
Subject: LAN & Internet play troubles
Posted by [Poskov](#) on Mon, 06 Oct 2008 22:19:42 GMT
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Im trying to play a LAN game with my friend
but I can't join his LAN server,
and when I host a LAN game,
he can't join mine.

We are using the same CD key,
custom models,
cunston INIs & objects.ddb but,
we both have the same custom stuff, ini and objects.

any ideas?

Subject: Re: LAN & Internet play troubles
Posted by [Ethenal](#) on Tue, 07 Oct 2008 05:30:21 GMT
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I don't think it'll let you do that at all if you have any objects.ddb mods, regardless of whether they're the same or not.

Subject: Re: LAN & Internet play troubles
Posted by [Poskov](#) on Wed, 08 Oct 2008 02:19:51 GMT
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Are you ABSOLUTELY sure?
NO way to work around this AT ALL?
I mean, like

1. He doesn't have WOL & I don't think I have it either
2. Is there something I can edit in the registry to make it work such as deleting the serial key?
3. Would placing said files: (custom models, cunston INIs & objects.ddb) into always.dat or always2.dat make it work?

Subject: Re: LAN & Internet play troubles
Posted by [Lone0001](#) on Wed, 08 Oct 2008 03:31:14 GMT

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WOL(or XWIS as it is known as now) is in Renegade so I don't know how you could not have it, unless you do not have a valid serial.

Subject: Re: LAN & Internet play troubles
Posted by [Poskov](#) on Thu, 09 Oct 2008 01:50:26 GMT
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I didn't choose it in the installer I think, and last time I checked, neither did he;
I didn't think it was needed for LAN. (is it?)

Anyways this:

Lone0001 wrote on Tue, 07 October 2008 22:31WOL(or XWIS as it is known as now) is in Renegade so I don't know how you could not have it, unless you do not have a valid serial. is off topic;

As I said: Would placing said files:
(custom models, cunston INIs & objects.ddb)
into always.dat or always2.dat
make it work?

Subject: Re: LAN & Internet play troubles
Posted by [Veyrdite](#) on Thu, 09 Oct 2008 02:14:49 GMT
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Poskov wrote on Thu, 09 October 2008 11:50I didn't choose it in the installer I think, and last time I checked, neither did he;
I didn't think it was needed for LAN. (is it?)

Anyways this:

Lone0001 wrote on Tue, 07 October 2008 22:31WOL(or XWIS as it is known as now) is in Renegade so I don't know how you could not have it, unless you do not have a valid serial. is off topic;

As I said: Would placing said files:
(custom models, cunston INIs & objects.ddb)
into always.dat or always2.dat
make it work?

I wouldn't try it without backing the files up first.

The easiest way to get around your problems is to make a PKG that has all of those custom files in it. There is another method but It is commonly used for using custom objects files on WOL, so I can't mention it.

Subject: Re: LAN & Internet play troubles
Posted by [Poskov](#) on Tue, 14 Oct 2008 19:57:42 GMT
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Dthdealer:
But would it work?

placing said files:
(custom models, custom INIs & objects.ddb)
into always.dat or always2.dat and always.dbs?

PS could you PM me about the second way?
