Subject: !!!!!!!!!Need Help!!!!!! renegade through network!!!!!!
Posted by tHz2 on Sun, 16 Mar 2003 04:11:43 GMT

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Was helping someone else and noticed this thread.
Nice little vague question there. Makes you realise why EA are so crap at customer servce if they get bogged down with questions like these.

Only joking m8 . I'll answer as best I can.

Common Home Local Area Networks:
Two computers linked together using a twisted pair or "crossover" cable,
or a number of computers linked together using a "Hub" (a small box with more than two RJ45 connectors, and a few lights on it.)

If your computer is on the above, then yes, I have played Renegade on both types of network. you just select LAN play, you need at least one host and two players. (one player can play on the host machine, just uncheck "dedicated")

If you are talking about connecting to the internet using a gateway (a computer set up to re-route traffic of your LAN) then the answer is also yes. Depending on your gateway's security you will notice no difference in connecting to WOL through the gateway (using the in game INTERNET interface, NOT LAN) than you would if you were connecting directly yourself. If you know how to set up the gateway/client options then your all set I've done this and it works perfectly.

However I suspect if you had to ask that question you are in an office, school, or library docking station. In which case they may very well have blocked the ports renegade needs. You can try setting Renegade to use the internet explorer port. (port 80)Theres something like that in the multiplayer options I think. If that fails you can try a "tunneler"

If your employer catches you, and they have an interent use policy, they can sack you instatnly. Most employers dont use this unless they are looking for a legal excuse to sack someone, but that doesn't mean they wont penalise you.

If your school catches you, they'll say "bad boy" and give you detention. Its unlikley they will punish you too much, as you're showing your intelligence by bypassing their firewall.

If your library catches you, you may be fined, have your library privilages revoked, or the assistant might want a go.[/b]