

Re: Lan games problem

Source: <http://www.tech-archive.net/Archive/Games/microsoft.public.games/2005-06/msg00066.html>

- *From:* "Jimmy S." <nosp@xxxxx>
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Hi,

"Someone" <Someone@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message <news:9CCA5991-1046-44A4-89DF-6287590067B4@xxxxxxxxxxxxxxxxxxxx>
| I have age of empires2 age of kings and i want to play it over my network.
| one comp is xp and the other is 98. i have a linksys BEFSR41 router. i went
| into dxdiag and went to Test DirectPlay. That worked. I can see if the xp or
| 98 is hosting but when i click on it, it will pause and then go farther
| searching. It also happens in Midtown Maddness 2. When i play with 2 98
| computers Midtown does work but not 98 xp. Thanks for your help!!!! :)

When LAN games don't connect, there are a few variables to consider, for example check for a patch at: www.Microsoft.com/games

1. Disconnect from the Internet by physically unplugging the cable or DSL line, and then since there's no longer danger of outside attacks, turn off your software firewall (Norton's, McAfee, Zone Alarm, Outpost, ICF, etc.) as these firewalls could be blocking data to and from your system.

2. If you use a router, it could be blocking you as well:
Routers have built-in port blocking firewalls based on NAT technology. DirectX games require that ports be open in order for the data packets to be able to travel from one system to another. Here's [How to Configure a router for Multiplayer](http://mvps.org/nibblesnbits/PortRoute.html#howto): <http://mvps.org/nibblesnbits/PortRoute.html#howto>

3. If Step 1 applies to you, but you want an alternative solution, pick up a cross-over cable from your local supply shop to directly connect one computer to the other on a 2 player LAN, especially if both computers are close together.

4. If you have multiple network adapters, the game might be using the wrong one
To verify this behaviour, click Start / Control Panel / System / Hardware Tab / Device Manager, click the + next to Network Adapters, right click the adapter which accesses the Internet, and "Disable" it from the right-click menu. If that works, open Control Panel / Network Connections, click Advanced / Advance Settings / click the LAN Connection and then the UP arrow to change it's priority so it's at the top of the list. Test your Internet games to see if they work this way.

5. DirectX 9.0b may need to be installed on both systems:
http://download.microsoft.com/download/c/9/c/c9c8a1d4-7690-4c98-baf3-0c67e7f3751f/dx90update_redist.exe

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6. Universal PnP might need to be disabled in your router, or in Windows XP:

- a) To enable or disable UPnP in XP, click Start / Run / type: services.msc and you can then right-click Universal Plug and Play on the list to Start it.
- b) Consult your router manual for the UPnP instructions for your model.

7. Network Adapter drivers may need to be updated on one or all machines.

8. You may need to specify the target IP using a game specific method. Consult your game manual or readme file in the game directory. For MS games: <http://support.microsoft.com/default.aspx?scid=fh:EN-US:gmsnetw>

9. You might be specifying the Public IP instead of the Private (LAN) IP. To easily find the Public and Private IP numbers of the computer you are using, visit: http://www.u.arizona.edu/~trw/games/nat_or_not.php

For more in depth troubleshooting, try this MS Network Troubleshooting article: <http://www.microsoft.com/windowsxp/expertzone/columns/russel/02april08.asp>

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Cheers, Windows XP MVP Shell / User
Jimmy S. <http://mvp.support.microsoft.com>

Game FAQs: [http://support.microsoft.com/default.aspx?scid=FH:\[LN\];gms](http://support.microsoft.com/default.aspx?scid=FH:[LN];gms)
Visit my Zone.com / Gaming Helpsite: <http://nibblesnbits.tk> or Call / Contact
MS Support at: <http://support.microsoft.com/default.aspx?scid=sz:en-us:top>
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• **References:**

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