Posted by [xtaro](#) on Sun, 02 Oct 2005 07:11:46 GMT
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Um.. When he says "LAN cable" does he mean a crossover cable or just a wee bit of cat5?

Subject: Re: Playing on LAN
Posted by [Goztow](#) on Sun, 02 Oct 2005 11:21:55 GMT
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Switch:

It's a little device that arranges network traffic.

Subject: Re: Playing on LAN
Posted by [terminator 101](#) on Sun, 02 Oct 2005 16:50:23 GMT
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1. what is "wee bit of cat5" ?
 2. Isn't switch and Hub the same thing?
-

Subject: Re: Playing on LAN
Posted by [cmatt42](#) on Sun, 02 Oct 2005 17:06:00 GMT
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NO!

Hubs are high technology! If this was like, 1980!

Switches are hella better; if you are going to get a network device, go with a switch.

Subject: Re: Playing on LAN
Posted by [Kanezor](#) on Sun, 02 Oct 2005 20:33:02 GMT
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Terminator 101 wrote on Sat, 01 October 2005 22:16O.K Against Kanezors recommendations, I started the network setup wizard(on win XP), created network setup disk using USB jump drive(I finally figured out that I do not need a floppy disc), inserted it into the windows 98 computer, and attempted to install it. Unfortunately, after I restarted the computer, it said: "Error loading C:\Windows\system\hnetwz.dll Initialization failed."(I am not sure if that is the exact name of the file) So I am back where I was.Hate to say it, but... I told you so!

Terminator 101 wrote on Sat, 01 October 2005 22:16cmatt42 what do you mean by switch? what

does it look like, and what is it for?

Question: How can a computer have IP address if it is not connected to the Internet?

Conclusion so far: The network setup disk suggestion is out (unless there is a way to fix the error message). I don't want to buy a hub just to connect 2 computers, but if I wanted to connect more than 2, I would probably need it. About the switches, I don't know yet.

I'm not a pro, so don't quote me on it, but from what I gather:

Hub: generic multi-machine connection device, which does near-zero (if not zero) checking of the data. Simply transmits what it receives from one machine to ALL machines

Switch: Acts like a hub in that it is a multi-machine connection device, however; it can (and usually does) verify the integrity of the data between machines, and transmits data only to the destination (instead of transmitting to ALL).

Router: Like a switch, but takes the data check another step further by implementing firewalls and network address translations

For the best (and most correct) descriptions, I'd search google.

Now, to your question about IP addresses... IP addresses can be assigned by your ISP (and, only that IP address can be used to connect to the internet, or in more laymen's terms, the world wide web). However, you can set up an intranet, which is basically the internet in your own home... but on a much (MUCH) smaller scale: instead of having millions upon millions of computers, you just have two or three. Your two or three computers will still need to have their own "street address" to be able to talk to each other, which is what an IP address is.

Edit:

And I'm still confident that you need a different (valid) CD key for each instance of C&C Renegade in order to play.

Edit2:

By "wee bit of cat5", he's meaning a short length of ethernet wire (which is usually cat5 ... or, Category 5). There are various categories of wires. The categories are based on how efficient they are at transmitting data without loss. Phone wire is usually category 3 (medium levels on loss), ethernet is usually cat 5 (high quality -- low levels of loss). For faster speeds of ethernet (for example, 1 Gbit ethernet), you need cat 6 (which is very high quality and very low levels of data loss) in order to be able to sustain your maximum speeds.

Edit3:

cmatt42 wrote on Sun, 02 October 2005 01:26 You can't just stick each end of an Ethernet cable into two different computers. You need a crossover cable to do that. You could find out how to change the cable, but you could mess that up easily. I would suggest getting a cheap switch or something.

Most network interfaces now-a-days are MDI/MDIX, which means that they auto-detect whether a crossover cable is necessary or not, and then automatically doing the crossover if the wrong type was used. But, you are correct: the proper cable directly connecting two machines is a crossover cable. The fact that his desktop could see the game on the laptop indicates that one (or both) of his ports is MDI/MDIX or that he is already using a crossover cable.

Subject: Re: Playing on LAN

Posted by [Crimson](#) on Sun, 02 Oct 2005 22:50:28 GMT

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The most important bit is that both installations of Renegade need to be updated to the latest version. The fresh install version of Renegade DOES NOT WORK ON LAN GAMES PERIOD NO MATTER WHAT.

Subject: Re: Playing on LAN

Posted by [terminator 101](#) on Mon, 03 Oct 2005 02:49:17 GMT

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Don't worry Crimson, I know about that.

- If I wanted to use switch/hub I would need to buy another LAN cable for \$30 CAN so I am not prepared to do that.
- The cable that I have says Crossover on it.
- I have router at home which I use to Connect to Internet by connecting a coaxial cable in it and then connecting it to the computer. This Router has one plug for USB. Now, when I connect the 2 computers(with LAN cable), the Router is not used at all, but maybe I could try to connect both computers to the router, (one would be through LAN other through USB) then that could work, or no?

One more question: How to assign IP address to computers that are not connected to the internet?

Quote:And I'm still confident that you need a different (valid) CD key for each instance of C&C Renegade in order to play.

Perhaps, but I think that it would be possible to connect to the server, but you would get disconnected after being connected for maybe 30 seconds. (this happened to me about 2 years ago when I used key gen, but then I figured that I had to buy the game to play on-line, so I did)

Just so you people know, I am using this cable

http://catalog.belkin.com/IWCatProductPage.process?Merchant_Id=&Product_Id=173441

(Bought it from Best Buy for 30 CAN, god dammed Best Buy)

EDIT: 300 posts, yahooo!

Subject: Re: Playing on LAN

Posted by [Goztow](#) on Mon, 03 Oct 2005 11:52:35 GMT

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Yes, get your router between and it'll act like a switch.

30 \$ for a LAN cable? That would mean you would have like 50 meters or so?

A switch costs around 50 € for one with 5 ports, I think...

Yes, you will need a 2nd serial but use a keygen for it (it's illegal, yes, but if EA doesn't care, then why should we care?).

Subject: Re: Playing on LAN
Posted by [SuperMidget](#) on Mon, 03 Oct 2005 15:30:17 GMT
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Weeeee nerdy topic!

Subject: Re: Playing on LAN
Posted by [cmatt42](#) on Mon, 03 Oct 2005 20:59:35 GMT
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I've been able to connect to a LAN/Internet with two computers having the same Renegade Serial. I think that is the maximum, though.

Subject: Re: Playing on LAN
Posted by [terminator 101](#) on Tue, 04 Oct 2005 00:29:37 GMT
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I am living on my college campus right now, but I go home every weekend(I have The desktop Computer at home), so I wil think about it during this week, and then I will decide what to do. Maybe I will buy the switch and one more shorter LAN cable, or maybe I will buy the hub(cable too), which will be cheaper(My home network will not be connected to the internet anyway. I thought it was as simple as connecting 2 computers and then it would work, but life is not so simple. Maybe I could talk to some technician, or maybe I could ask for help on forums that has network experts on it. Oh wait, I have not tried to use the Router as a swith, which I will this weekend. I will get back to this topic on friday when I am at my house.

Subject: Re: Playing on LAN
Posted by [sterps](#) on Tue, 04 Oct 2005 02:30:20 GMT
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At the LAN gaming place my friends and I used to goto, they had Renegade un patched, FRESH from install, and LAN worked fine. Though we got them to update it

Subject: Re: Playing on LAN
Posted by [cmatt42](#) on Tue, 04 Oct 2005 15:27:01 GMT

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Terminator 101 wrote on Mon, 03 October 2005 20:29
Oh wait, I have not tried to use the Router as a swith, which I will this weekend.

Do this first! You will not need to buy a switch (and don't buy a hub, they are junk) when you use the router.

Subject: Re: Playing on LAN
Posted by [Goztow](#) on Wed, 05 Oct 2005 06:54:12 GMT
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I cvouldn't find a place where they still sell hub's btw...

Subject: Re: Playing on LAN
Posted by [terminator 101](#) on Fri, 07 Oct 2005 19:01:57 GMT
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O.K time to continue. So, I connected Desktop though USB(had to install drives for it) to the cable modem, and laptop through the LAN cable.

Results: It did not work .

Then I tried to see if the LAN cable can replace the the cable that was there before, and it did not work, which is strange, because this modem should support this LAN cable. So I will probably have to use the old cable.

Then I tried if the USB(Type A To Type B(cable that I took from my printer)) cable connection to the modem worked, but it did not, so Maybe I will need to buy similar USB Type A To Type B cable that will work.

QUESTION: Are there different types of "USB Type A To Type B" cables, just like there are different types of the Ethernet cable(LAN, and regular Ethernet)?

Now I will try to use The USB cable withe the laptop. I don't think it will work, but it is worth a try.

Subject: Re: Playing on LAN
Posted by [cmatt42](#) on Fri, 07 Oct 2005 22:43:26 GMT
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Erm, what exactly are you trying to do with that?

Subject: Re: Playing on LAN
Posted by [terminator 101](#) on Sat, 08 Oct 2005 03:34:49 GMT
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O.K Update. I realized that the USB cable works. It works only with the laptop, but that is fine. So now I don't have to buy another cable.

Now, I connected the Desktop through LAN to the Modem(modem and router are the same thing right?), and the Laptop through the USB to the modem. It did not work, and the Win XP on the laptop still reports that the local connection has limited or no connectivity. I even enabled the peer to peer connecting in win XP, but it did not help.

The LAN server hosted on laptop still shows in the game, but it is not possible to join.

So I tried this with different game, Serious Sam(yes I know none of you have ever played this game) in there the server shows up too, but when I try to connect, after some time of connecting, it says unable to find the server.

I am going to try one more thing. I will somehow attempt to assign IP addresses to each of the computers, and then see what happens.

And as fo your question, I am attempting to connect 2 computers through LAN

Subject: Re: Playing on LAN

Posted by [cmatt42](#) on Sat, 08 Oct 2005 04:04:55 GMT

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So you don't have a router? Get one, and get another Ethernet cable.

By the way, Serious Sam is awesome.

Subject: Re: Playing on LAN

Posted by [terminator 101](#) on Sat, 08 Oct 2005 05:44:08 GMT

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Another update.

- I don't really want to buy any more stuff.

- on this website [http://www.mycableshop.com/techarticles/connecting2computers .htm](http://www.mycableshop.com/techarticles/connecting2computers.htm) I found that I need ethernet network interface card (NIC) in order to use the Ethernet Crossover Cable but I don't have this card on my Desktop, so I will peobably have to try to use USB cable instead of the ethernet cable.

Subject: Re: Playing on LAN

Posted by [cmatt42](#) on Sat, 08 Oct 2005 18:19:46 GMT

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Sure, if you don't want it to work, because I have no idea why you are doing this.

Subject: Re: Playing on LAN

Posted by [Kanezor](#) on Sat, 08 Oct 2005 21:04:23 GMT

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Terminator 101, there comes a point where you have to sit back and think "why the fuck am I spending lots of time and money trying to solve this issue?"

So, let's go back to square one:

- 1) Connect both computers directly to each other via a crossover cable
- 2) Make sure each computer has a different IP address on the same subnet (for example, your laptop can be 192.168.0.1 and your desktop can be 192.168.0.2, both with a subnet mask of 255.255.255.0, and the gateway doesn't matter since neither is connecting to the internet)
- 3) Make sure each computer has Renegade installed
 - 3a) Different CD key for each
 - 3b) Both patched to the same version (preferably 1.037)

See if that works.

Subject: Re: Playing on LAN

Posted by [xtaro](#) on Sat, 08 Oct 2005 21:42:51 GMT

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ough this mite be way too simple but if you run the network setup wizard and choose your type of connection it usually will configure properly

Edit. Run wizard on both compukers

Subject: Re: Playing on LAN

Posted by [terminator 101](#) on Sun, 09 Oct 2005 01:18:02 GMT

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Deleted because it was useless

Subject: Re: Playing on LAN

Posted by [terminator 101](#) on Mon, 10 Oct 2005 05:50:22 GMT

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New update! And probably the last one.

The reason I am posting this so late is because I just finished playng Serious Sam with my brother on LAN, and it was great game(I played Renegade on LAN too after wards for few minutes but about that later)!

I went to Best Buy and asked them if the adapter on desktop was compatible with the adapter on the laptop, and they said yes. So I decided to listen to Kanezor this time, and I assigned Different

IP and same mask to each computer, and then it worked.

This network still has one minor glitch, but it still works.

- After I assign IP address to the Win98 Desktop, I have to reboot, and after I am finished playing, I have to change the settings of the Network card back to way they were before, otherwise I won't be able to Connect to the Internet(unlike in Win XP where you can assign Alternate IP address).

Hits for playing Renegade(or probably any other game) on LAN:

- You can use same CD key on LAN with Renegade (I think that with 2 computers only)
- You do not need to run the network setup wizard at all(it did not work on the Win98 anyway)
- You do not need a switch, crossover cable is enough(for 1vs1 for course)

Subject: Re: Playing on LAN

Posted by [cmatt42](#) on Mon, 10 Oct 2005 21:49:25 GMT

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Terminator 101 wrote on Mon, 10 October 2005 00:50

Hits for playing Renegade(or probably any other game) on LAN:

- You can use same CD key on LAN with Renegade (I think that with 2 computers only)

As I have said.

Terminator 101 wrote on Mon, 10 October 2005 00:50

- You do not need to run the network setup wizard at all(it did not work on the Win98 anyway)

Yes, if only you want to play games on a LAN, but no file sharing.

Terminator 101 wrote on Mon, 10 October 2005 00:50

- You do not need a switch, crossover cable is enough(for 1vs1 for course)

Yes, however it would be less of a burden in the long run to buy a switch/router.
