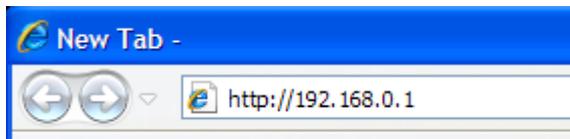


Here are the set of actions I go through to create a Shipsim user server:

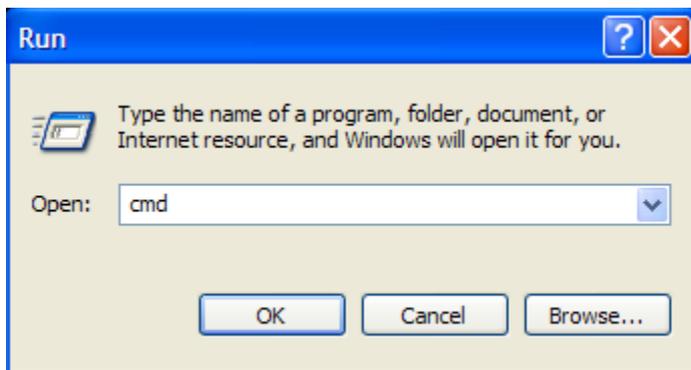
First of all I logon to my router, this is done by using your browser.



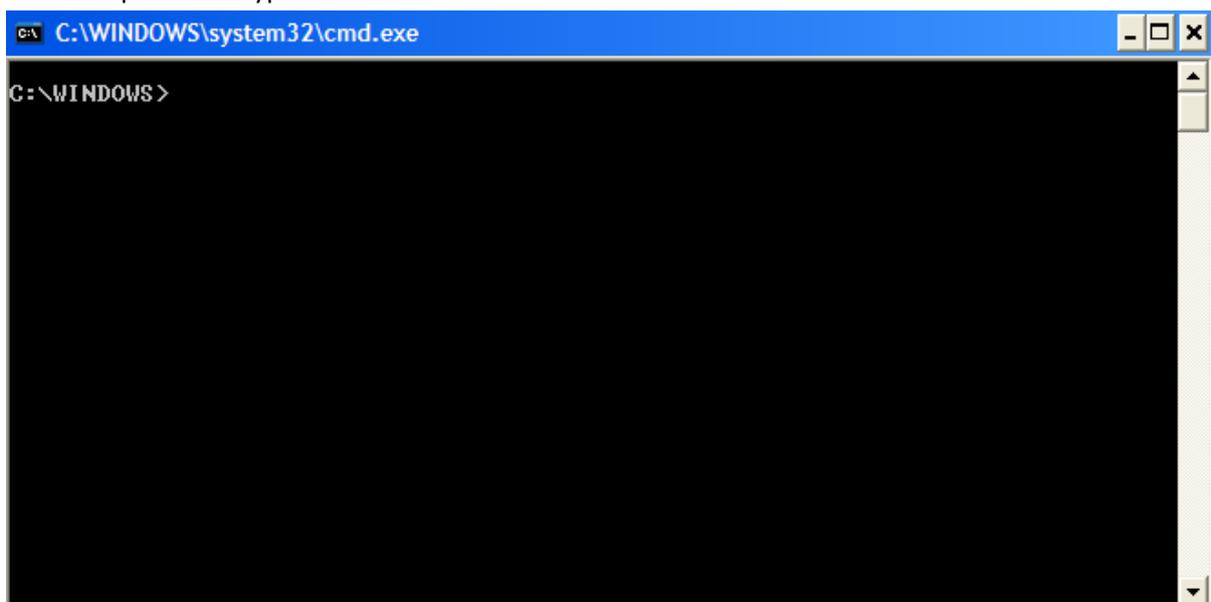
192.168.0.1 is the default address so it is worth trying this first, but this may have been changed by the person who set-up your router. You need to know the address of your router before you can logon to it.

If you do not know the address there is an easy way to find it out.

Click on the Start button in the bottom left corner and then select Run, when the Run box appears type in 'cmd' and click on Ok.



This will open a dos type window



In this windows type the command 'ipconfig'

```
C:\WINDOWS\system32\cmd.exe
C:\WINDOWS>ipconfig
```

You will then see some information appear on the screen

```
C:\WINDOWS\system32\cmd.exe
C:\WINDOWS>ipconfig
Windows IP Configuration

Ethernet adapter Web:

    Connection-specific DNS Suffix  . :
    IP Address. . . . . : 192.168.9.2
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.9.1

Ethernet adapter Lan:

    Connection-specific DNS Suffix  . :
    IP Address. . . . . : 192.168.90.2
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . :

C:\WINDOWS>_
```

You will get four lines of information for each network adapter in your system. What you are looking for is the 'Default Gateway' this is the address of your router! As you can see from the example above my address is different from the default.

***NOTE* DO NOT CLOSE THIS WINDOW YOU WILL NEED IT LATER!**

Once you know the address of your router you need to connect to it. I will be using 192.168.9.1 to access my router but you must use the correct address for your own router!

When you connect to your router you will be asked to logon



You must know the user name and password of your own router before you can continue.

I cannot help you to obtain this, you must get this information from someone who knows it.

When you have logged on to your router you will see the initial page of information, my router is made by Netgear, if your router is made by another manufacturer what you see will be different from this, but the concept will be the same.

NETGEAR SMARTWIZARD router manager
 RangeMax[™] NEXT Wireless ADSL2+ Modem Router model DG834N

Router Status

Account Name	
Firmware Version	V1.02.15
ADSL Port	
MAC Address	00:26:91:17:93:64
IP Address	94.4.103.36
Network Type	PPPoA
IP Subnet Mask	255.255.255.255
Gateway IP Address	89.200.128.25
Domain Name Server	90.207.238.97 90.207.238.99
LAN Port	
MAC Address	00:14:6C:AE:AD:CE
IP Address	192.168.9.1
DHCP	On
IP Subnet Mask	255.255.255.0
Modem	
ADSL Firmware Version	A2pB023b.d20e
Modem Status	Connected
DownStream Connection Speed	15019 kbps
UpStream Connection Speed	970 kbps
VPI	0
VCI	38
Wireless Port	

Router Status Help

You can use the *Router Status* page to check the current settings and statistics for your Router. This page shows you the current settings. If something needs to be changed, you'll have to change it on the relevant page.

Account Name: This is the Account Name that you entered in the *Setup Wizard* or *Basic Settings*.

Firmware Version: This is the current software the Router is using. This will change if you upgrade your Router.

ADSL Port: These are the current settings that you set in the *Setup Wizard* or *Basic Settings* pages.

- MAC Address - the physical address of the DG834N, as seen from the Internet.
- IP Address - current Internet IP address. If assigned dynamically, and no Internet connection exists, this will be blank or 0.0.0.0
- Network Type - indicates the connection type (e.g. PPPoE, IPoA) used on the ADSL port.
- IP Subnet Mask - the subnet mask associated with the Internet IP address.

Now that we have access to the router the first thing to do is set up a service, so we go to the 'Services' option in the Security settings.

NETGEAR Router -

http://192.168.9.1/start.htm

NETGEAR SMARTWIZARD router manager
RangeMax NEXT Wireless ADSL2+ Modem Router model DG834N

Router Status

Account Name
Firmware Version V1.02.15

ADSL Port
MAC Address 00:26:91:17:93:64
IP Address 94.4.103.36
Network Type PPPoA
IP Subnet Mask 255.255.255.255
Gateway IP Address 89.200.128.25
Domain Name Server 90.207.238.97
90.207.238.99

LAN Port
MAC Address 00:14:6C:AE:AD:CE
IP Address 192.168.9.1
DHCP On
IP Subnet Mask 255.255.255.0

Modem
ADSL Firmware Version A2pB023b.d20e
Modem Status Connected
DownStream Connection Speed 15019 kbps
UpStream Connection Speed 970 kbps
VPI 0
VCI 38

Wireless Port

Router Status Help

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- MAC Address - the physical address of the DG834N, as seen from the Internet.
- IP Address - current Internet IP address. If assigned dynamically, and no Internet connection exists, this will be blank or 0.0.0.0
- Network Type - indicates the connection type (e.g. PPPoE, IPoA) used on the ADSL port.
- IP Subnet Mask - the subnet mask associated with the Internet IP address.

This is the Services page

NETGEAR Router -

http://192.168.9.1/start.htm

NETGEAR SMARTWIZARD router manager
RangeMax NEXT Wireless ADSL2+ Modem Router model DG834N

Services

Service Table

#	Service Type	Ports

Add Custom Service Edit Service
Delete Service

Services Help

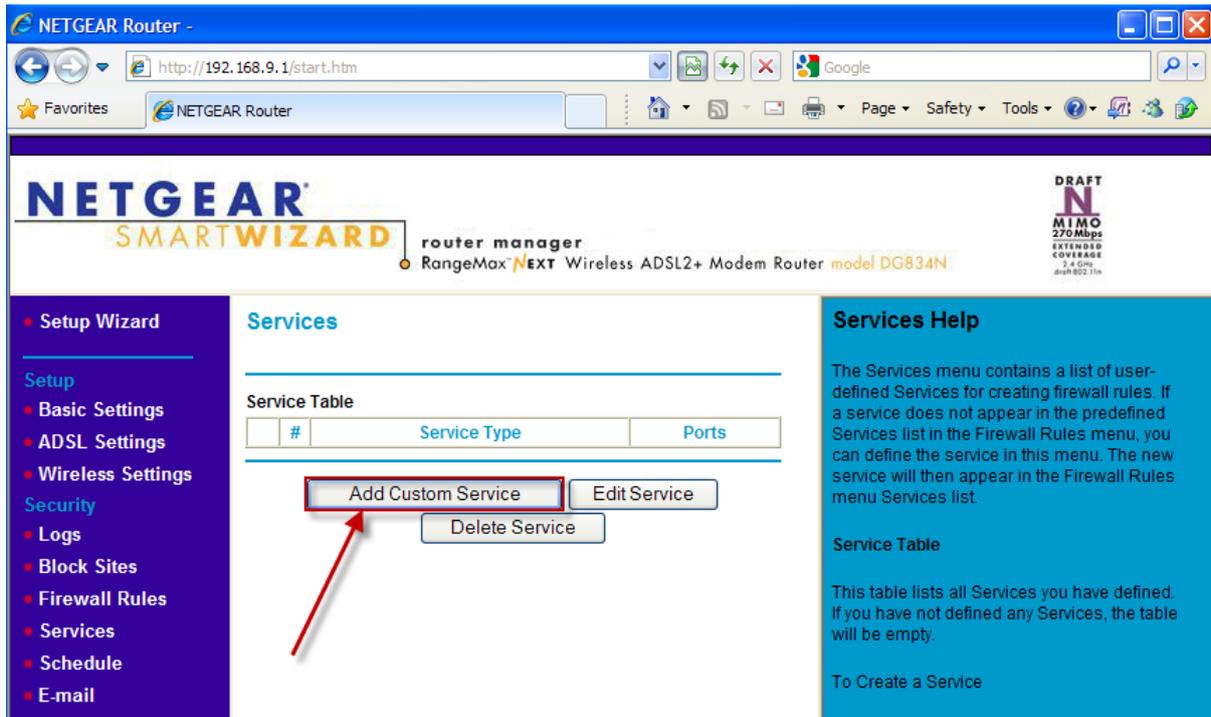
The *Services* menu contains a list of user-defined Services for creating firewall rules. If a service does not appear in the predefined Services list in the *Firewall Rules* menu, you can define the service in this menu. The new service will then appear in the *Firewall Rules* menu Services list.

Service Table

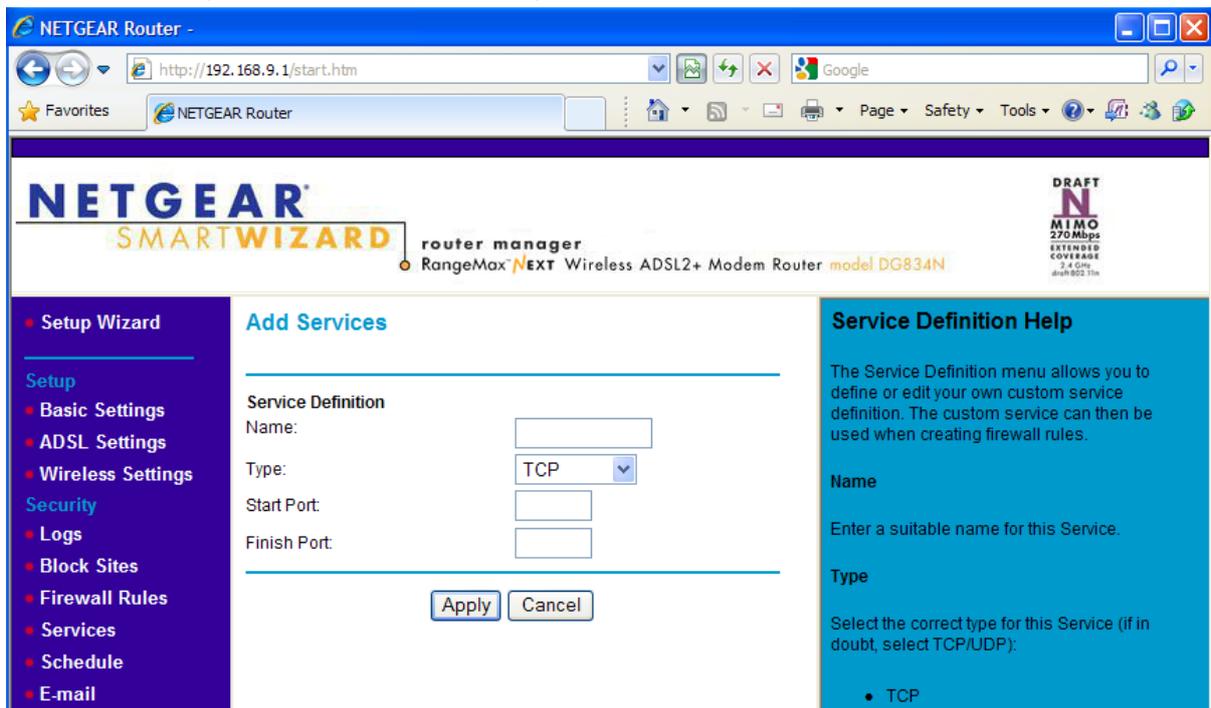
This table lists all Services you have defined. If you have not defined any Services, the table will be empty.

To Create a Service

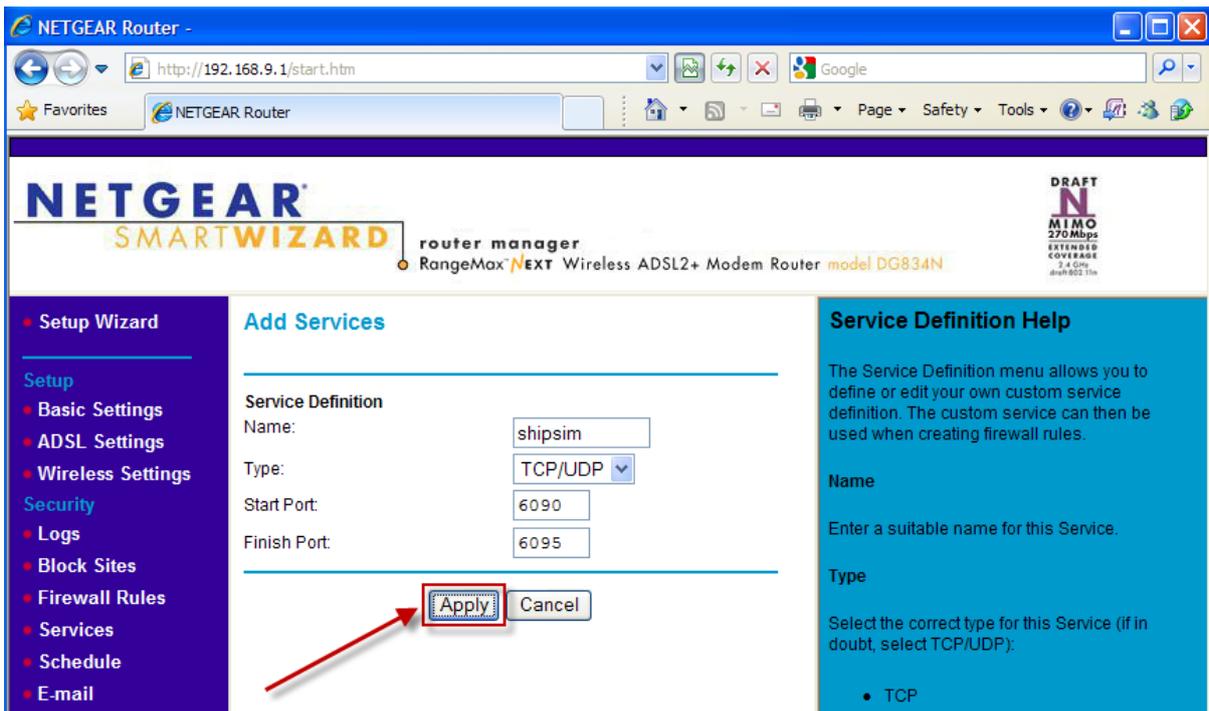
From here we need to Add Custom Service.



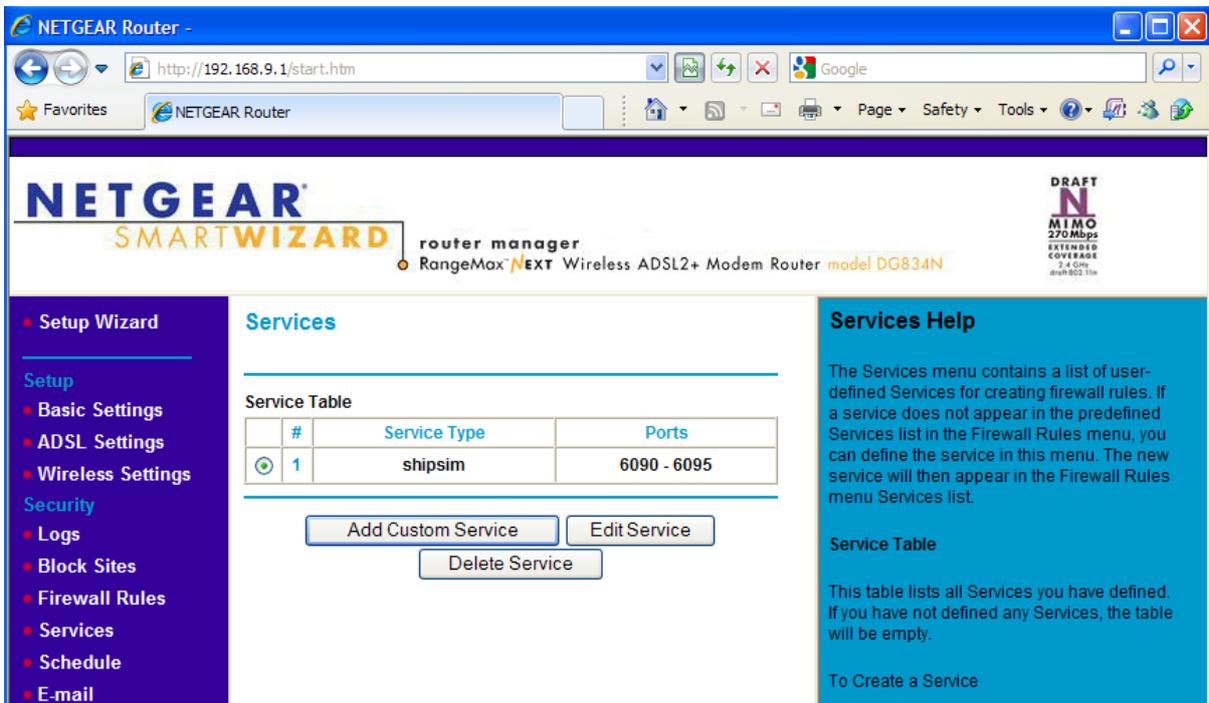
Now we need to provide the information required for the service we wish to create.



I named my service shipsim, the type of service required is TCP/UDP, the start port is 6090 and the end port is 6095. When all of this information has been entered click the Apply button.



We have now created the service we need. What this has actually done is allocate a protocol (TCP/UDP) to specific ports of your router (6090-6095). Below you can now see the service we have created.



The next step is to open the ports we have selected so that players can access your Shippersim server through your firewall.

Correct configuration of the router is the step that most people do not do and why most user servers do not work.

To open the ports we need to change the 'Firewall Rules' so select this from the menu.

NETGEAR SMARTWIZARD router manager
RangeMax NEXT Wireless ADSL2+ Modem Router model DG834N

Services

Service Table

#	Service Type	Ports
1	shipsim	6090 - 6095

Add Custom Service Edit Service
Delete Service

Services Help

The Services menu contains a list of user-defined Services for creating firewall rules. If a service does not appear in the predefined Services list in the Firewall Rules menu, you can define the service in this menu. The new service will then appear in the Firewall Rules menu Services list.

Service Table

This table lists all Services you have defined. If you have not defined any Services, the table will be empty.

To Create a Service

This is the Firewall Rules page, as you can see by default ALL outbound traffic is allowed and ALL inbound traffic is blocked.

NETGEAR SMARTWIZARD router manager
RangeMax NEXT Wireless ADSL2+ Modem Router model DG834N

Firewall Rules

Outbound Services

#	Enable	Service Name	Action	LAN Users	WAN Servers	Log
Default	Yes	Any	ALLOW always	Any	Any	Never

Add Edit Move Delete

Inbound Services

#	Enable	Service Name	Action	LAN Server IP address	WAN Users	Log
Default	Yes	Any	BLOCK always	Any	Any	Never

Add Edit Move Delete

Instant Messaging (IM) Ports

Close IM Ports
 Open IM Ports (IM ports are open by default)

Apply Cancel

Firewall Rules Help

You can use this screen to create Firewall rules to block or allow specific traffic. This feature is for Advanced Administrators only! Incorrect configuration will cause serious problems.

Outbound Services

This lists all existing rules for outbound traffic. If you have not defined any rules, only the default rule will be listed. The default rule allows all outgoing traffic.

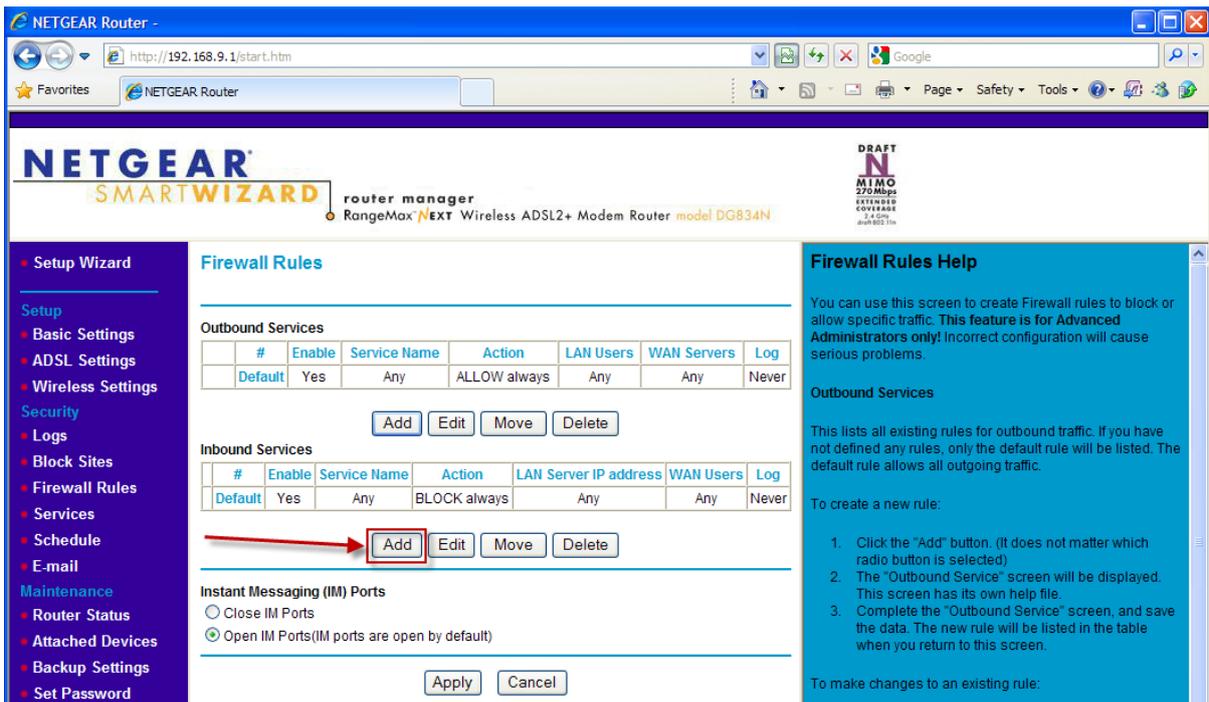
To create a new rule:

1. Click the "Add" button. (It does not matter which radio button is selected)
2. The "Outbound Service" screen will be displayed. This screen has its own help file.
3. Complete the "Outbound Service" screen, and save the data. The new rule will be listed in the table when you return to this screen.

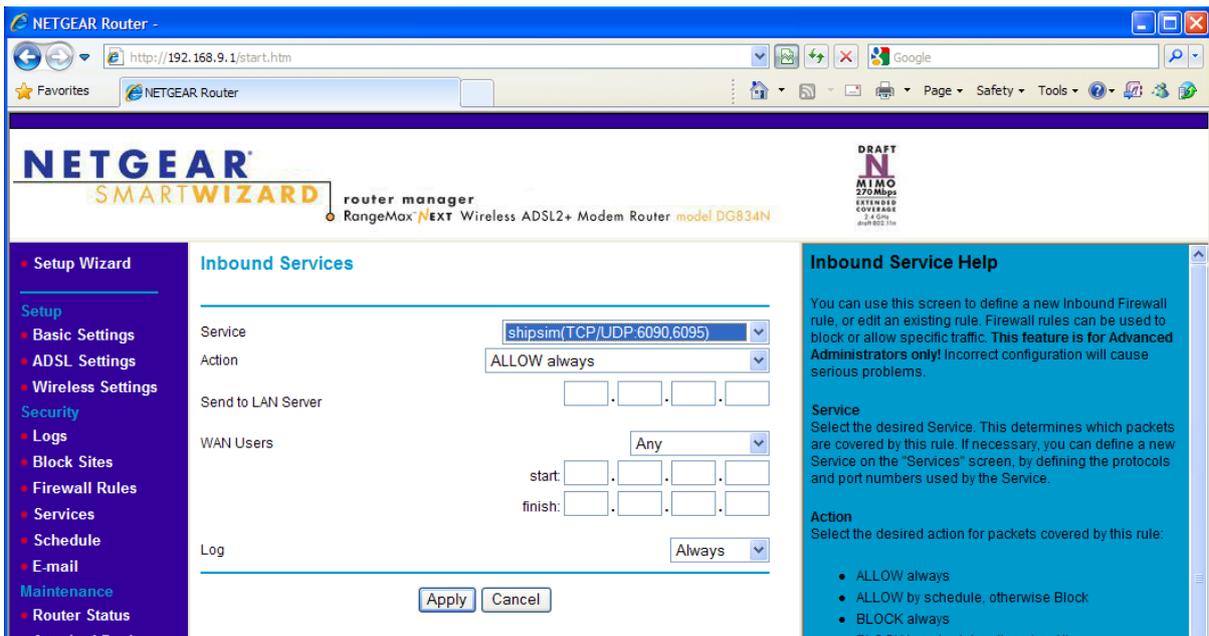
To make changes to an existing rule:

We need to allow inbound traffic on ports 6090-6095 to allow players to connect to our Shipment server or they will see the 'Server did not respond' message.

To do this we must add the service we created earlier to the list of Inbound Services, so click on the Inbound Services Add button.



We now see the Inbound Services page.



The service we want to add is the 'shipsim' service we created earlier, the Action must be set to Allow incoming traffic. The next setting 'Send to LAN Server' needs to be the IP address of the computer which will be running your Shipment user server. This will be different from the address of your router.

At this point you need to go back to the dos type window you opened earlier to find the address of your router, this time you are looking for 'IP Address' which is the address of your computer. It must be the IP address in the same group you used for the Default Gateway address.

```
C:\WINDOWS\system32\cmd.exe
C:\WINDOWS>ipconfig
Windows IP Configuration

Ethernet adapter Web:

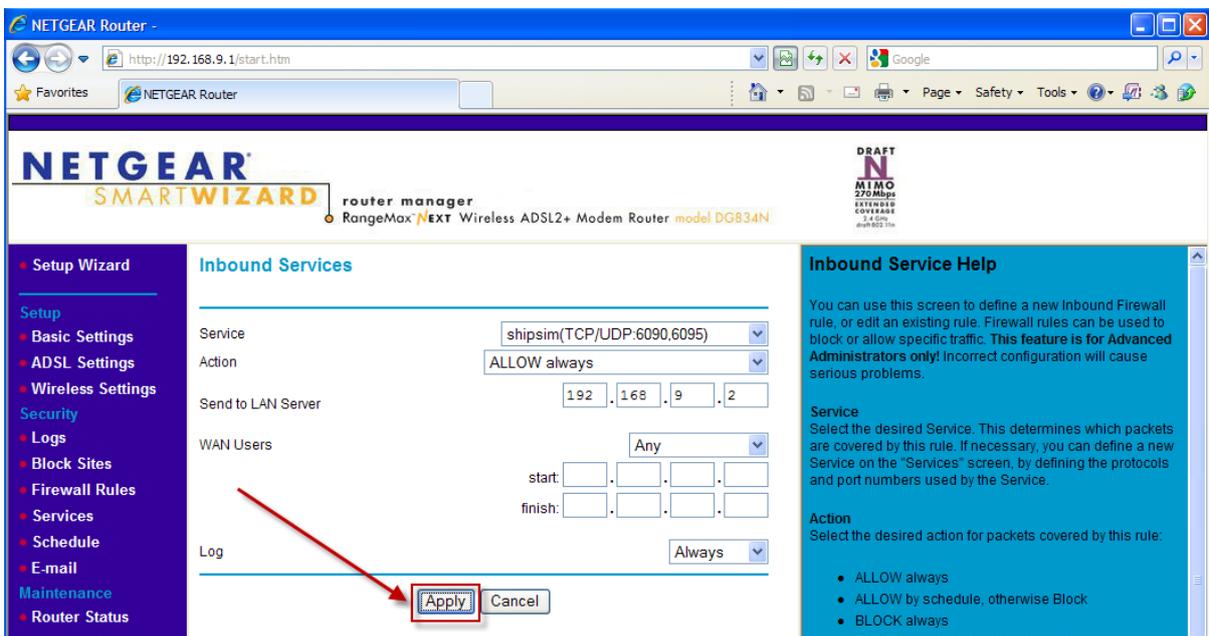
    Connection-specific DNS Suffix . : 
    IP Address . . . . . : 192.168.9.2
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 192.168.9.1

Ethernet adapter Lan:

    Connection-specific DNS Suffix . : 
    IP Address . . . . . : 192.168.90.2
    Subnet Mask . . . . . : 255.255.255.0
    Default Gateway . . . . . : 

C:\WINDOWS>_
```

This is the address that needs to be entered into the 'Send to LAN server' settings. The next parameter is WAN users, this is asking what IP addresses should I let through? As you do not know which IP address your players will be using this should be set to 'Any' and leave the 'Start' and 'finish' settings blank. Then click on Apply.



We now see that we have created an additional rule for the Inbound Services.

NETGEAR SMARTWIZARD router manager
RangeMax NEXT Wireless ADSL2+ Modem Router model DG834N

Firewall Rules

Outbound Services

#	Enable	Service Name	Action	LAN Users	WAN Servers	Log
Default	Yes	Any	ALLOW always	Any	Any	Never

Inbound Services

#	Enable	Service Name	Action	LAN Server IP address	WAN Users	Log
1	<input checked="" type="checkbox"/>	shipsim	ALLOW always	192.168.9.2	Any	Always
Default	Yes	Any	BLOCK always	Any	Any	Never

Instant Messaging (IM) Ports

Close IM Ports
 Open IM Ports (IM ports are open by default)

Firewall Rules Help

You can use this screen to create Firewall rules to block or allow specific traffic. This feature is for Advanced Administrators only! Incorrect configuration will cause serious problems.

Outbound Services

This lists all existing rules for outbound traffic. If you have not defined any rules, only the default rule will be listed. The default rule allows all outgoing traffic.

To create a new rule:

1. Click the "Add" button. (It does not matter which radio button is selected)
2. The "Outbound Service" screen will be displayed. This screen has its own help file.
3. Complete the "Outbound Service" screen, and save the data. The new rule will be listed in the table when you return to this screen.

To make changes to an existing rule:

1. Click the radio button next to an row in the table.
2. Click the button for the desired actions:

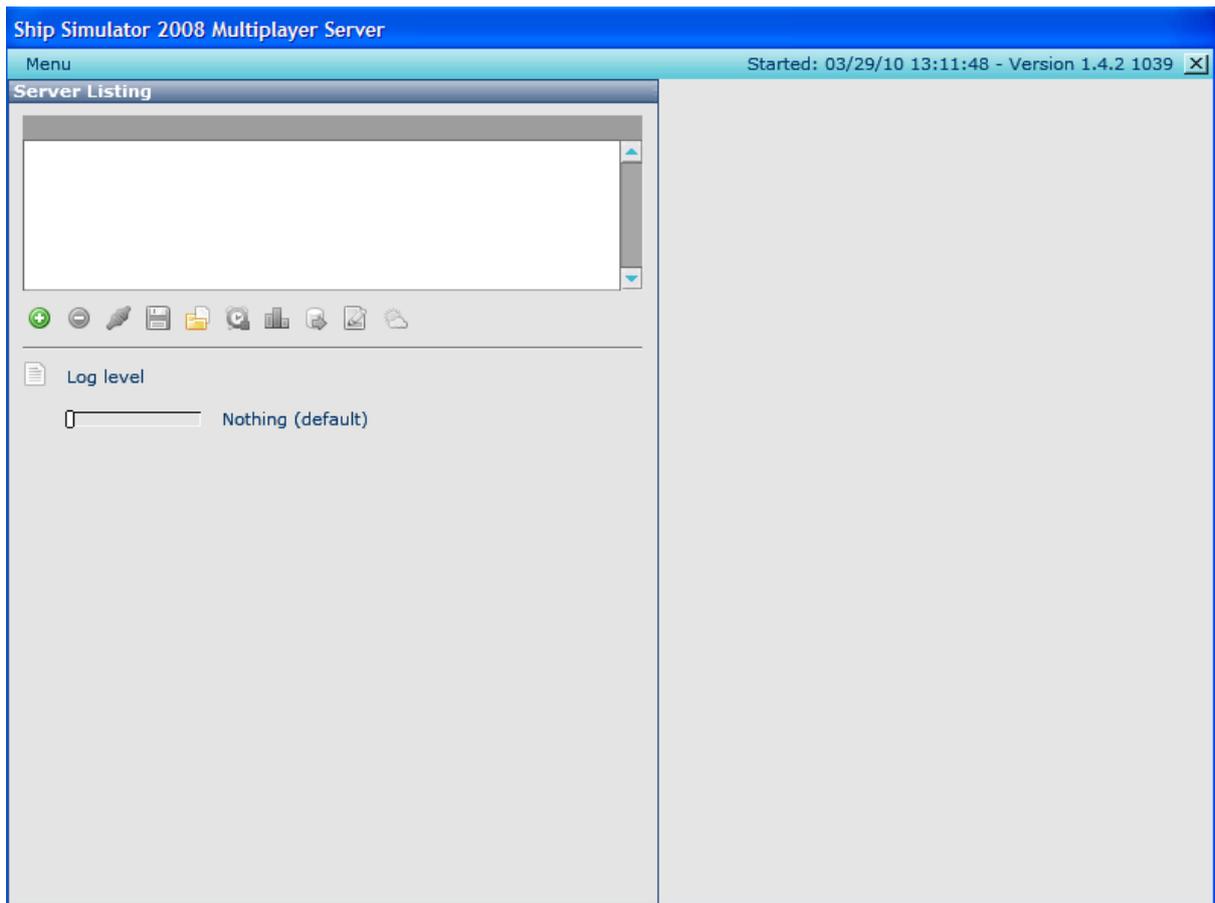
This will now accept traffic using the TCP/UDP protocol on ports 6090-6095 and pass that traffic through to the IP address you specified. In my example the traffic will be passed through to the computer with the address 192.168.9.2.

We have now made all the changes required to our router and we can logoff of it. You may also now close the dos type window you used to get the IP addresses.

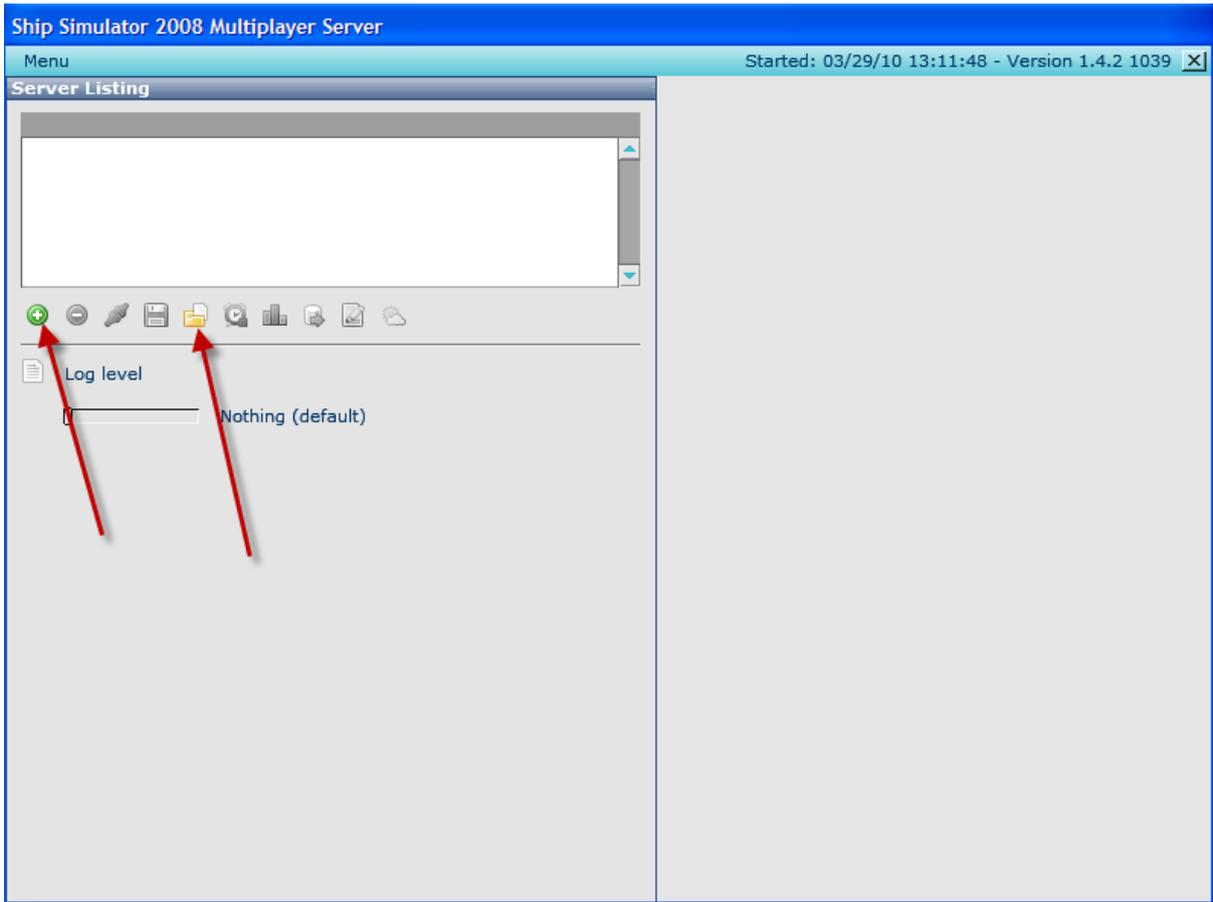
Now we can start to actually create our Shipment user server! So load up the Shipment server application.



Make sure you select the correct icon, the first one is the one you would use to play Shipment, the second icon is to access the mission editor, it is the third icon that you require 'Multiplayer Server'.



When the application has loaded you will see the same screen as above. To create a server you must click on the green + icon, to load a previously saved configuration you must click on the folder icon.



Lets create a new server by clicking on the first icon.

Edit Static Data

Name:

Environment:

Name	ID
San Francisco	60
San Francisco Pacific Ocean	61
The Solent	40
Solent English Channel	41

Description:

Damage:

Cheating:

Available Ships:

All Ships	
P6	
Pioneer	
Powerboat	
Herkules Atlas	
Arie Visser	

Make ship available >> **Delete ship**

Cancel **OK**

On this page there are five things you must do.

The screenshot shows a dialog box titled "Edit Static Data" with the following fields and controls:

- Name:** A text input field containing "Server 0".
- Environment:** A list box containing a table with two columns: "Name" and "ID".
- Description:** A text area containing "Default server".
- Damage:** A checkbox that is unchecked.
- Cheating:** A checkbox that is unchecked.
- Available Ships:** A list box containing a table with one column: "All Ships".
- Buttons:** "Make ship available >>", "Delete ship", "Cancel", and "OK".

Red numbers 1 through 5 are overlaid on the image to indicate specific areas of interest:

- 1:** Points to the "Name" text input field.
- 2:** Points to the "Environment" list box.
- 3:** Points to the "Description" text area.
- 4:** Points to the "Damage" and "Cheating" checkboxes.
- 5:** Points to the "Make ship available >>" button.

Number 1 is where you provide the name of your server, this is what will appear in the list of servers on Shipsim's multiplayer online list of available servers.

Number 2 is where you select the environment for your server.

Number 3 is where you can provide a description of your server.

Number 4 is where you decide whether to allow damage and cheating.

Number 5 is where you select the ships which will be available to players on your server. I have discovered that a maximum of six ships is best, if you allocate more than six ships a number of players will have problems connecting to your server.

When all selections have been made click on Ok.

Edit Static Data

Name:

Environment:

Name	ID
San Francisco	60
San Francisco Pacific Ocean	61
The Solent	40
Solent English Channel	41

Description:

Damage:

Cheating:

Available Ships:

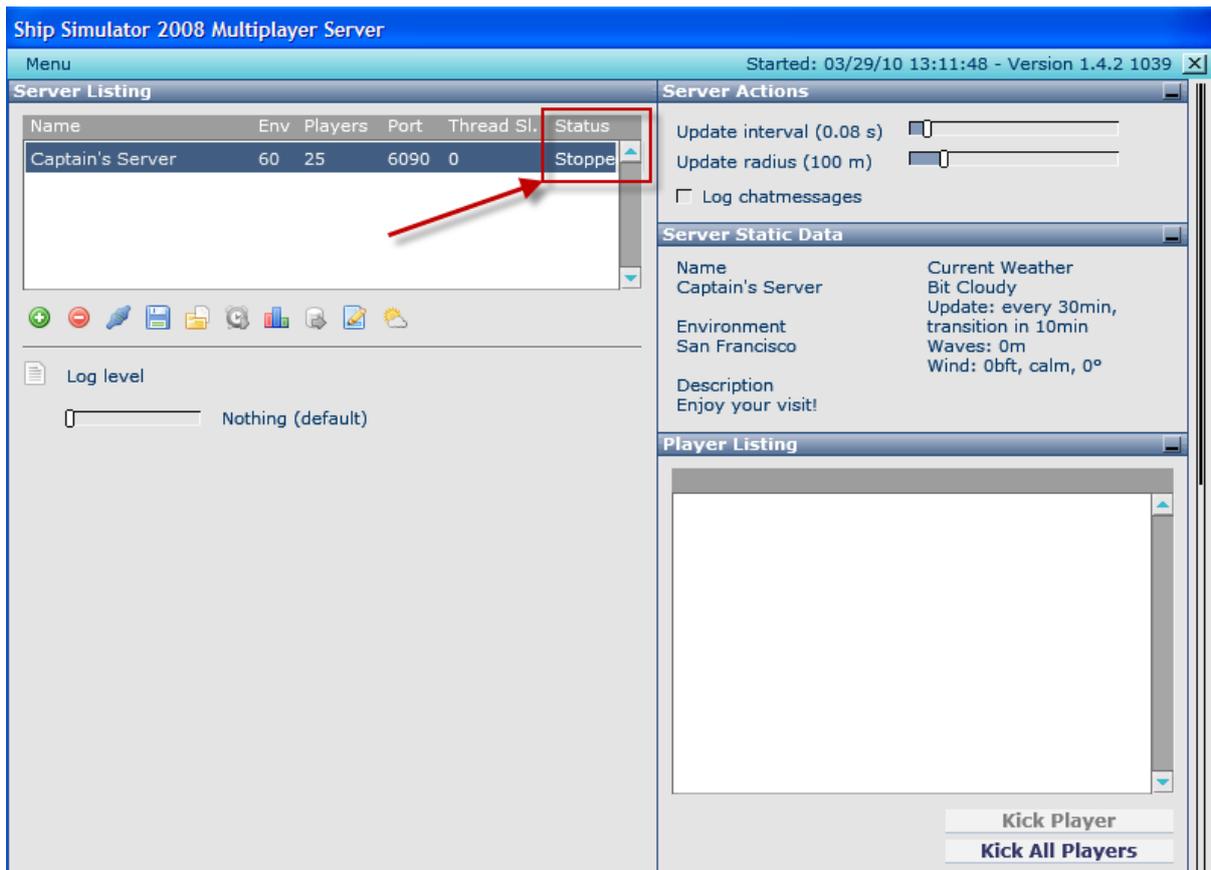
All Ships	Ships available on this server
mv Jumbo Javelin	Ocean Star
Bugsier 2	Pride of Rotterdam
Agile Solution	Vermaas
Titanic	Titanic
P6	

Make ship available >> **Delete ship**

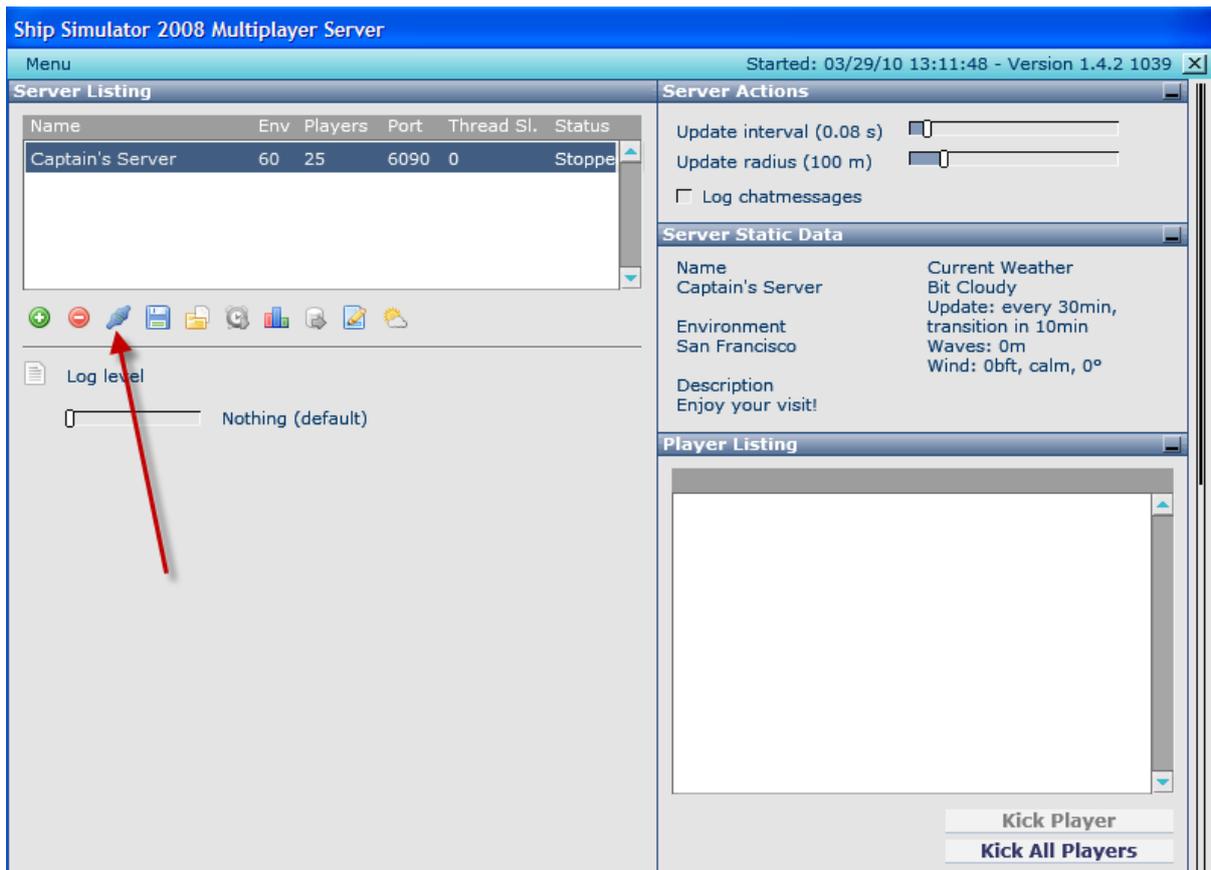
Cancel **OK**



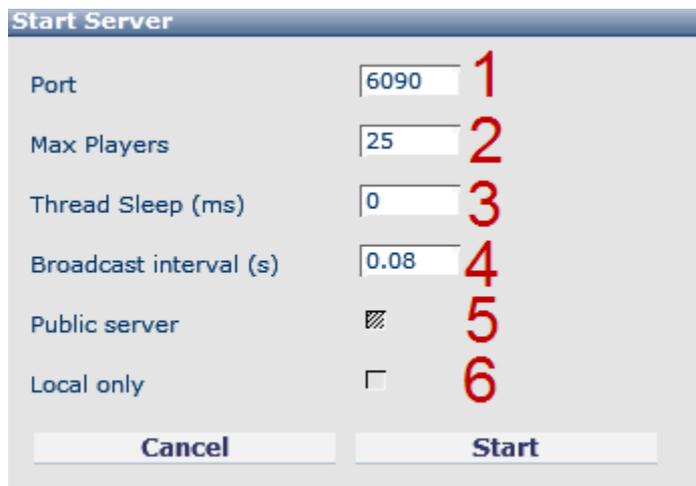
Your user server has now been created but it is not yet running.



You must tell your system to start the server you have created by clicking on the 'Start selected server' icon.



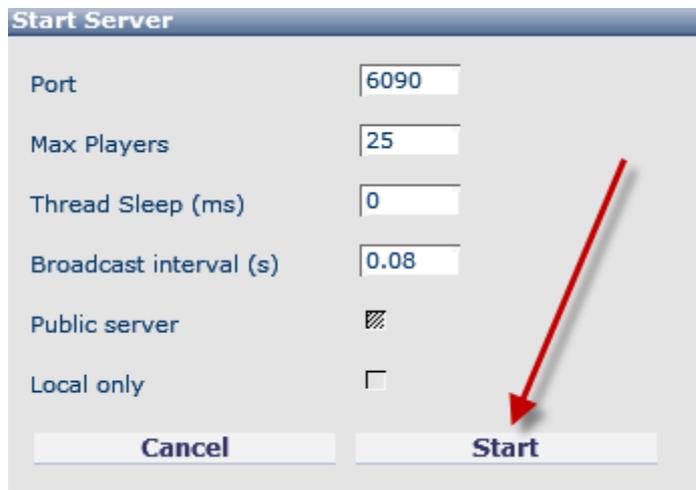
This will change the status of your server to running. Before that happens you will be asked to confirm some settings.



Number 1 is the port number this environment will run on, it is best not to change this.
 Number 2 is where you can limit the maximum number of players in your environment if you wish.
 Number 3 tells your computer if it can put your server to sleep for the specified number of milliseconds, it is best to leave this at 0 or your server may be very laggy for your players.
 Number 4 is best left to the default of 0.08.
 Number 5 is selected by default and allows your server to be seen by all online players.
 Number 6 is selected if you want to run a private server which cannot be seen by anyone outside

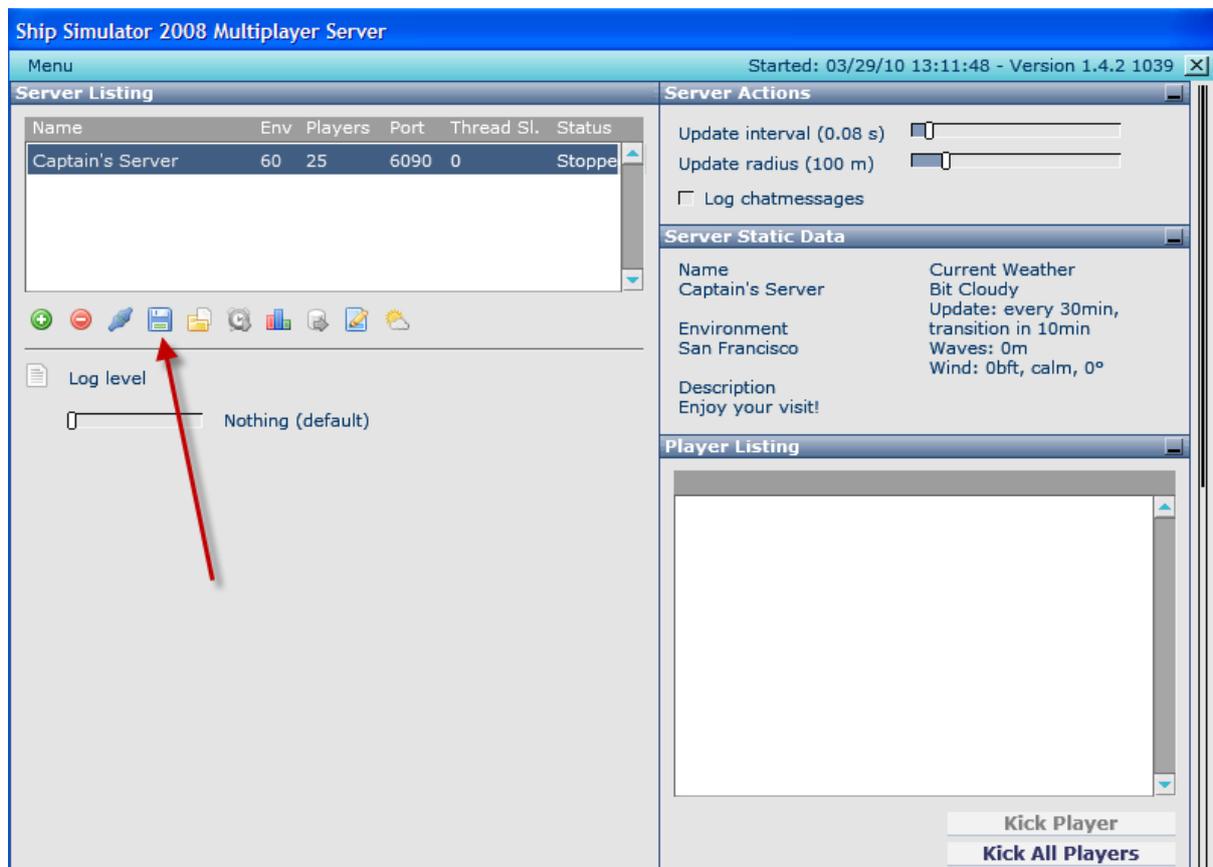
your firewall.

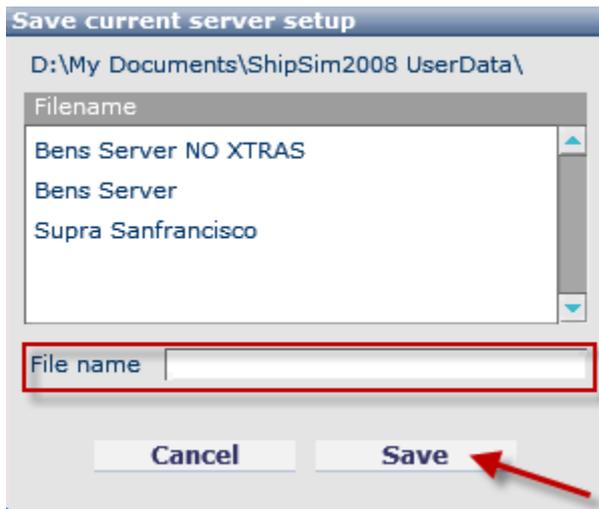
The settings shown below are fine to allow the server to be started, so click on Start.



You now have a server up and running that players can connect to through your router!

If you want to save you server settings click on the disk icon.





You then provide a filename and click on save. The server configuration files are stored in 'My Documents\Shipsim2008 UserData\Server Settings\'.

These settings can be loaded the next time you wish to run a server with the same settings.

I hope you found this document useful in creating your Shipsim user server!!!