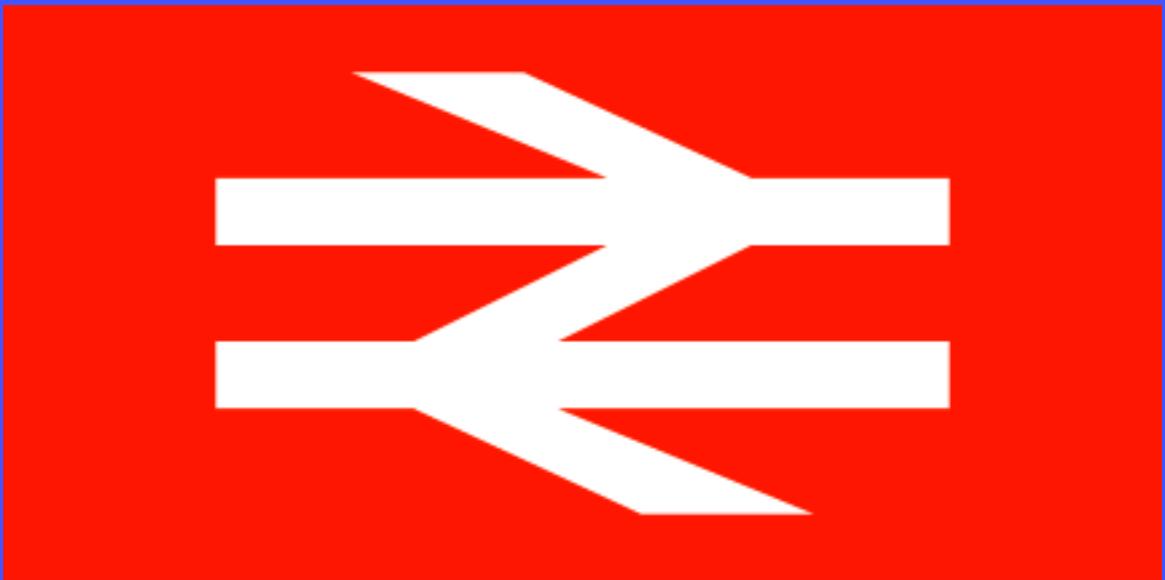


Welcome to Hellfire Multi Player

Game Version 3.3



Hellfire Multiplayer

Overview

Hellfire V3.3 introduces the ability to play multiplayer games, where several players can compete by playing the same week against each other.

Important

Things that you must do first :-

1. All players that decide to play together on the same game **MUST BE RUNNING THE SAME VERSION** otherwise you will not be able to join in.
2. If you are going to host a game then you must have **PORT FORWARDING** set up in your router. This is most important otherwise other players will not be able to connect to your server. The port number is 40012 and needs to be set on TCP & UDP
3. Port Forwarding is different for every router and ISP. SKY is the worst for it but there is an easy way to do it. If anyone needs help then i'm willing to help but you will need Skype installed.

Optional extras

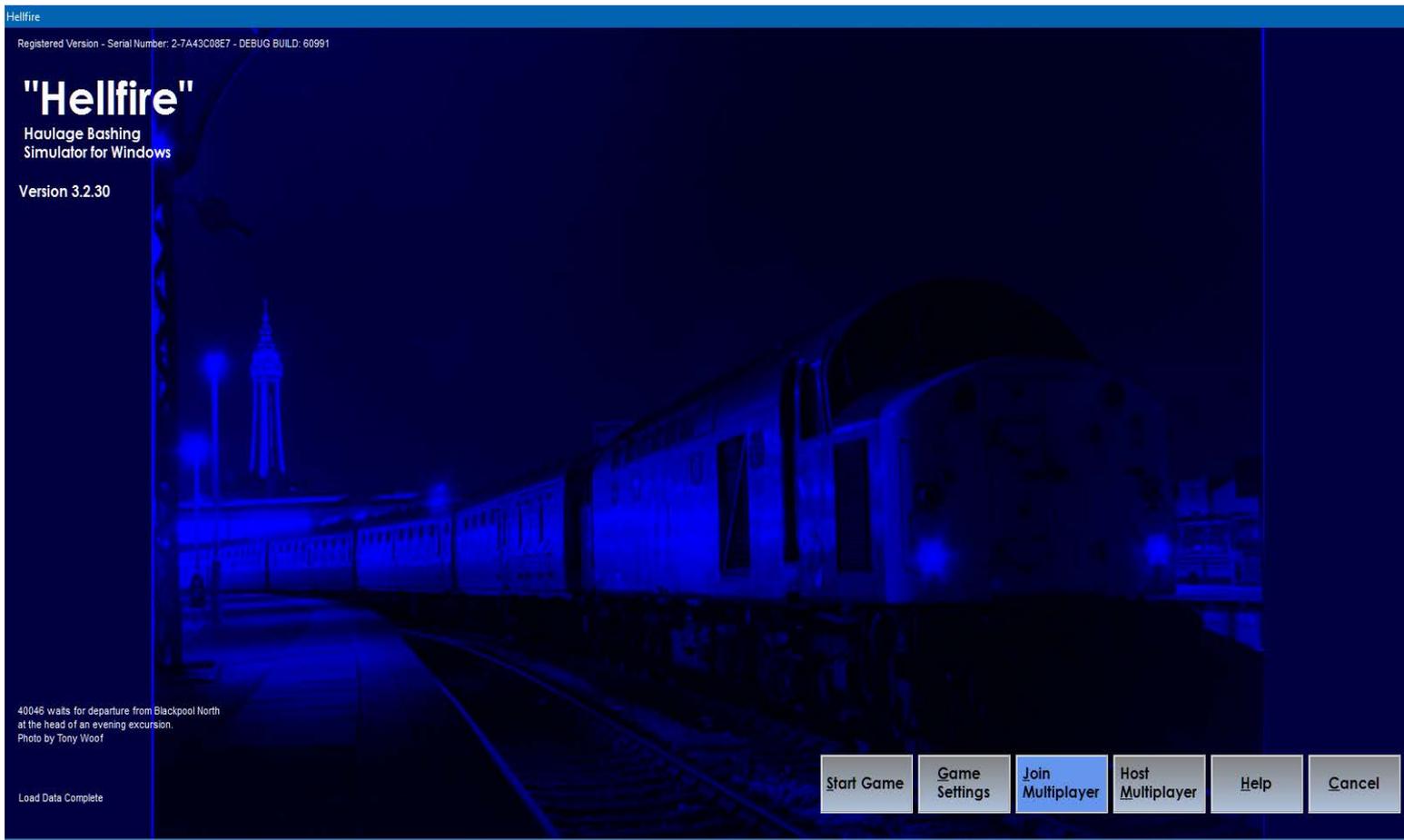
During testing there are a couple of little programs that we found that helped and made the multiplayer experience that much better.

NoIP.com - This is a little program that is a godsend. A valid IP address is needed for players who wish to connect to your hosted game. Ip addresses change on a regular basis due to dropped connections and loss of internet and some people don't even know how to find their IP address. All you need is a valid email address to register. You choose a personal DNS hostname and this is yours free for 30 days, after that you just need to reply to an auto sent email asking if you want to keep the IP for another 30 days. Download the program, install and follow instructions and jobs done.

This is a free service hence the reregistering every 30 days.

Discord - This is an online gamers chat application that allows all players to talk to each other while playing the game. A specific private channel for Hellfire users has been set up and during testing we found this to be a lot better than Skype. It requires a download and installation to run (It is available as a mobile app as well and works well). You will need a mic/headphones/speakers to use it. I just use my phone headset on laptop or PC.

The Game: New start screen



As you can see you now have 2 new buttons :-

Join Multiplayer - This will be the easiest option for most and will allow you to join any open multiplayer game in progress.

Note.

If the game you are joining is running an unsynchronised clock you can join the game at any time even if others have already started.

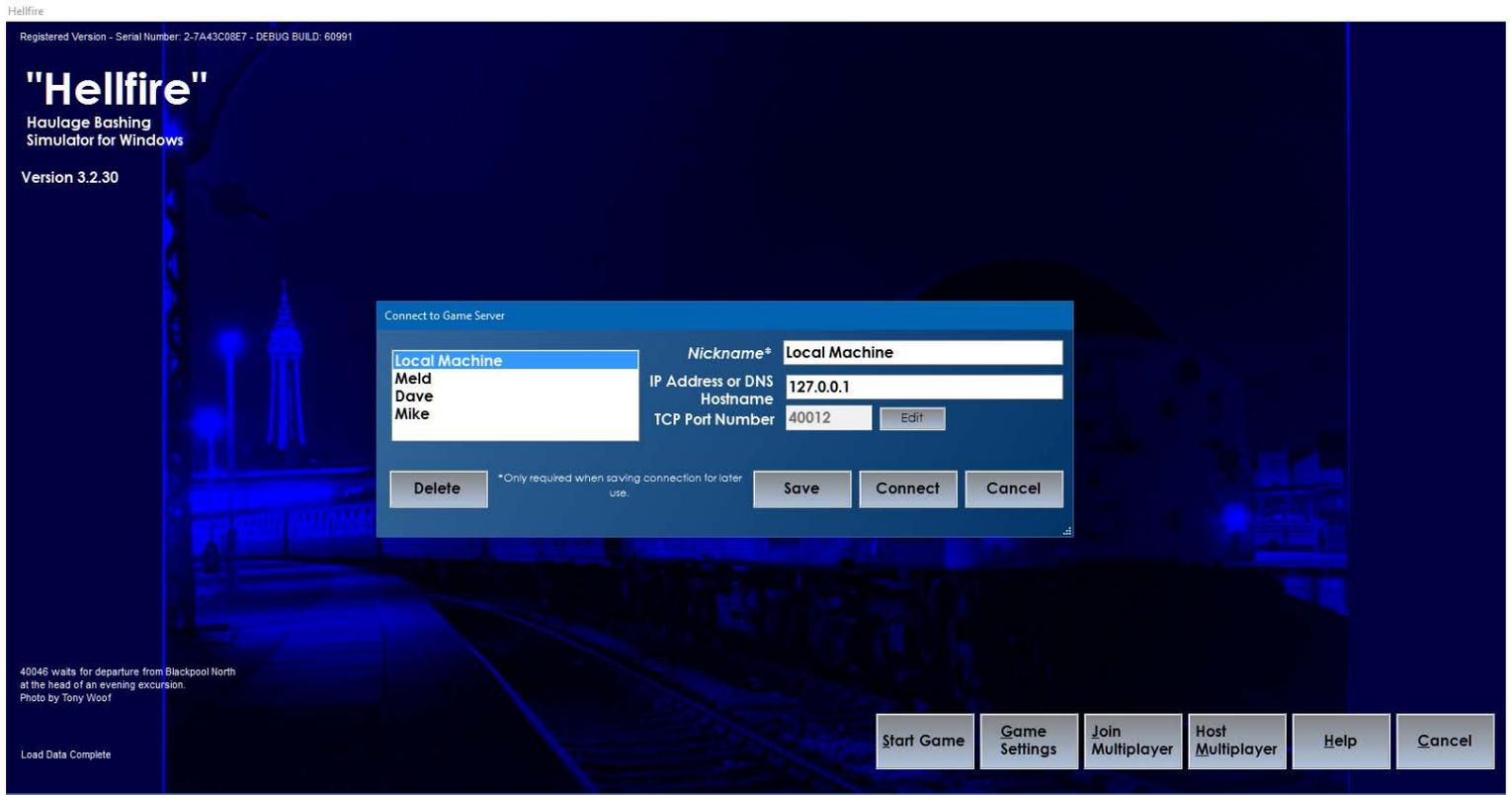
If the game is running a synchronised clock, once it has started then you cannot join this game.

Host Multiplayer - This option is for when you want to host a game for others to join. You can also play if your hosting.

Playing a Multiplayer Game

At the opening screen, select 'Join Multiplayer'

You will now see the Connect to game server box open.



As you can see from the screenshot above i already have some servers saved but yours will empty.

This is where you enter the details of the person who you want to connect to.

Enter either the IP Address or DNS Hostname (provided by the person who is running the server you want to connect to), or use the value 'Local Machine' to connect to a server running on the same machine as the client. Provide a nickname so that you can connect to this server again in future without having to remember the IP address or Hostname and press save.

Local Machine will be your machine if you are hosting and the IP address will always be 127.0.0.1.

An example of a DNS hostname is 40138@hopto.org. This is my personal DNS name and no matter what IP address i have at the time, using this DNS name will always connect to my server when its running.

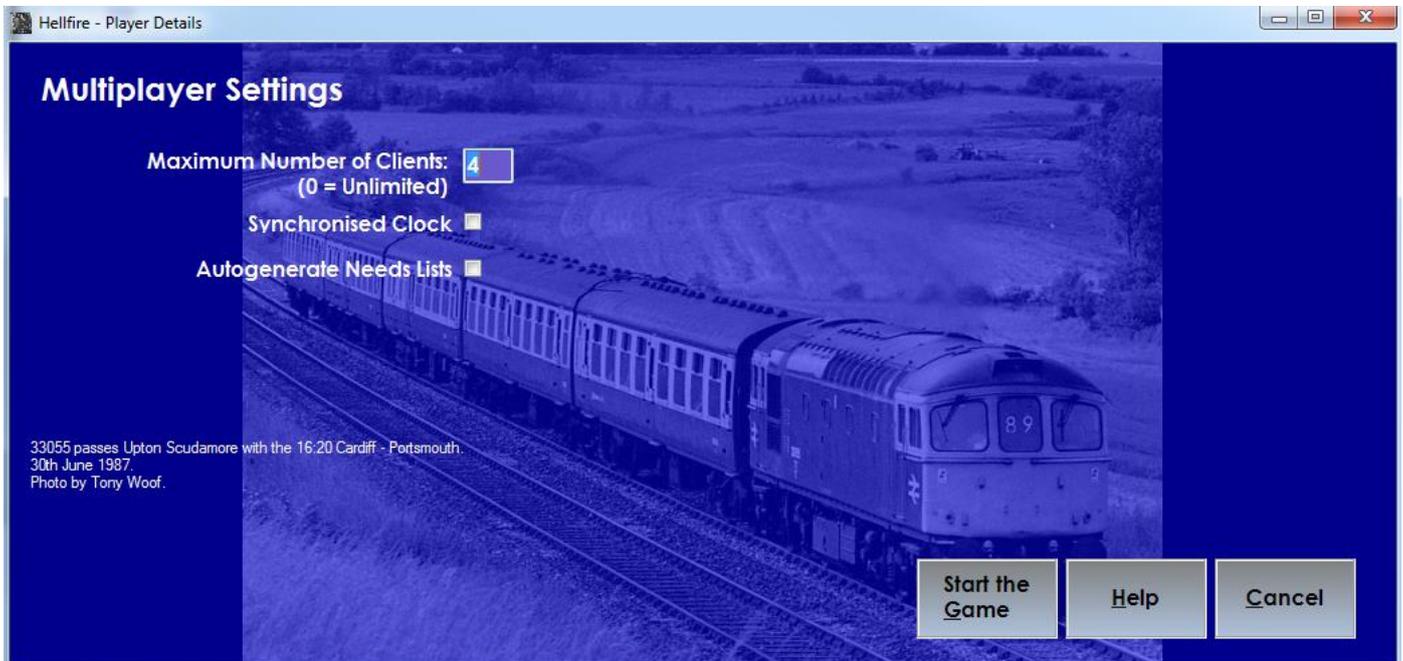
Select 'Connect' to attempt to connect to the server.

Once the client connects, the game should run through its usual startup routines (except you cannot set any of the game settings - they are determined by the server). Provide your player details as you would when running a single player game, and select 'Start Game'. You should be taken to the main game screen. If this is a game running a synchronised clock, then the game will not continue until all players have connected and the person running the server starts the game.

Hosting a Multiplayer Game

Select 'Host Multiplayer'.

Choose your game options - just as if you were starting a single player game. Note that you cannot resume a saved game or save a game if you are starting a multiplayer game. Choose your multiplayer game options.



Maximum Number of Clients

Set this value to the maximum number of players you want to connect to the game. (Any client attempting to connect once the game is full will be rejected).

Synchronised Clock

If this option is checked, then the clock of every player is synchronised. This means that if any player stops the clock, then it will stop for all players. This does slow the game down somewhat and all players need to be connected before the game starts.

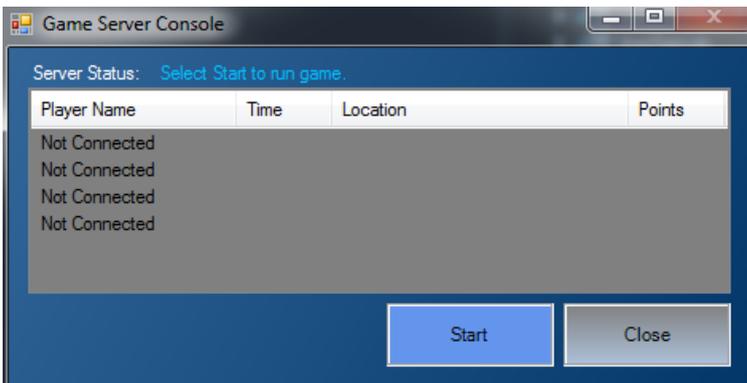
If the option is unchecked then each players' clock will run at its own rate. This means each player can control the speed of their clock, just as in a single player game without affecting other players. Even if the game has already started then others can join at any time, as long as there are client slots free. If someone does join the game while running then other players will notice the game freeze for a few seconds until that person is in the game.

Autogenerate Needs Lists

If this option is checked, then each player has a random needs list generated for them, based on the percentage entered. If the option is unchecked then each player can use their own needs list (randomly generated or previously saved). If your are resuming a career then needs list is automatically loaded as per single player game.

Select 'Start the Game' to continue.

You will now see the Server console box open



If the game is running under a synchronised clock, then you will be unable to start the game until at least one player has connected, otherwise you can start the game running immediately.

Note that the Server Status denotes how far the server has progressed in running the game, and has no bearing on the game time of the clients (unless the clients have managed to catch up with the server - highly unlikely). The server will generate all the train arrivals, departures and other events in advance of them being required by the clients. When the server has finished processing all the train movements for the game, the server status will stop updating, but the server will continue communicating with the clients until each client has finished the game.

The status of each connected client is visible under the server status display. This shows the last reported location, time, train and points total for each client.

When all clients have finished the game, the server can be closed. Closing the server prior to this will terminate the game for all clients. If the server is running an unsynchronised clock it can be left running for others to join if you want.

The Server console is only visible to the player hosting the game .

Game play in a multiplayer game is very similar to a single player game, except you cannot save the game. If you are playing to a synchronised clock, you may see the clock stop due to other players' actions.

The 'Save Game' button is removed in favour of a 'Multiplayer' button. This brings up a window (similar to the Game Server window) where you can see the progress of the other players in the game. You can also chat to the other players (note that this is actually a 'broadcast', so whatever you type will be sent to all other players). This is a limited feature hence the use of a communications program like Discord.

Location: Peterborough
ETD 00:01
1S72 2240 Kings Cross - Edinburgh
47520 xd YK

1S72 2240 Kings Cross - Edinburgh
Loco(s) 47520 xd YK

Delay
Next Stop
at ETA: 00:27

On Time, ETD: 00:01
Grantham

Stock Details
Brake v
Heat s

Gen
00:00 Loco Sighting - Peterborough
47520 xd YK 10pts, 1S72 2240 Kings Cross - Edinburgh

Above you can see the save game button has been replaced by the multiplayer button. Pressing this opens up the MP console window(see below). This automatically opens as soon as the game starts but can be closed, but can be opened at anytime.

Messages goto all players showing who posted it

All players in the game will be listed showing what day they are on, the time,their last/current location and their points.(The points shown will be the points currently earned in the multiplayer game not all time career points)

Points: 3811706.0 40138 Monday 6 July 1981 00:00

Location: Peterborough
ETD 00:01
1S72 2240 Kings Cross - Edinburgh
47520 xd YK

1S72 2240 Kings Cross - Edinburgh
Loco(s) 47520 xd YK

Delay
Next Stop
at ETA: 00:27

On Time, ETD: 00:01
Grantham

Stock Details
Brake v
Heat s

Gen
00:00 Loco Sighting - Peterborough
47520 xd YK 10pts, 1S72 2240 Kings Cross - Edinburgh

Multiplayer Console

Player Name	Time	Location	Points
40138	Sunday ...	Peterborough	0.00

40138 >> testing

Enter Chat Message and Press <Enter> to send

Send

Close

Multiplayer hints and tips

During the testing of multiplayer the last few months we gleamed a few things that can help make the MP game more fun and advantageous to your current needs list depending on how you want to play.

Recommendations

- 1. Usually 10-15 client slots should be plenty**
- 2. Always use unsynchronised clock**
- 3. Every player use their own career file**
- 4. Always start on a Tuesday**
- 5. Use the communications program Discord. This makes it easier to talk to the other players, pass gen around and also get to know the other players you may only know from postings on FB and the forum.**

The Databases

Currently there are 2 that i am aware of.

Matts excellent online database at www.hellfiremoves.co.uk

Warspites old Access based database. This has had to have a major rewrite and revamp to cover the new additions to the game.

I use both but the addition of the Access one allows me to have access to all my records without having to be online to check when playing normal or MP games