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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [tooncy](#) on Thu, 23 Dec 2004 01:24:53 GMT

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I'm sure most of you have seen this by now, but this is awesome, and I think it deserves to be posted here.

<http://www.planetcnc.com/features/techtroopers/tibdawnOverTCP/>

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Sir Phoenixx](#) on Thu, 23 Dec 2004 01:48:07 GMT

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Would anyone know how to make C&C95 able to play multiplayer with AI players, without being online or on a network? Kind of like skirmish in any of the later C&C games. Maybe fool it into thinking it's connected to another computer on a network/serial/null-modem/etc., so it'll allow a game to be created with AI players? (Or how to disable the there-must-be-players-to-create-the-game so it can just do AI players...)

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Jaspah](#) on Thu, 23 Dec 2004 02:51:05 GMT

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Yeah, I really wish they had a skirmish in C&C, online doesn't work for me because like all the other old online crap, it doesn't like built-in router firewalls.

So, I'm basically stuck playing the lame campaign levels over and over again, lol.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Dave Mason](#) on Thu, 23 Dec 2004 02:53:07 GMT

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How about creating a level with the same characteristics as a skirmish level but plays in sp mode?

E.g. Destroy the enemy base and win.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [tooncy](#) on Thu, 23 Dec 2004 02:56:10 GMT

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Pheonixx, the AI in C&C's multiplayer computer opponents is horrible. They do absolutley

nothing, except for harvest.

J4, I have a router with a built in firewall and this worked fine over the network.

DJM, If I'm not mistaken, there are a few levels like that.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Jaspah](#) on Thu, 23 Dec 2004 03:01:12 GMT

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tooncyPheonixx, the AI in C&C's multiplayer computer opponents is horrible. They do absolutley nothing, except for harvest.

J4, I have a router with a built in firewall and this worked fine over the network.

DJM, If I'm not mistaken, there are a few levels like that.

I dunno, I tried it once and it never joined. And there were like 2 or 3 servers on, lol.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [tooncy](#) on Thu, 23 Dec 2004 03:13:02 GMT

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Are you talking about using WOL? The method in this article describes using a com port emulator to fool C&C 95 into thinking it's running over a com connection, when in reality it's running over a TCP/IP connection.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Dave Mason](#) on Thu, 23 Dec 2004 15:46:40 GMT

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tooncyPheonixx, the AI in C&C's multiplayer computer opponents is horrible. They do absolutley nothing, except for harvest.

J4, I have a router with a built in firewall and this worked fine over the network.

DJM, If I'm not mistaken, there are a few levels like that.

I basically mean, you play the level in single player mode, 2 teams and both start in their own base area with 1 structure/MCV and slowly build up their base, instead of the usual single player in which you build up your own base and the enemy already has theirs. And instead of doing missions, you play it like a skirmish level. Therefore its a single player level but with the characteristics of skirmish.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [Sir Kane](#) on Thu, 23 Dec 2004 16:04:27 GMT

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Serial port emulation limits the player count to 2.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [pulverizer](#) on Thu, 23 Dec 2004 16:27:29 GMT

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I wish there was a skirmish mode to . Or a level editor like in ra1.

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Subject: PCNC's guide to playing C&C 95 over a LAN connection

Posted by [tooncy](#) on Sun, 26 Dec 2004 16:36:19 GMT

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Silent KaneSerial port emulation limits the player count to 2.

Network play over XP limits the player count to 0.

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