How to Play XWC Missions in Multiplayer Mode
Release Notes

Waylon Ger

I.   Requirement
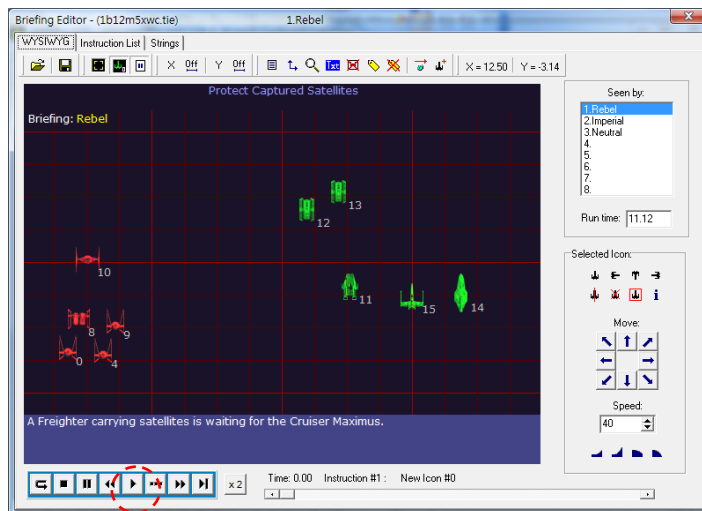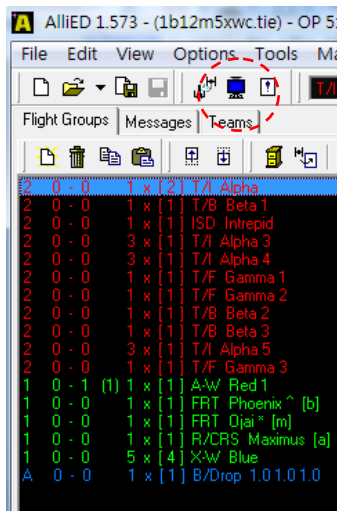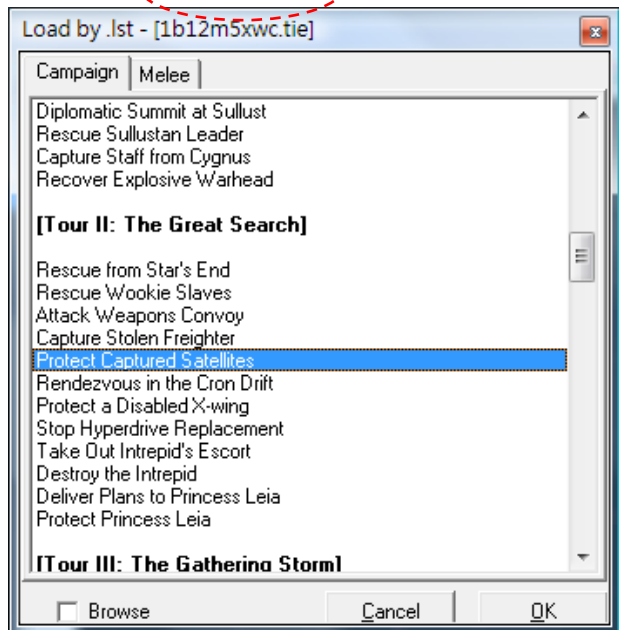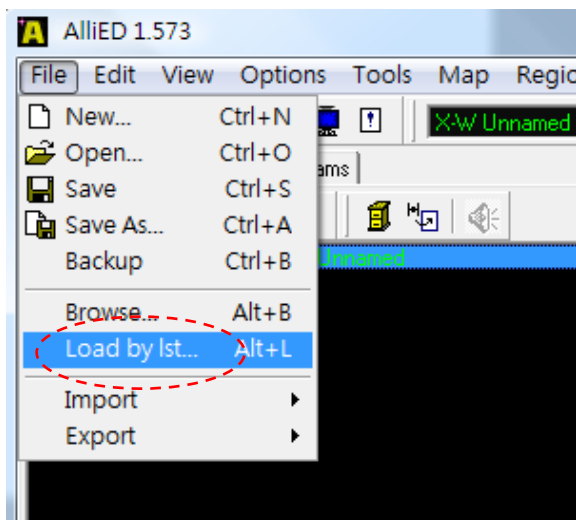
XWA 2.02 → DSUCP from Darksaber's X-wing Station http://www.darksaber.pnma.co.uk/ → XWC3.1 from http://www.maxgames.it/xwc/ installed

II.   How to Play

Copy XWC_templet.skm file into your XWA\SKIRMISH directory (e.g. C:\Program Files\LucasArts\XWingAlliance\SKIRMISH)

For XWC missions (no score summary)
1.   Open AlliED http://troyed.com/x-wing File → Load by list → Open up the file you want to play, and read briefing.

2.   Execute PlayXWCmission.bat.
3.   Enter battle & mission number (e.g. 1b12m5xwc.tie → 12 enter → 5 enter)

Note: if you got any error from cmd screen, please execute restore.bat then retry step 2.
4. Use GameRanger http://www.gameranger.com/ to host XWA, invite player(s) to join, then start game.
5. Host load skirmish file XWC templet.skm, edit to mission crafts and their weaponry (ref. sec. VI)
6. Host assign pilots then all players click "ready" let game start.
7. After finished playing, all player execute restore.bat

Method 2: Yavin missions RedLeader) & with score summary
1. Open AlliED, from File → Load by list → Open up the file you want to play, and read briefing..
2. Use GameRanger to host XWA, invite player(s) to join, then start game.
3. Host load skirmish XWC_templet.skm, edit to match with mission crafts (ref. sec. VI), then **SAVE**.
4. Host assign pilots then all players click "ready" let game start
5. Verify if you got a **blue Nav Buoy**, if not, all players quit game and host reload skirmish file. Repeat step 3. ~ 5.
6. All player quit game **DO NOT** click "**Return To Select Mission**".
7. All players alt-tab out and execute PlayYavinMission.bat. (you only have **30 seconds**), two files should be copied, execute restore.bat then retry step 6.
8. Enter battle & mission number.
9. After all player alt-tab back, host click "Fly again".

Note: If your XWA directory has never linked with other player, please run any default XWA multiplayer mission first. You only need to do this one time.
Note: If your XWA directory is not C:\Program Files\LucasArts\XWingAlliance right click on bat file → edit to make correction.
Note: Make sure you execute restore.bat after you done playing, to uncheck "readonly" tag on temp.tie
Note: You have only one "life", if you got killed, you have to start mission all over again.
Note: 3 Yavin missions (with voiced message) were created my Red_Leader, modified by Waylon to be compatible with DSUCP.

III. Known Bugs

A. Host PC has to be XP, vista can only join game for direct TCP/IP.
B. Using GameRanger can work for both host and join game, tested on vista 32, win7 32 & win7 64.
C. OPTs in use has to be identical for all players, otherwise there will be serious lag. Share XWA folder between players is recommended.
D. Resolution do not effect connection, so go ahead to set highest resolution and widescreen.

Note: To enable widescreen, use xwahacker
http://www.xwaupgrade.com/phpBB3/download/file.php?id=98 copy xwaacker.exe and changers.bat into your XWA directory and execute changers.bat, follow instruction to set resolution, then select the resolution you just mapped in game.


```
C:\Windows\system32\cmd.exe
Detected file as X-Wing Alliance 2.02 with 23 matches
Resolutions:
0:   800 x   600 mapped to   800 x   600
1:  1152 x   864 mapped to  1680 x  1050
2:  1600 x  1200 mapped to  1600 x  1200
3:   640 x   480 mapped to   640 x   480
Select resolution to change (0, 1, 2 or 3, anything else to abort).
1
Enter new horizontal resolution
1280
Enter new vertical resolution
800
Detected file as X-Wing Alliance 2.02 with 23 matches
Updated resolution 1 to map to  1280 x   800
請按任意鍵繼續 . . . _
```

IV. Misc. Notes

A. Temp.tie was generated by the system each time when a skirmish file was selected by the host prior to game start, that will be revised after host clicked "Return to Select Mission".

B. PlayXWCmissions.bat will set temp.tie "readonly", so alt-tab out to is not necessary, but game will crash if mission requires hyper jump.

C. All XWC missions are one region games, method 1 can avoid the risk of being disconnected. The only drawback is score summary will not be shown after the game.

D. The NavB/3 in the skirmish file was for mission which hyper jump is required. You do not need that for one region game. .

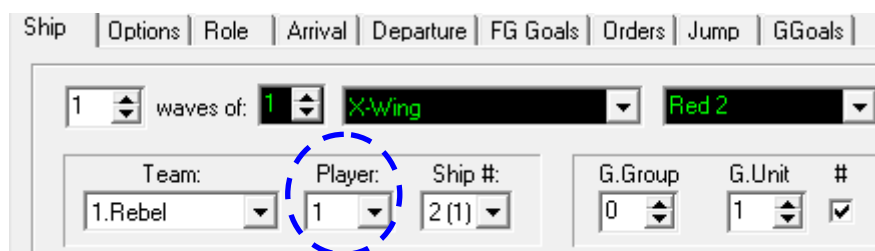E. My GameRanger account number is 797873

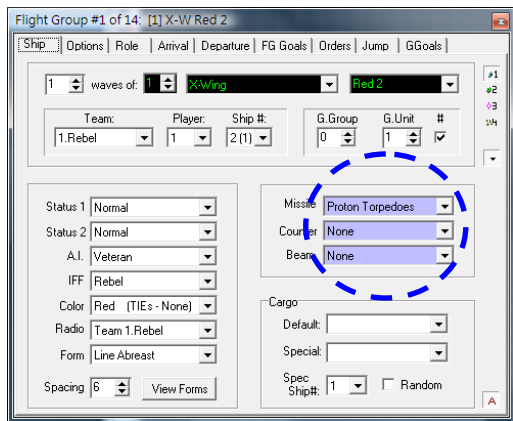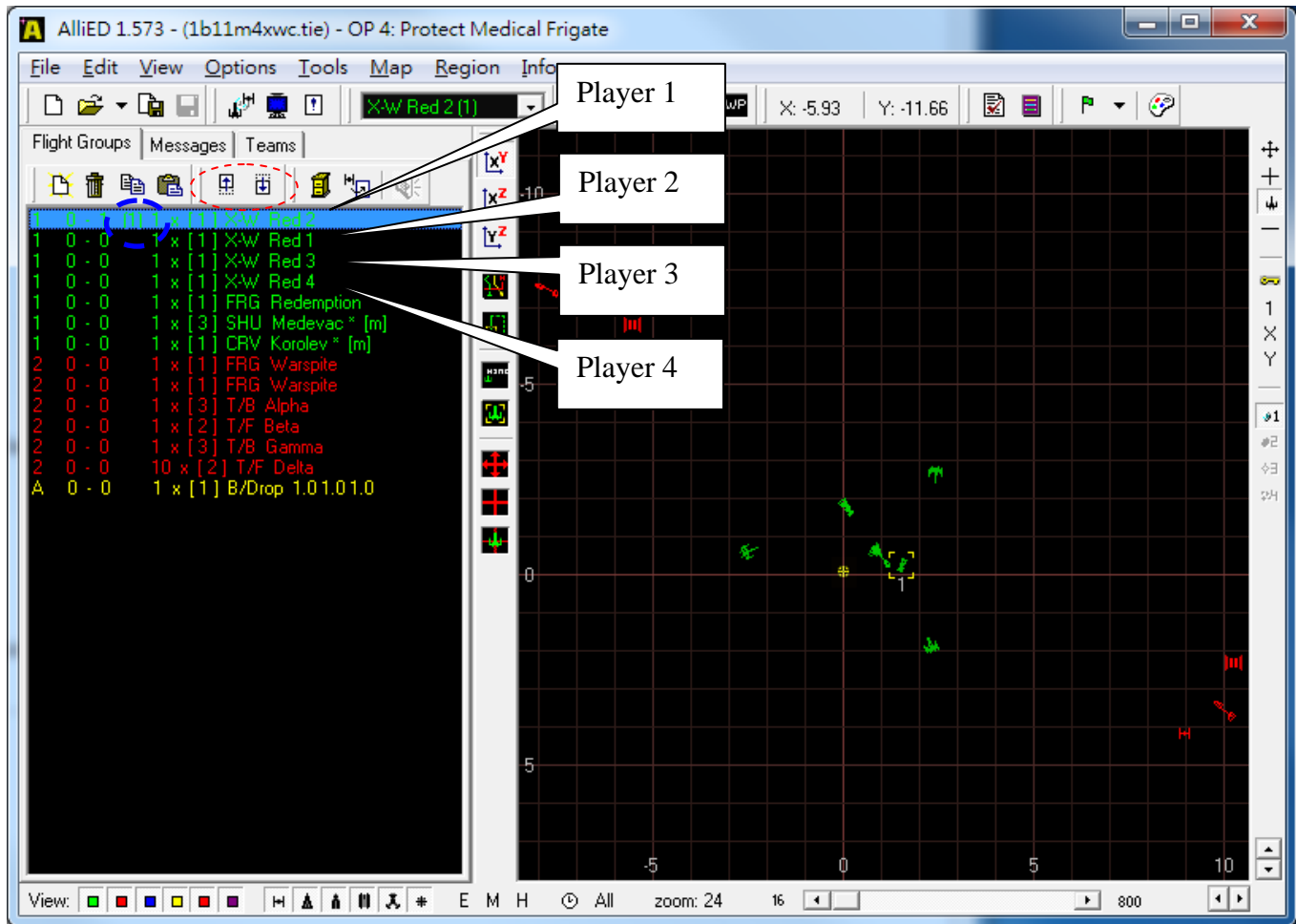## V. Supplemental

For missions with hyper jump (XWA mission)

1. Find the mission file you like to play, copy it into temp.tie
2. Use AlliED http://troyed.com/x-wing to sort in proper order (Ref. VI)
3. Distribute finalized temp.tie file to all players.
4. Use AlliED http://troyed.com/x-wing (briefing editor) to read briefing
5. Use GameRanger http://www.gameranger.com/ o host XWA, invite player(s) to join, then start game.
6. Host create a skirmish file which matches with your mission file (a Nav/B3 is required, ref. sec VI), then **SAVE**.
7. Host reload the skirmish file.
8. Host assign pilots then all players click "ready" let game start
9. Verify if you got a **blue Nav Buoy**, if not, all player quit game and host reload skirmish file. Repeat step 7. ~ 9.
10. All player quit game **DO NOT** click "**Return To Select Mission**".
11. All player, alt-Tab out copy temp.tie file from step 3. into C:\Program Files\LucasArts\XWingAlliance\SKIRMISH
12. After all player alt-tab back, host click "Fly again".

VI. Appendix

Player sequence by skirmish setup shall match with correspondent tie file. Starting from ship of player 1. You might need to move ship up & down from the tie file to get the sequence you want.

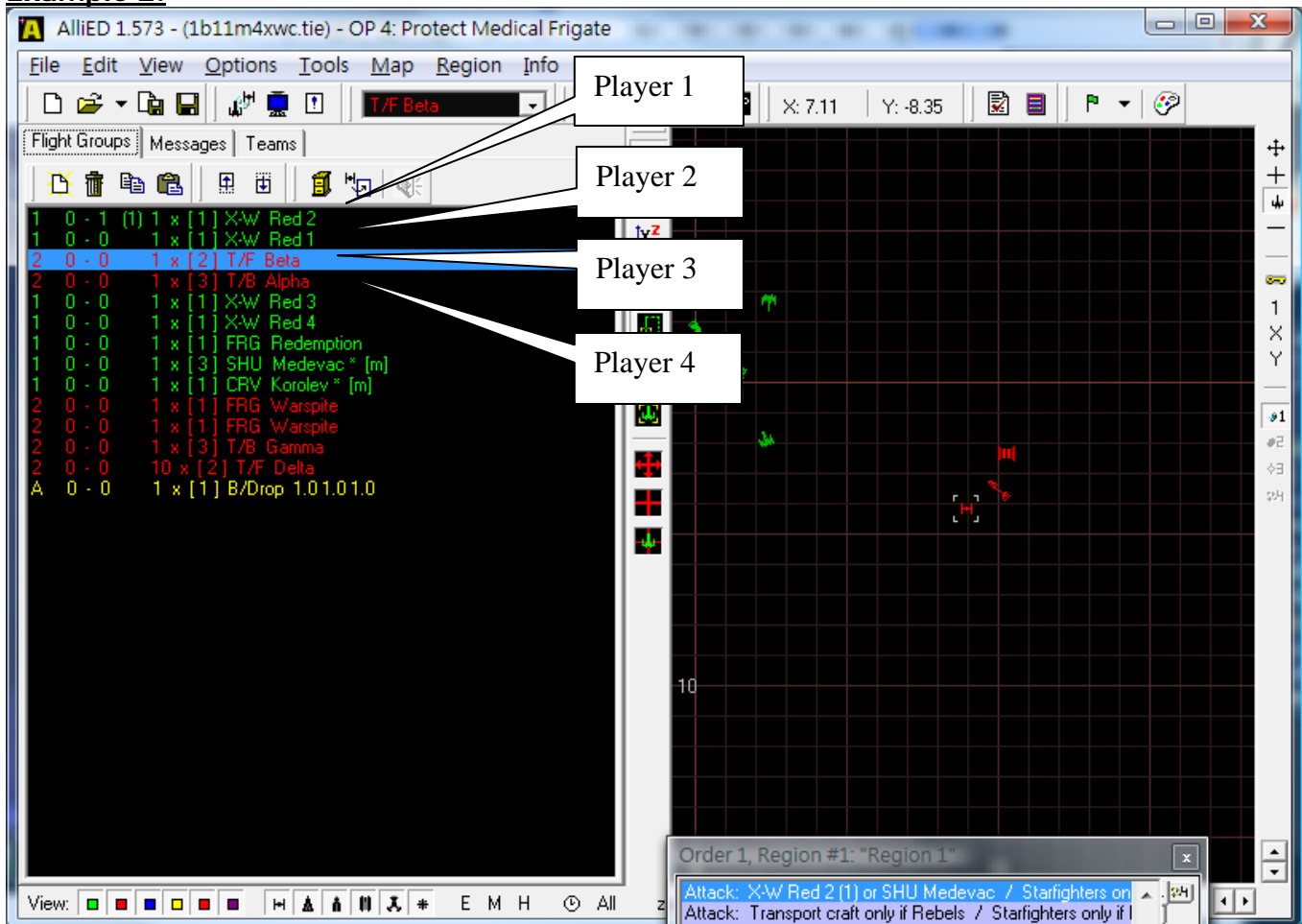**Example 1:**

File   Edit   View   Options   Tools   Map   Region   Info

X-W Red 2 (1)   X: -5.93   Y: -11.66

Flight Groups | Messages | Teams

Player 1

Player 2

Player 3

Player 4

```
1  0 - 0   1 x [1] X-W Red 2
1  0 - 0   1 x [1] X-W Red 1
1  0 - 0   1 x [1] X-W Red 3
1  0 - 0   1 x [1] X-W Red 4
1  0 - 0   1 x [1] FRG Redemption
1  0 - 0   1 x [3] SHU Medevac * [m]
1  0 - 0   1 x [1] CRV Korolev * [m]
2  0 - 0   1 x [1] FRG Warspite
2  0 - 0   1 x [1] FRG Warspite
2  0 - 0   1 x [3] T/B Alpha
2  0 - 0   1 x [2] T/F Beta
2  0 - 0   1 x [3] T/B Gamma
2  0 - 0  10 x [2] T/F Delta
A  0 - 0   1 x [1] B/Drop 1.0 1.0 1.0
```

View: ☐ ☐ ☐ ☐ ☐ ☐   ☐ ☐ ☐ ☐ ☐ ☐   E M H   ☐ All   zoom: 24   16   800

Flight Group #1 of 14: [1] X-W Red 2

Ship | Options | Role | Arrival | Departure | FG Goals | Orders | Jump | GGoals

1 waves of: 1   X-Wing   Red 2

Team: Player: Ship #:   G.Group   G.Unit   #
1.Rebel   1   2(1)   0   1

Status 1 Normal   Missile Proton Torpedoes
Status 2 Normal   Counter None
A.I.   Veteran   Beam   None
IFF   Rebel
Color   Red (TIEs - None)   Cargo
Radio   Team 1.Rebel   Default:
Form   Line Abreast   Special:
Spacing   6   View Forms   Spec
                                 Ship#: 1   Random

Group: Red 1   Team: One
Point Value: 308   Team Points: 1232

                Piloted By: Veteran AI
                     Craft: X-Wing (X-W)
        # Craft Per Wave: 2
         Number of Waves: 1
                Warheads: Proton Torpedoes (6)
            Beam Weapon: None
         Countermeasures: None

              Primary FG: No

                    Duty:
          Superiority: Attack Fighters, then Primary FG's.

     Done   Clear FG   Copy

Player 1
Player 2
Player 3
Player 4

Example 2:

Player 1
Player 2
Player 3
Player 4

Acknowledgements