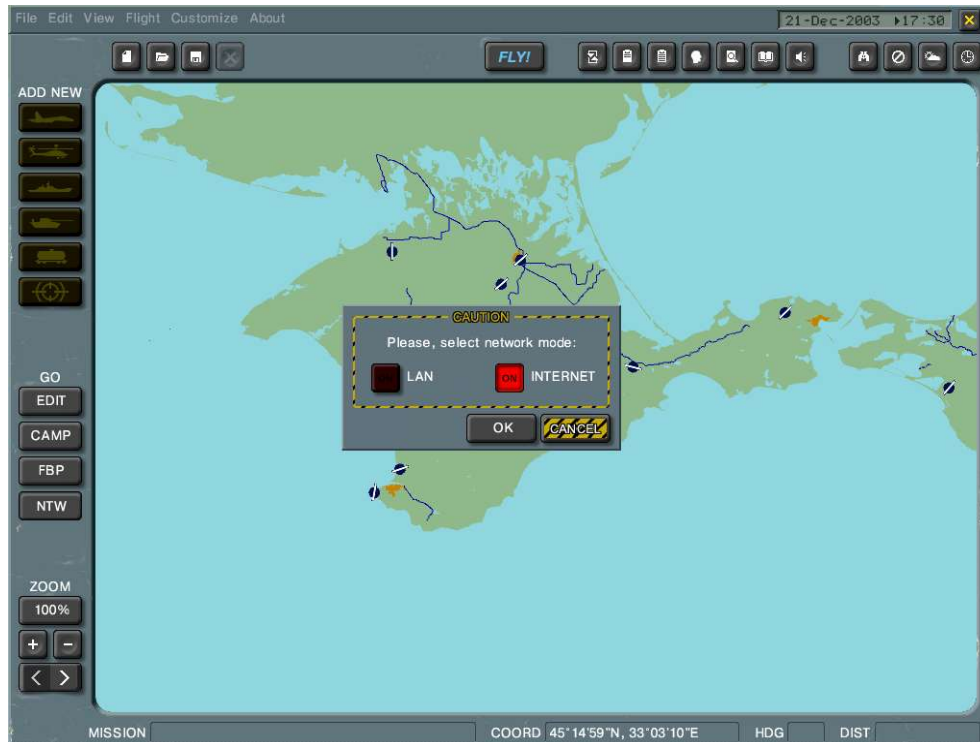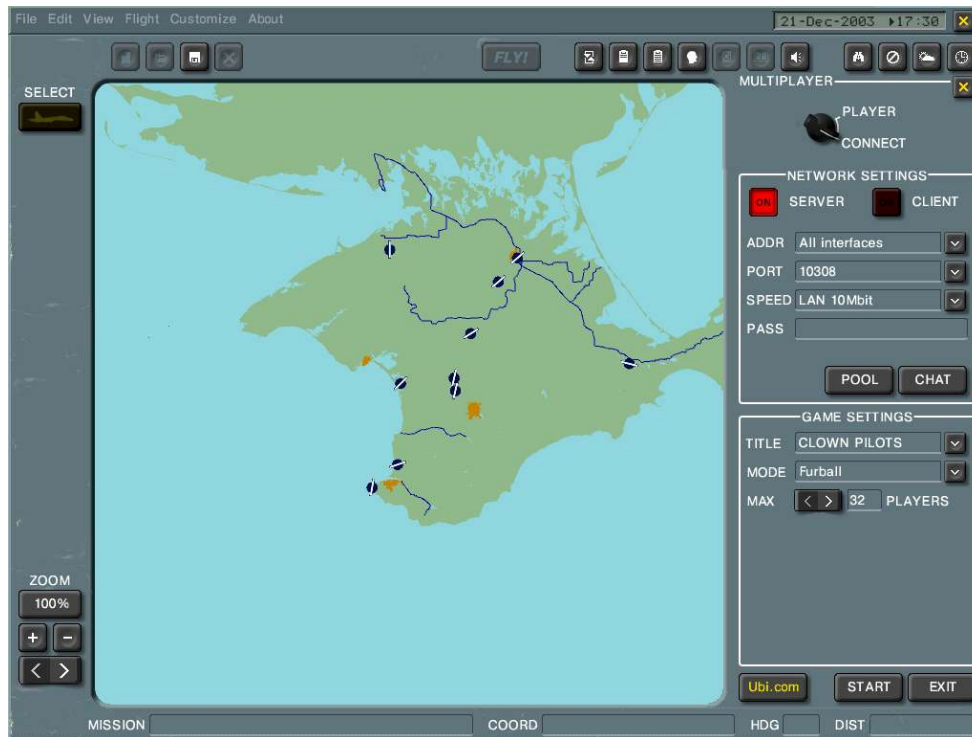# How to Host and Play Multiplayer

You would pick NTW button on this screen to enter the menu screen for multiplayer

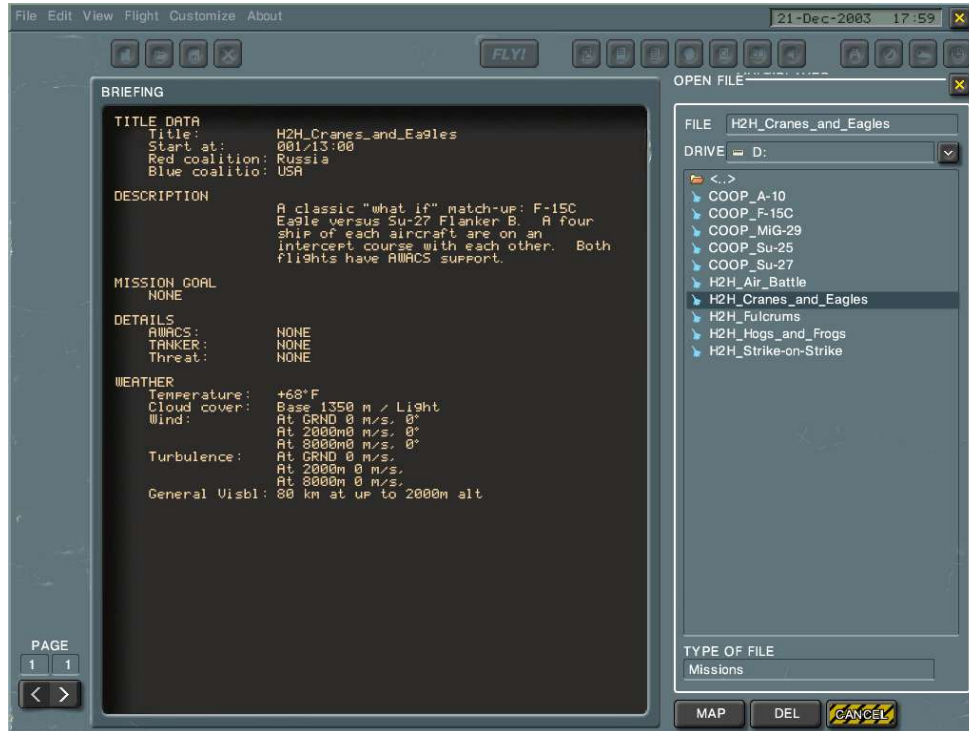

This is the next screen you would see and select OK

Here you choose whether you are going to be a HOST (SERVER) or CLIENT on this screen – depending on what you are doing you would choose and then select START – Rumor has it that on the above screen that if the host and all clients set the SPEED to 28.8k makes for more stability for playing multiplayer (NO MATTER WHAT YOUR CONNECTION TURLY IS) – Host can change between Cooperative and FURBALL here
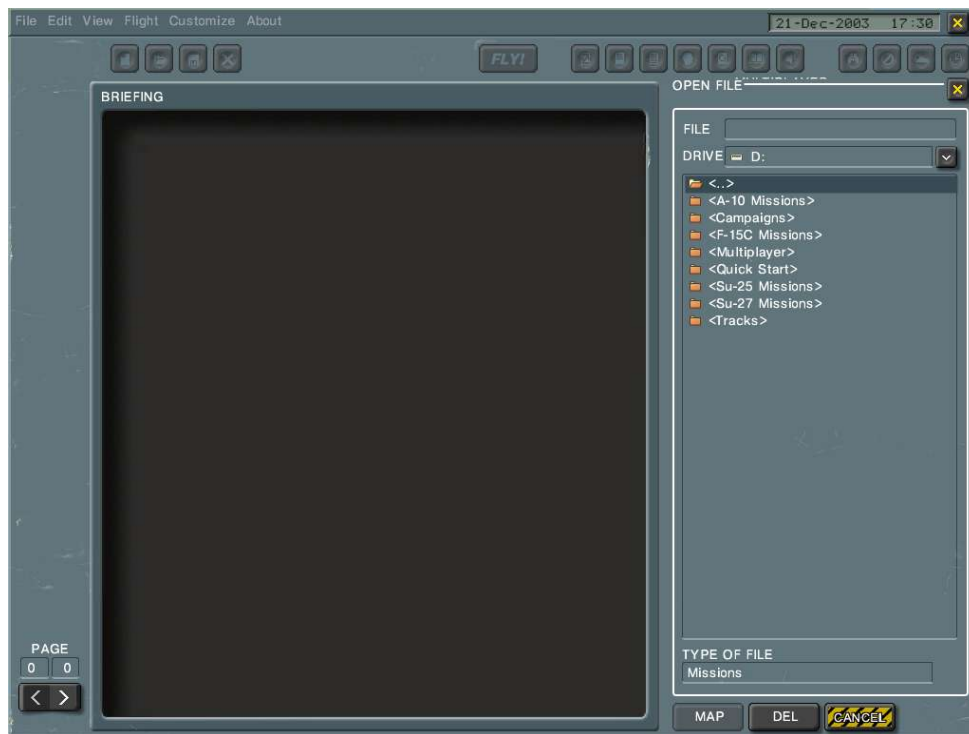

On this screen you browse to whatever map it is you want to play whether it is Coop or Dog fighting or has enough planes already assigned for the amount of those you have joining your game – Double click folder
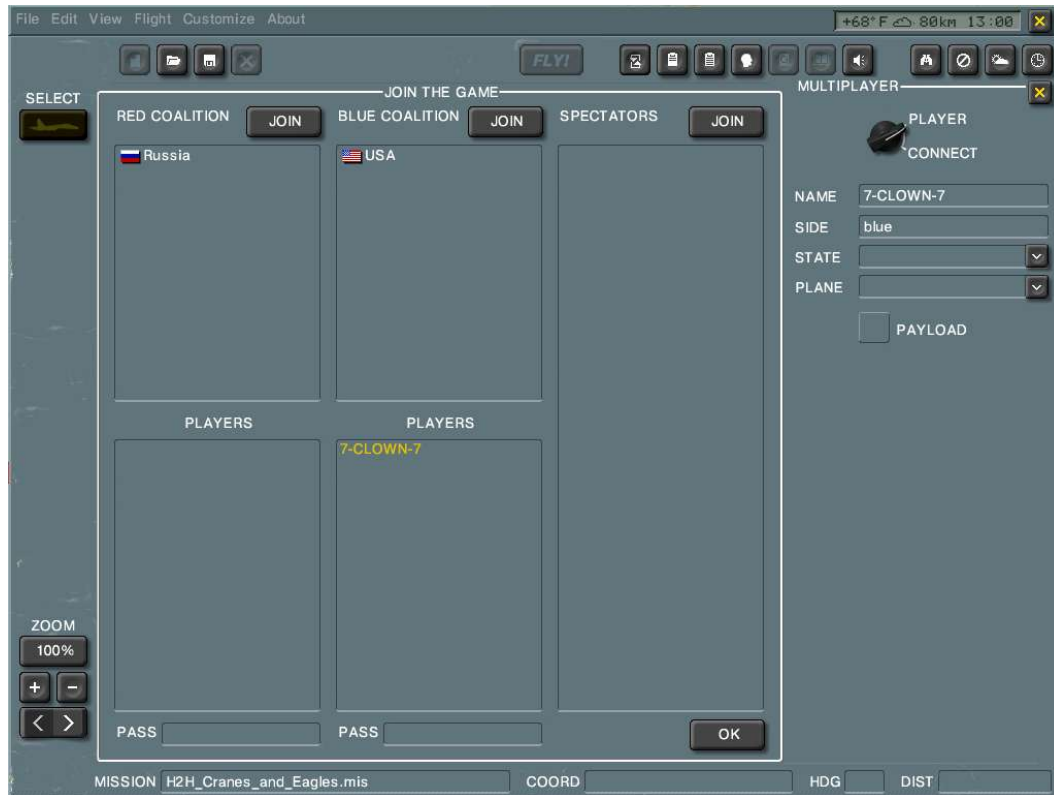
This is where you pick the actual map as HOST – Double click

Once map is selected this is the next screen that will appear – This is the screen that you would see as a CLIENT after the HOST actually STARTS for both FURBALL and COOPERATIVE
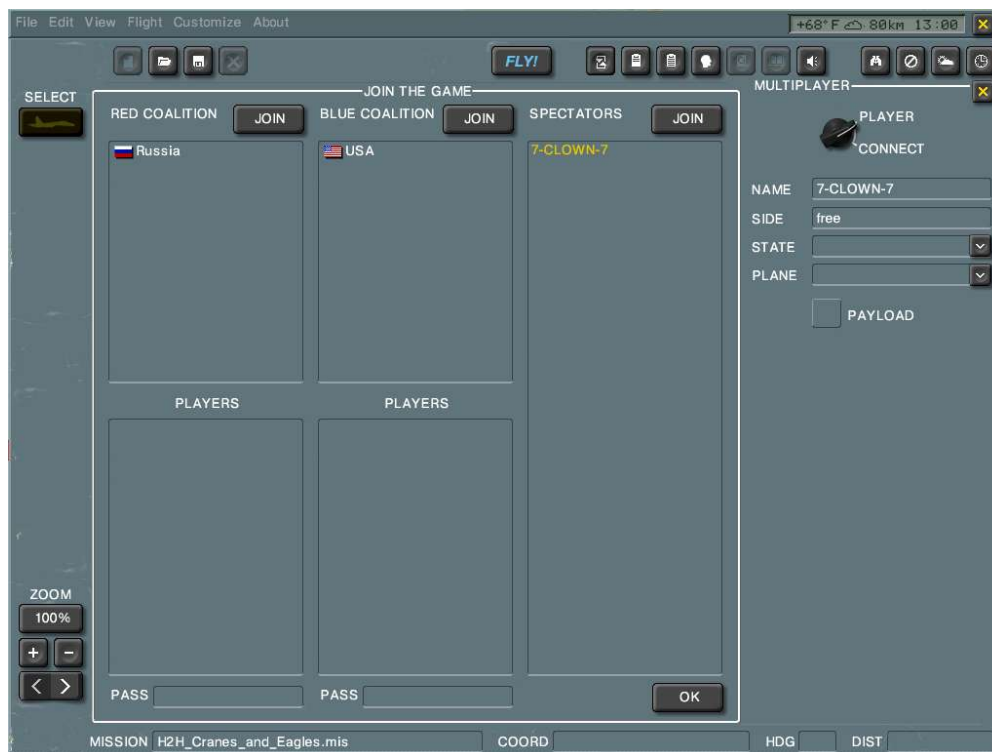
This screen is where you choose a Coalition or Side

This seems to be where the confusion comes in for clients – You use the JOIN button that is beside the Coalition you have chosen RED or BLUE or Spectator (You can see this in the middle of screen). If this is a FURBALL type game you would still do the above mentioned but then choose your STATE and PLANE on right side then pick OK down in lower right corner.

Another note about the Coalition screen as a host or as a client you really can't use this screen to tell if teams are even or not - if you read my section about CHOOSING ANY PLANE AVAILABLE later in this manual you will know why I say this here. The only way to tell if teams are even is by using the map (F10 key) while in game - count the colored icons – Here is a screen that you would see by doing the above mentioned and of course on this picture the White icon is myself and the other two are AWAKS but you get the picture.
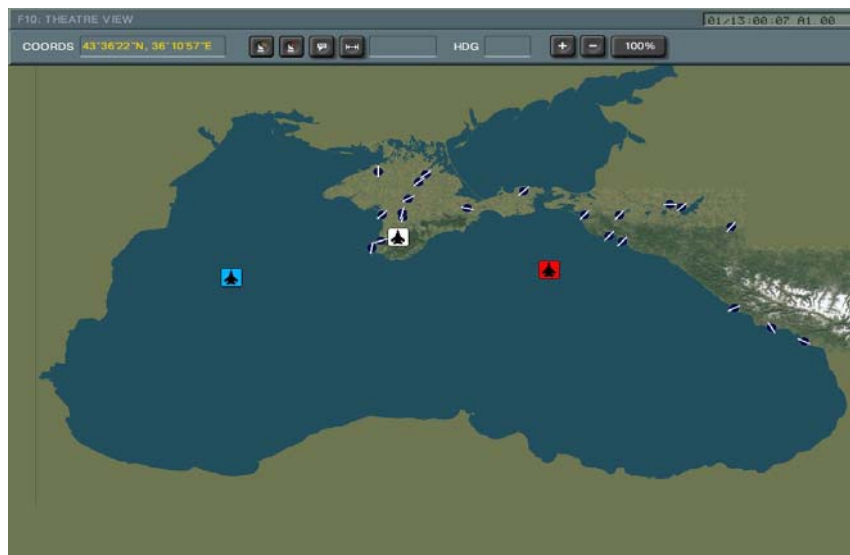
The next few screens you would then see in FURBALL mode – you just click anywhere on map as seen on left screen and a white plane icon appears this is your START POINT – You would then choose PAYLOAD button on Right to load up your plane (If this is not done plane will be empty) – The screen on left is what you would then see – Load plane with drop down on left side (Some kind of Combo is best) – There are UNLIMITED amount of planes - INFINATE
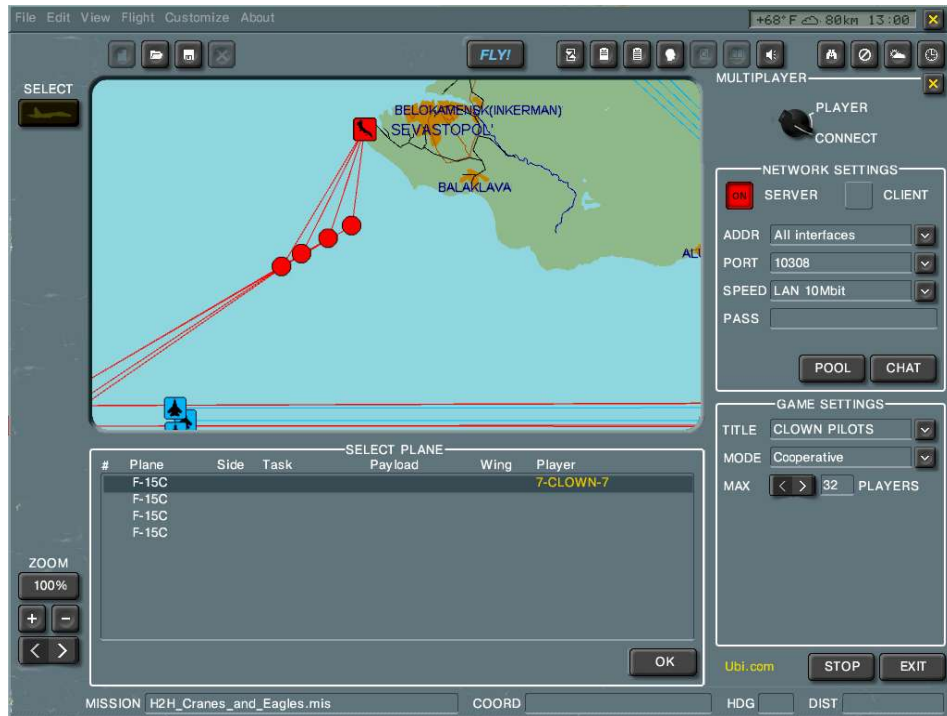

If this is a Cooperative game then you would see the same screen as you did for FURBALL for choosing Coalition but on this screen you choose the PLANE button that is on the upper Left hand side.
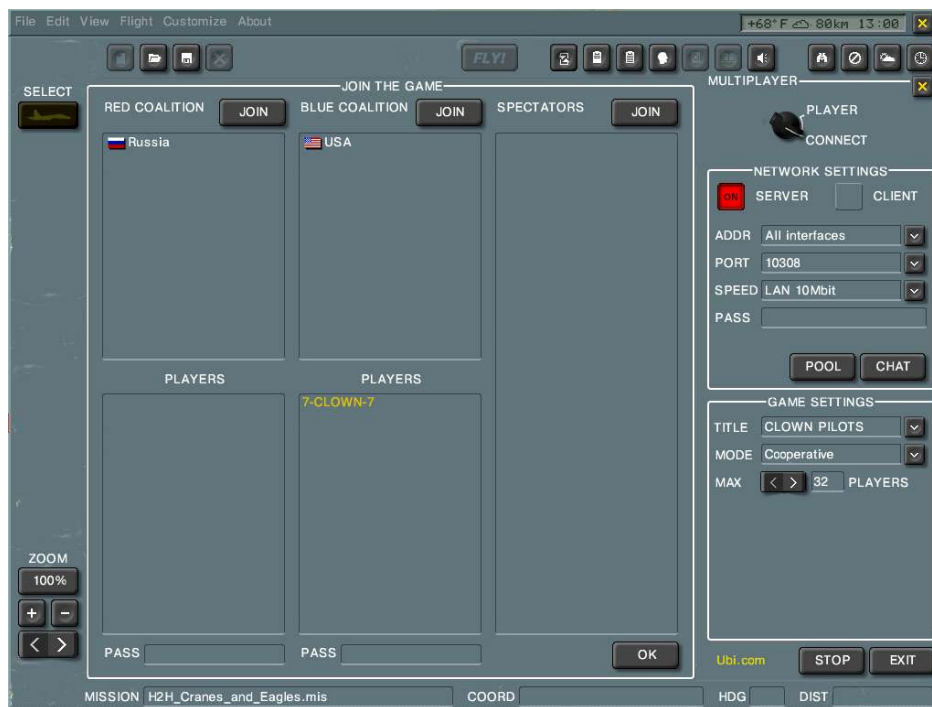

This is the next screen you would see for Cooperative

Notice here though that there are planes to choose this is the difference between FURBALL Hosted games and COOPERATIVE Hosted games – The difference here is that you choose a plane by selecting a pre-determined plane icon or double click on one in the lower window and choose OK – By switching the switch up in the Upper Right hand side will allow you to PAYLOAD but by the most part a Cooperative game this has already been done or as I said pre-determined – If there are not enough planes to go around it is up to the HOST to place more on the map… I usually don't play this way so I am by no means an expert with Cooperative.

Here are two screens that are actually exactly the same but different options appear just by simply switching between PLAYER and CONNECT with switch on upper right hand side of screen
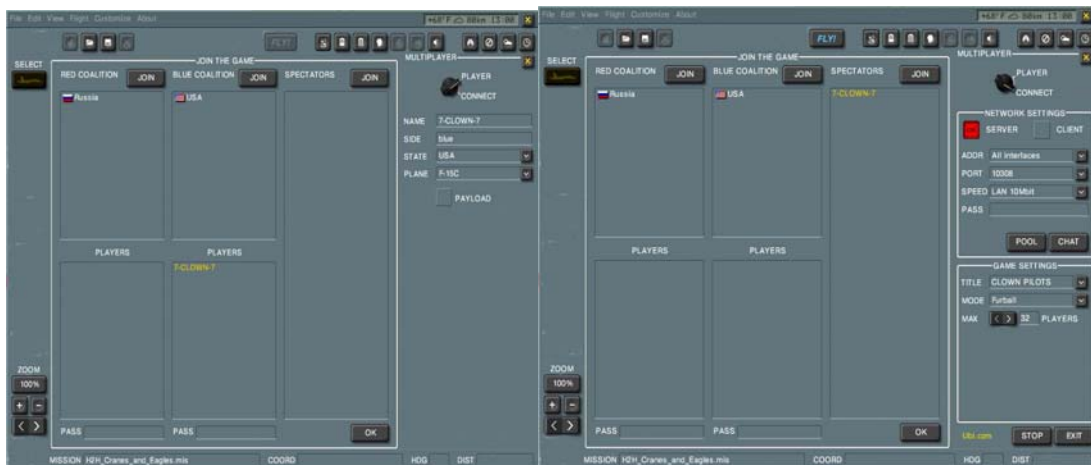
You can chat by using the CHAT button on this screen shown on Right and another box will pop up over top of this box and is transparent you would want to check box on left side so that all can see your messages. To enter chat while actually in the game you would use CTRL M and of course to close chat you either just click CHAT button again on this screen shown or while in game by hitting CTRL M again.
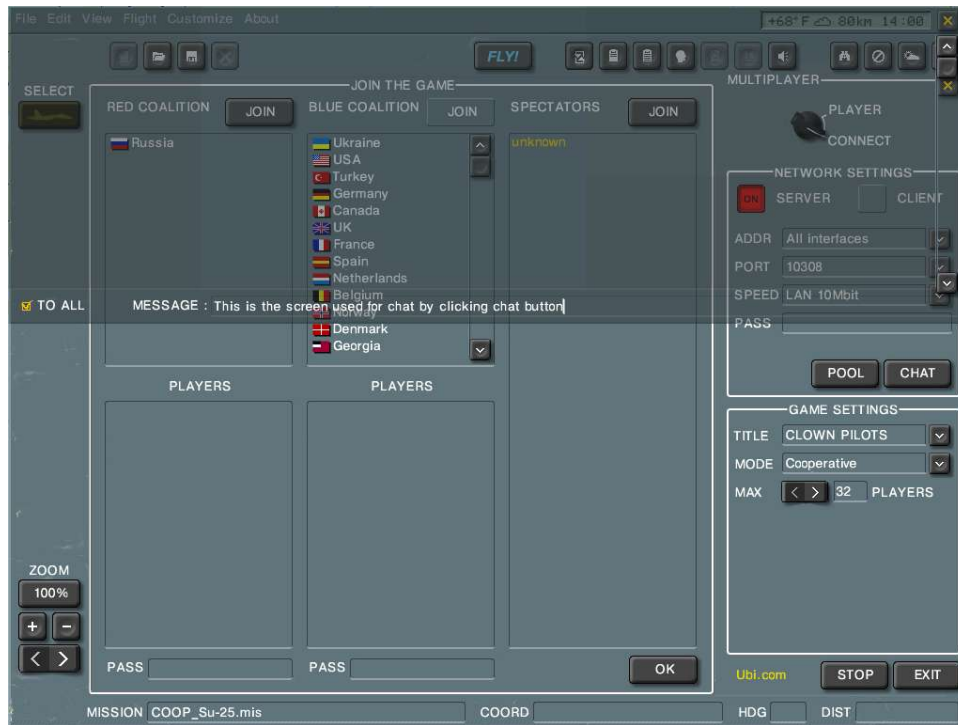
You can see my little chat message here

Once all items have been chosen depending on the type of game you are playing you would simply click FLY – A WAITING FOR HOST screen would then appear and you would wait for the host.

BE PATIENT

This also happens in the very beginning after clicking START which is on the first page of this Tutorial – You must wait for HOST to get SERVER running – Depending on the HOST this could take a while.

Most people playing this game don't realize how simple it is to join and play a game and don't realize that you can join a game even if you've been dumped.

I might also add that people if thrown out of a game by .exe errors or blue screens could bring back up the game again and rejoin the server by going through all these options again as long as the host is still hosting and up.

You can, if playing COOPERATIVE once you die by Exiting and clicking FLY again…   You will start out from the beginning all over again.

If it's FURBALL by the most part some hosts will have Recover on - this can be done by simply hitting ESC. Then clicking RCVR button

You can see here it is not able to be chosen – People have to realize also that you must CRASH your plane COMPLETELY just by bailing out this option is not able to be chosen until the plane is DESTROYED – If this option still is not available then you could pick QUIT and Click FLY again on next screen to rejoin.

Choosing any plane available

Another thing people don't realize is that if you follow my document for joining a multiplayer game that once you click on the MAP to set your SPAWN point (THIS IS FOR FURBALL STYLE GAME) that whatever side you are on once you click on map SETS your TEAM (RED or BLUE) – So if you are on BLUE team by default you have only two planes to choose from an F15C or an A10 but if you want to fly an SU or MIG or enemy plane and still be on BLUE team it's easy - and vice versa.

You would click on MAP and then go back to COALITION Screen and Switch coalition or side, you now can choose an SU or MIG from drop down of PLANE but you'll notice that you can't change TEAM, that US will still be in STATE drop down – this is fine but now you will still be on BLUE team but with an enemy plane so more or less you can fly any or all planes by using this extra knowledge – You would then go back to MAP and click Spawn point and PAYLOAD as usual then FLY and now when in game you will be flying the plane of your choice but also be on the original coalition side you chose.

Once in game you'll have an SU or MIG or whatever chosen, but you will be on BLUE team and this works for the RED TEAM also if they want to fly an F15C instead of their only choices of SU's and MIG's.

Once in game your color can be seen by choosing F3 to watch flyby and whatever color your TEXT is, ='s the TEAM that you are on… It is always RED vs. BLUE. Make sure you fire at enemy team.

GAME TWEAKS
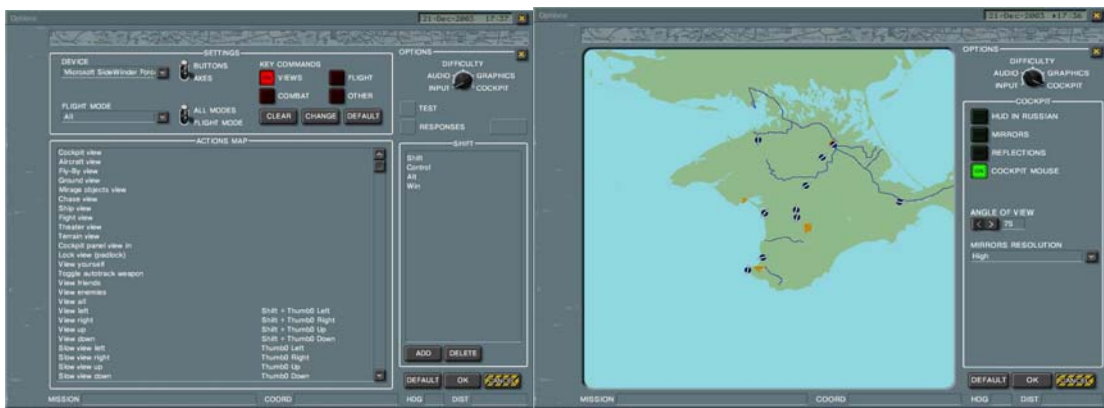
You would first want to turn WATER to Medium – You would also want to turn OFF
HEAT BLUR – In the other Screen for Cockpit you would Turn OFF Mirrors and
REFLECTIONS – The first screen shown above you must click SAVE if you want all of
your options to stay – I set everything on all these screens then return to first screen
shown and click SAVE!!!

Another note for those playing FURBALL you can land your plane at any airport and use
CTRL W to re-arm your weapons if LIMITED Weapons is selected by HOST – Not
totally sure about COOP but I'm sure the same applies

For those who have a lot of stutter one thing I've found is that if you go to your Video card setting for your system – Change Slider to High Performance or Performance - By Default most may have it set at Quality – You may also want to turn off AA and AF – Make sure you don't have Application-controlled checked for either – Uncheck and set to OFF

These are the settings I use with a 5800 Ultra and I have no problems with game…

The next screen you will see is where you should change the slider if you see other weird problems such as errors, blue screens and other known issues or problems with graphics.
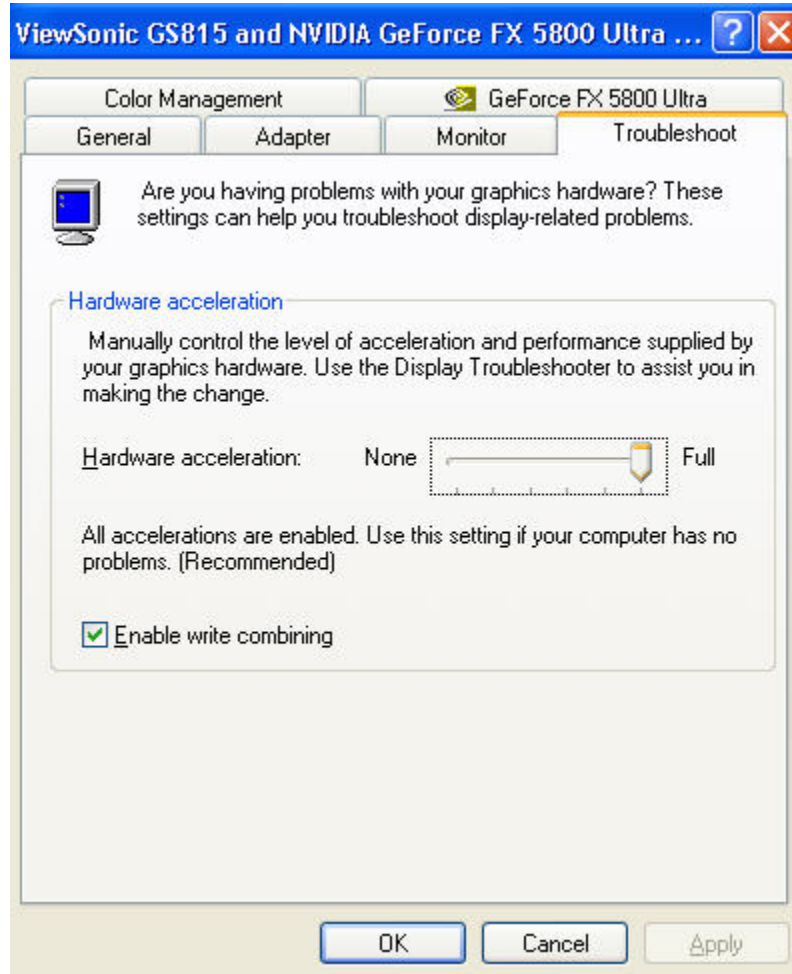
You can uncheck Enable write combining and move slider down a few notches until your game becomes stable (Takes some testing to figure out the happy medium)

Other folks may also be having other issues with older cards with lock up etc. this option may fix that but you may have to go into your SYSTEM BIOS and DISABLE FAST WRITES for your AGP settings sometimes you can boost your AGP STRENGTH to FF which is usually the highest hex setting used for some motherboards and only set AGP Memory to 64 or 128 MB or to amount card actually has

I, in no means am an expert with this game or an affiliate of this game or UBI.COM - Some of these descriptions still may be vague but I'm explaining what I have done and how I host games and seem to have NO trouble joining games either by UBI.COM or by IP or any other form and yes the game is a very Graphic intensive game and by no means is my SYSTEM top notch but I really don't see to many problems playing or hosting.