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Subject: error with C&C multiplayer fix..

Posted by [TooCrooked](#) on Sun, 30 Jul 2006 12:53:36 GMT

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i tried a search with keywords from the error, but i got nothin:

MPSetup was unable to detect your internet IP address.

This means that you will not be able to play over the internet.

okay, fine. but what is the reason this thing can't "detect my address"?? Error messages help when they exclaim WHY it can't do something, rather than purely that it cannot do it something.

Furthermore, with proper verbage, the OK button should read "Exit due to Failure" or something, because what's the point of continuing when this is the reason you use the MPSetup?

To clarify, i have two xp pro sp 2 boxes, neither running any firewall (the windows service - in services.msc - is disabled), both over a lan.

That error message is extremely frustrating, and highly useless. The error phase "this means..." actually MEANS NOTHING without any details on how to correct the problem/why the problem occured (at the very least).

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Subject: Re: error with C&C multiplayer fix..

Posted by [danpaul88](#) on Sun, 30 Jul 2006 15:13:44 GMT

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You don't need MPsetup (whatever the hell that is) to play renegade online... just load Renegade and click Multiplayer -> WOL -> Advanced Games Listings...

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Subject: Re: error with C&C multiplayer fix..

Posted by [cmatt42](#) on Sun, 30 Jul 2006 17:51:24 GMT

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I think he's talking about C&C Gold, not Renegade.

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Subject: Re: error with C&C multiplayer fix..

Posted by [danpaul88](#) on Sun, 30 Jul 2006 18:20:28 GMT

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Ah, so he posted under Renegade Client to confuse everyone? lol

I don't even think there are online servers for CnC Gold anymore...

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Subject: Re: error with C&C multiplayer fix..  
Posted by [Nightma12](#) on Sun, 30 Jul 2006 18:41:39 GMT  
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oh... lol

it was in other products and i moved it to Renegade Client... lol

erm, i dunno! lol

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Subject: Re: error with C&C multiplayer fix..  
Posted by [cmatt42](#) on Sun, 30 Jul 2006 21:55:26 GMT  
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danpaul88 wrote on Sun, 30 July 2006 13:20Ah, so he posted under Renegade Client to confuse everyone? lol

I don't even think there are online servers for CnC Gold anymore...  
Forgetting about XWIS already?

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Subject: Re: error with C&C multiplayer fix..  
Posted by [danpaul88](#) on Mon, 31 Jul 2006 09:26:00 GMT  
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I thought XWIS was only for RA2, TS and Renegade?

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Subject: Re: error with C&C multiplayer fix..  
Posted by [cmatt42](#) on Mon, 31 Jul 2006 16:49:32 GMT  
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danpaul88 wrote on Mon, 31 July 2006 04:26I thought XWIS was only for RA2, TS and Renegade?  
You, sir, are misinformed.

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Subject: Re: error with C&C multiplayer fix..  
Posted by [danpaul88](#) on Mon, 31 Jul 2006 23:30:31 GMT  
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apparently so heh, learn something new every day

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Subject: Re: error with C&C multiplayer fix..  
Posted by [TooCrooked](#) on Tue, 01 Aug 2006 08:55:43 GMT  
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how do i get support for this? im just doing EXACTLY what the readme said!! this is frustrating!!!

Quote:THIPX allows you to play C&C95 Multiplayer with up to 4 players, over the internet or LAN under Windows 2000/XP/2003/Vista.

Installation:

=====

Copy all the files in the zip archive to your C&C95 game directory.

Start CCSetup.exe and configure the following options:

Screen Resolution: 640x480

Hardware options:

Back buffer in Video Memory: On

Allow hardware filled blits: On

Multiplayer Compatability:

Compatible with DOS version 1.07: Off

If you want to host a game you need to make sure your router/firewall allows/forwards UDP data on port 5000 to your PC.

How to use it:

=====

Everyone needs to start MPSetup.exe before you want to play a game of multiplayer.

1 player needs to start as host, by selecting the "Host" tab and giving the displayed IP address to the other players.

The other player(s) needs to select the "Connect" tab and enter the IP address of the Host in the address bar, when you have done this every player needs to hit the "Start Game" button.

C&C95 will start, in C&C95 select Multiplayer Game and then select Network Game. Now the host can start a new game and the other players are then able to see the newly created game. Make sure you all have unique playernames configured!

Still having trouble?:

=====

Support is available at:

Forum: [http://www.renegadeforums.com/index.php?t=thread&frm\\_id=39&rid=324](http://www.renegadeforums.com/index.php?t=thread&frm_id=39&rid=324)

IRC: [irc://irc.n00bstories.com/bhs\\_support](irc://irc.n00bstories.com/bhs_support)

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THIPX and MPSetup has been developed by Scorpio9a and Silent Kane.  
Copyright(C) 2004-2005 Blackhand Studios - ([www.blackhand-studios.org](http://www.blackhand-studios.org))

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Subject: Re: error with C&C multiplayer fix..  
Posted by [TooCrooked](#) on Wed, 02 Aug 2006 15:54:52 GMT  
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help! how do i contact that scorpion guy??

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Subject: Re: error with C&C multiplayer fix..  
Posted by [RedAlert](#) on Sun, 25 Feb 2007 01:17:34 GMT  
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Hi everyone.

I just found this page and this patch to play C&C Red Alert in WinXP. I'm a big fan of this game and i want to play it against someone in my LAN but i can't. Well, i did the same things that the mreadme.txt said (configure CCSetup.exe and MPSetup. NOTE: I dont have the CCSetup.exe so i think it refers to my RASetup.exe ) but i can't make it work!!!. it seems all to be fine but when i clic start game, it show me the following message:

Unable to launch Command & Conquer 95!  
Please make sure you have correctly installed the multiplayerfix

Other thing i did was to give de 95 Windows compatibility to the MPSetup.exe and nothing.

I have a router with 2 pc connected to it (one pc with WinXP and the other one with WinProfessional). I bought 5 years ago the Command&Conquer Red Alert The Arsenal this is the game that i installed.

Im deseperate, i want to play it since 2 years ago. Please if somebody can help with this i will appreciate.

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Subject: Re: error with C&C multiplayer fix..  
Posted by [RedAlert](#) on Sun, 18 Mar 2007 18:04:23 GMT  
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Hi everyone.

Forget about my last post, i just found the right patch for the Red Alert and aftermath game, this patch enables the LAN option in the Network menu making posible the LAN Multiplayer game. I dont remember right now the page where i found it, but if u want it just send me a mail to arcangelous\_@hotmail.com asking for it and i will send you the patch.

Tanks to everyone.

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