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Subject: LAN Game with LAN Server  
Posted by [halo2pac](#) on Sat, 04 Oct 2008 05:06:05 GMT  
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Ok lets say my internet dies right now.  
I want to host a server on the PC I am on right now, and be able to play in that server and run Brenbot or NR.  
How would I go about doing this, cause it seems to not be working for me.  
No sarcasm please.... I know u want to.

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Subject: Re: LAN Game with LAN Server  
Posted by [Goztow](#) on Mon, 06 Oct 2008 18:24:49 GMT  
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Brenbot doesn't work in LAN AFAIK.

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Subject: Re: LAN Game with LAN Server  
Posted by [danpaul88](#) on Mon, 06 Oct 2008 18:31:59 GMT  
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In LAN mode some features of the FDS do not function, and they are required for either BR or NR to work properly. Hence you cannot use BR or NR with an FDS in LAN mode. Sorry.

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Subject: Re: LAN Game with LAN Server  
Posted by [ExEric3](#) on Mon, 06 Oct 2008 21:27:48 GMT  
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danpaul88 wrote on Mon, 06 October 2008 20:31In LAN mode some features of the FDS do not function, and they are required for either BR or NR to work properly. Hence you cannot use BR or NR with an FDS in LAN mode. Sorry.

Like kick <id> or ban <id> right? Could someone tell me why? What else?

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Subject: Re: LAN Game with LAN Server  
Posted by [danpaul88](#) on Mon, 06 Oct 2008 21:44:25 GMT  
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I don't remember really, it's a long time since I tried it, but IIRC either the renlog file does not exist, or the UDP socket does not receive any commands, one or the other.

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Subject: Re: LAN Game with LAN Server  
Posted by [halo2pac](#) on Tue, 07 Oct 2008 03:01:45 GMT  
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Would modified scripts.dll work?

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Subject: Re: LAN Game with LAN Server  
Posted by [XCorupt69](#) on Wed, 08 Oct 2008 16:23:27 GMT  
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danpaul88 wrote on Mon, 06 October 2008 17:44I don't remember really, it's a long time since I tried it, but IIRC either the renlog file does not exist, or the UDP socket does not receive any commands, one or the other.

It says on the brenbot tutorial if BR can't connect to IRC (therefore needed an internet connection), it will not work, so that isn't the case?

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Subject: Re: LAN Game with LAN Server  
Posted by [danpaul88](#) on Wed, 08 Oct 2008 17:32:49 GMT  
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BRenBot works fine without an IRC connection, but you will not be able to run any IRC only commands.

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Subject: Re: LAN Game with LAN Server  
Posted by [Veyrdite](#) on Thu, 09 Oct 2008 07:56:29 GMT  
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You'll need to configure a loopback for your LAN game or it won't start.

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Subject: Re: LAN Game with LAN Server  
Posted by [halo2pac](#) on Thu, 09 Oct 2008 20:53:18 GMT  
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Dthdealer wrote on Thu, 09 October 2008 02:56You'll need to configure a loopback for your LAN game or it won't start.  
How would I do that?  
and can someone answer my other question?  
Would modified scripts.dll work in lan mode?

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Subject: Re: LAN Game with LAN Server  
Posted by [Omar007](#) on Sun, 12 Oct 2008 13:49:23 GMT  
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scripts is FDS side. BR or NR hasn't any influence on that. Just put the custom scripts in your FDS folder.

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Subject: Re: LAN Game with LAN Server  
Posted by [halo2pac](#) on Mon, 13 Oct 2008 00:31:07 GMT  
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Thanks, now how would I configure a loopback for the LAN game.

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