

MULTIPLAYER

Jane's F-15 supports IPX/SPX network (LAN) play (up to eight players), TCP/IP network (Internet) play (up to eight players), modem and direct serial play (two players). **Multiplayer Connections** (below) describes how to set up each type of connection, while **Game Setup** (p. 6.10) explains how to set up and play a deathmatch mission once you have a connection.



MULTIPLAYER CONNECTIONS

To set up a multiplayer game, select one of the following options from the **MULTI** menu.

- | | |
|------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| <i>Serial</i> | Set up a connection by linking two computers together with a direct serial cable. See Direct Serial (Null-Modem) , p. 6.2. |
| <i>Modem</i> | Set up a connection between two computers over a modem line. See Modem , p. 6.4. |
| <i>IPX/SPX Network</i> | Connect 2-8 computers over a LAN (Local Area Network). See p. 6.5. |
| <i>TCP/IP Network</i> | Connect up to 8 players with an Internet (dial-up) connection. See p. 6.6. |
| <i>Main</i> | Return to the Main Menu. |

If you have problems connecting with another player, refer to **If You Can't Connect** (p. 6.3 for direct serial, p. 6.5 for modem, p. 6.5 for IPX/SPX network or p. 6.7 for TCP/IP network), or consult your network supervisor, Internet service provider or hardware/modem documentation.

You can also get information on network and modem connections by going to the *Windows 95* START menu and clicking **HELP**:

- Click on the **CONTENTS** tab, then double-click **HOW TO**.
- For help with IPX/SPX connections, double-click **USE A NETWORK**.
- For help with modem setup, double-click **SET UP HARDWARE**, then **SETTING UP A MODEM**.
- For help with TCP/IP connections, click the **INDEX** tab and type **INTERNET** in the box. Relevant topics are highlighted in the large box below — click on a topic to view information about it.

DIRECT SERIAL (NULL-MODEM)

If you and another gamer don't own modems, you can use a serial connector cord to link two computers. Visit your local computer shop and purchase a null-modem connector (sometimes called a file transfer cable).

STEP 1 — CONNECTING YOUR MACHINES

- A. Plug one end of the connector cable into a serial port on one machine, and the other end into a serial port on the second machine.
- B. You must know *which* COM port on each machine that the cable is connected to. There may be a label on the computer next to the COM connector, or the documentation for the computer may have a connection diagram with communication ports labeled. COM ports are numbered starting at 1 and going up, i.e. COM1, COM2, COM3, etc.

STEP 2 — SELECT SERIAL PORT SETTINGS

- A. From the *Multi* screen, select **SERIAL**.
- B. A dialog box will appear asking if you want to **HOST** or **JOIN**. The first computer will select **HOST** and then create a game session (see pp. 6.9–6.10). The second computer may then select **JOIN**.
- C. The *Serial Connection* dialog box will now appear. Select the correct COM port and use the default settings for the remaining boxes, e.g., 57600 baud, 1-stop bit, no parity and RTS/DTR flow control. When done, select **OK**.
- D. The **JOIN** computer will now be in the Game Sessions screen and should select **ACCEPT**.

IMPORTANT: The **HOST** computer must complete Step C before the **JOIN** computer does Step D.

STEP 3 — CONFIGURING THE MISSION

See *Game Setup*, p. 6.10.

IF YOU CAN'T CONNECT

If you're having problems connecting, you may have a hardware conflict. (In other words, two devices may think they're occupying the same COM port.)

To check for port conflicts:

1. Click the *Windows 95* START button.
2. Click CONTROL PANEL, then double-click the SYSTEM icon.
3. Click the DEVICE MANAGER tab.
4. Click inside the circle next to *View devices by connection*. Check to make sure only one device is listed next to the COM port your cable is connected to. If something extra is listed, delete it.

If your computer's settings, the game settings and the other player's settings are identical and you still experience problems, try selecting another Communications Port or lowering the baud rate (as described in **Step 2 – Serial Port Settings**).

CAUTION: Make sure you know exactly which COM port you're looking at and what you are deleting. (You don't want to delete anything important.) Please contact Microsoft or your hardware manufacturer for help with port conflicts.

MODEM

You can play another player across a 14,400-baud or faster modem.

STEP 1 — CONFIGURING THE MODEMS

Both players must be sure their modems are configured correctly to get a successful connection:

- A. Exit to *Windows 95* and click **START**. Highlight **SETTINGS**, then **CONTROL PANEL**. Double-click on the **MODEMS** icon.
- B. Click the **PROPERTIES** button. Make sure the maximum speed is set to the highest level for your modem (at least 57600 is recommended). Make sure that the *Only connect at this speed* box is not checked.
- C. Click the **CONNECTION** tab, then click the **ADVANCED** button.
- D. Make sure there is a check mark in the *Use flow control* box. If not, click in the box to put a check mark there.
- E. Make sure there is a black dot next to *Hardware (RTS/CTS)*. If not, click in the circle to put a dot there.

If you've made any changes to your modem settings in the steps above, go ahead and restart *Windows 95* before trying to connect. This ensures the changes will be saved.

STEP 2 — CONNECTING WITH ANOTHER MODEM PLAYER

- A. From the *Multi* screen, select **MODEM**.
- B. A dialog box will appear asking if you want to **HOST** or **JOIN**. The first computer will select **HOST** and then create a game session (see, pp. 6.9-6.10). The second computer may then select **JOIN**.
- C. The **JOIN** computer will now be in the *Game Sessions* screen and should select **ACCEPT**.
- D. The *Modem Connection* dialog box will now appear. The **HOST** should select **ANSWER**. The second computer should now enter the phone number of the **HOST**.

CONFIGURE

As long as your modem is configured through *Windows 95*, you should not have any trouble. If you do have difficulties, you can access the *Windows 95* (Modem) Properties by clicking **CONFIGURE** on the *Modem* screen.

If your modem is not configured properly, please consult your modem and *Windows 95* documentation.

STEP 3 — CONFIGURING THE MISSION

See, p. 6.10.

IF YOU CAN'T CONNECT

1. Make sure your modem is set up correctly under *Windows 95*, and that you don't have multiple modem drivers loaded.
2. Try connecting again, this time telling *Jane's F-15* what COM port your modem is using instead of running autodetect. To find out the port connection for your modem, follow Steps A and B under **Step 1 — Configuring Your Modems** (previous page). Look for your COM port number in the window that appears. Go through the steps under **Step 2 — Connecting with Another Modem Player** again, using this COM port number in place of autodetect when you get to **Step 3 — Configuring the Mission**.

IPX/SPX NETWORK

- From the *Multi* screen, select *IPX/SPX*. This takes you directly to the *Game Sessions* screen.

Two to eight players can “join” a specific game. Multiple sessions of *Jane's F-15* can run concurrently on a network without disrupting normal network activity. (During peak network hours, however, the game may run more slowly.)

IMPORTANT NOTE: You *must* have an IPX/SPX-compatible protocol loaded under *Windows 95* (such a protocol ships with *Windows 95*). To check, go to the **START** menu. Highlight **SETTINGS**, then **CONTROL PANEL**, and double-click the **NETWORK** icon. Scroll down in the box to see if any kind of IPX/SPX-compatible protocol is listed.

STEP 1 — CONFIGURING THE MISSION

See, p. 6.10.

IF YOU CAN'T CONNECT

If your computer can't find other players on the network, make sure you have an IPX/SPX protocol loaded. (See **Important Note** in **IPX/SPX Network**, just above.)

TCP/IP NETWORK

You must have an account with an Internet service provider, LAN with TCP/IP protocol, or other access to the Internet to play *Jane's F-15* through a TCP/IP connection.

All players will also need to exchange IP addresses with the host once they've logged on to the Internet. It is easiest to do this if everyone logs on to a chat zone. If you do not know how to get into a chat zone, contact your Internet service provider, or check their on-line help, if available.

If you have a web browser (e.g., *Netscape* or *Internet Explorer*) you can meet in the chat room of the *Jane's Combat Simulations* web page at <http://www.janes.ea.com>. To reach this room, click the **COMMO** switch on the left side of the *Jane's* home page (or the **COMMO SHACK** link, if your browser does not support frames). Click **TEXT CHAT** to get to the chat room.

STEP 1 — SETTING UP FOR INTERNET PLAY

- A. Contact the other players (via chat board, telephone, etc.) and determine who has the fastest computer. This person should be the host.
 - Also decide the number of players connecting.
- B. The host will need to log on to the Internet, find out what his IP address is and communicate this address to the other players. (Each time you log on to the Internet you will have a different IP address, so the host will have to check this each time.)
 - *Without logging off of the Internet*, double-click on *My Computer*.
 - Double-click on the **c: DRIVE** icon, then the **WINDOWS** folder.
 - Double-click on **WINIPCFG.EXE** (*Windows IP Configuration*).
 - Write down the number in the box next to **IP ADDRESS**.
- C. Once the host knows his address, he must communicate this to the other players.

STEP 2 — CONNECTING WITH OTHER PLAYERS

Note: All participants must know the IP address of the host before setting up a network game. (See Step 1, facing page.)

- A. Log on to the Internet. Minimize your browser window, and load *Jane's F-15* if you have not already done so.
 - B. From the *Multi* screen, select TCP/IP. This displays an IP address screen.
 - C. Type in the host's IP address. Click ok.
- Or
- D. Leave it blank to host a new game.

STEP 3 — CONFIGURING THE MISSION

See, p. 6.10.

IF YOU CAN'T CONNECT

You *must* have a TCP/IP-compatible protocol loaded under *Windows 95* (such a protocol ships with *Windows 95*). To check, go to the START menu. Highlight SETTINGS, then CONTROL PANEL, and double-click the NETWORK icon. Scroll down in the box to see if any kind of TCP/IP-compatible protocol is listed. (If one isn't listed, you probably won't be able to connect to your Internet service provider, either.)

If you have a TCP/IP-compatible protocol and are having no difficulty logging on to the Internet, but you are having trouble connecting with other players:

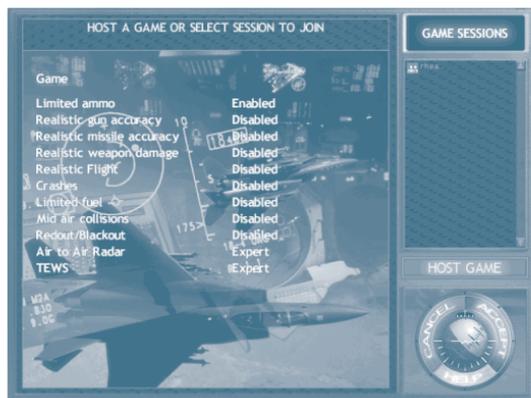
- Follow the steps on these two pages again, designating another computer as the host. (Try using the computer with the fastest Internet connection.)

DISCONNECTING

If you disconnect in any of the following ways, the game will continue, even if you're the host.

- Press any key during the connection process. (You will return to *Jane's F-15* Main Menu.)
- Exit the mission (**Esc**).

GAME SESSIONS SCREEN



On this screen, all of the current game sessions currently in progress are listed on the right side of the screen.

View Game Details

- Click on an entry to display game details (maximum and current number of players, and game options).

Changing Callsign

- Click on your callsign, at the bottom of the screen.
- Type in a new callsign.

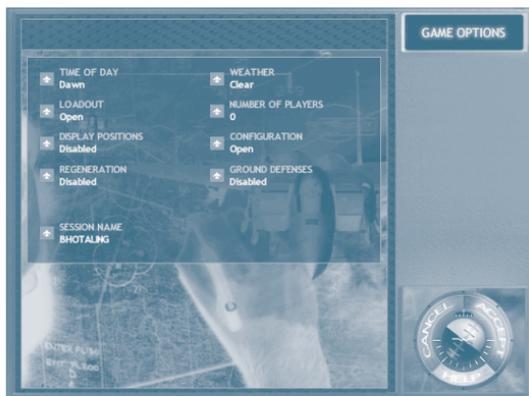
Join a Session

- Click on a game in the Current Games List.
- Click ACCEPT.

Create a Game

- Click HOST GAME.
- Choose the options in the Host Game screen.

HOST GAME SCREEN



The Host Game screen is where you establish all of the optional elements within which your game will play.

Time of Day. Choose from DAY, NIGHT, DAWN or DUSK. (See **Mission Builder**, p. 5.56.)

Weather. Choose from CLEAR, CLOUDY or STORMY.

Loadout of Weapons. You may choose to either restrict every pilot (including yourself) to a predefined loadout, or to allow all the pilots the opportunity to select their own custom loadout.

Number of Players. IPX/SPX and TCP/IP can have two to eight players. Modem and Serial can only have two.

Display Positions. If enabled, this allows other players to see where on the combat arena everyone starts.

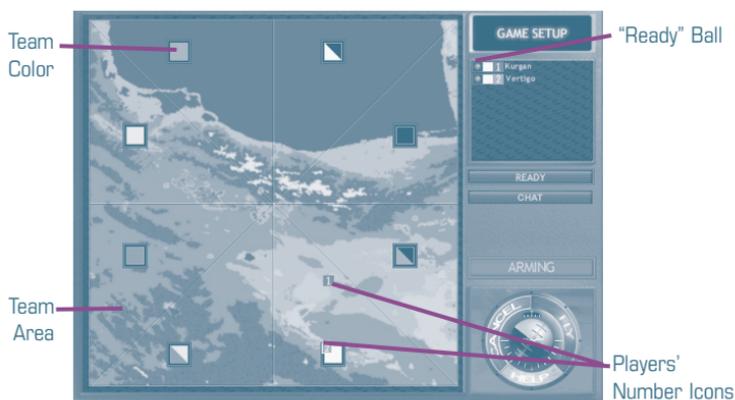
Configuration. If locked, then each player's difficulty settings are established to be the same as the host player's settings. Otherwise, the other pilots may set their own difficulty selections.

Regeneration. If enabled, this allows downed aircraft and pilots to be restored to their original positions and fly again. If disabled, it makes the game a single-death elimination contest. The last surviving aircraft is the victor. Click ACCEPT when done.

Ground Defenses. If enabled, ground defenses are capable of targeting enemy aircraft.

Session Name. Choose the name of the game as it will appear to other players on the Game Session screen.

GAME SETUP



The battle arena, complete with eight different team boundaries, is displayed on the screen. Each geographical portion of the map represents a different “team” for which a pilot can fly. On the right side of the screen, a list of players is found, along with status indicators which identify the team the pilot is flying with, as well as the pilot’s “ready” status.

Sides and Teams

You may change the “team” you are flying for by click-and-dragging your numeric icon on the map to a different area and releasing it. The team indicator on the list will update if any pilot chooses a different team.

Note that it is possible to play cooperative battles by having multiple pilots click-and-drag their own aircraft to a common team. Players on the same team have the same color in the game.

In the CURRENT PLAYERS screen is your name and a number. That number corresponds to your numbered icon on the Section Map. You may move your Number Icon anywhere on the map to establish your starting position.

Ready. The READY button provides a way for players to enter the game simultaneously. If previously agreed upon, each pilot can wait to enter the arena until all the pilots have indicated a “ready” status, implying that they have completed their aircraft setup.

On the pilot list, a red ball indicates “not ready.” Once you press the READY button, the ball near your callsign will turn green.

The READY button does not have to be selected to enter flight, and is used only at your discretion.

Chat. You may toggle the Radio Speech chat box on and off by pressing CHAT.

ARMING

Unless the Arming option has been locked out by the host, arming is identical to the process of arming in Campaigns. See **Campaigns: Arming**, p. 1.10, for further explanation.

FLY

- Select FLY to enter the game.

You will jump into the game, already in flight, starting at the location of your numbered icon on the Section Map.