

# How To Set Up Your Computer For A Multiplayer Session

## Introduction (rev 5.1 October 2007)

Flight Simulator's Multiplayer feature can significantly enhance your flight-simulation enjoyment. But for satisfactory performance you **MUST** properly set up your computer and Flight Simulator. If you follow the simple procedures below, you'll encounter little difficulty in flying in Multiplayer sessions. If you ignore these procedures, lockups, dropouts and in general a very unpleasant experience may confront you during the MP session. Please note that you must have completed all type-rating flights to participate in a DC-3 Airways Multiplayer session. You are advised to print this document for quick and easy reference.

In the past, the principal components of a Multiplayer session were the means for voice communication; historically that has been Roger Wilco but this has been replaced by Team Speak and is now the required freeware program for MP sessions.

Flight Simulator has an in-built Multiplayer program and can be used by one computer being setup as Host and other participants join in by entering the ISP address of the Host. When the Host leaves, the MP connections are lost and the session terminates.

Fortunately DC-3 Airways has a member, Tom Stiegler 0811, who has a server computer running 24/7 at his software company in Germany just for the use of our members and he has been providing this facility, at no cost to us, for a number of years and as of September 2007 he in fact installed a new standalone server computer purely for our use. DC-3 Airways Multiplayer participants consider themselves very fortunate to have this facility made available to them by Tom.

This Server Computer which is named DCA FSD MP Server has a special program installed enabling it to function in conjunction with a downloadable freeware program known as FSInn (Flight Simulator Internet network).

You will need to install FSInn to enable connection to the Server and join others in a MP session.

FSInn download and installation instructions are detailed further down this document.

Be aware that flying Multiplayer is "On-line" Flying, and requires full-time access to the Internet for the duration of the session.

## TEAM SPEAK

While one can fly in a Multiplayer event using Text Communication, Voice Communication however greatly enhances the experience.

You will need to download a free program called TeamSpeak to enable you by means of a headset and microphone to speak to other players.

This means of communication is used in all MP sessions.

The majority of participants these days use a USB headset with attached noise canceling microphone. These units have their own sound system built into a small inline unit giving the benefit of two sound systems, your onboard system and this inline unit enabling you to have engine sound from your normal speakers with communications through your headset/mic/

The following software programs should be installed on your computer to participate in Multiplayer sessions:

1. Flight Simulator 2004
2. DirectX v9.0C  
From <http://www.microsoft.com/windows/directx/> if you don't have it.
3. TeamSpeak for communication.  
From <http://www.teamspeak.org> download from the top right corner of opening page TS2 Client (win) 5.59MB .
4. Setting up details for TeamSpeak can be found in the FAQ section of the MP Forum. <http://www.dcascreenshots.net/dcaforum/viewtopic.php?t=5189>

## Connecting into Multiplayer

To join with other participants in Multiplayer sessions your computer requires a freeware program provided by FSFDT (Flight Simulator French Development Team) and is known as **FSInn** (Flight Simulator Interface Network).

FSInn is downloaded from the downloads page of [www.mcd�.com](http://www.mcd�.com)

Click on the “Enter Site” button then click “Downloads” on the top menu bar. You need to download “FSCopilot 1.6” (yellow box) and then “FSInn 1.2” (blue), After downloading these two programs scroll to the bottom of the Downloads page and download the Instruction manuals.

## **Installation of FSInn**

**It is essential to Install FSCopilot first followed by FSInn.**

Read the setup procedure for FSInn in the Instruction manual you have downloaded.

The installation will provide a new Flight Sim top menu button named “COPilot”, seen when you boot up FS9.

To run FSInn you need to click this button and on the dropdown menu click “Control Panel” You will need to be connected Online.

If your Windows XP Firewall requests an OK for FSInn programs to be able to access the Internet then allow this.

Computers operating in a MP session need to exchange information as to the position and model of aircraft plus Control Surface movement.

If there is any restriction of this information exchange then queer and unexpected things can happen.

Routers are sometimes a problem and generally are required to have Port Forwarding enabled to the computer running Flight Sim otherwise the inbuilt Firewall of the router will restrict information going out to other players and the real as it gets that Multiplayer is capable of will not be fully achieved.

Request assistance in the MP Forum if having a problem and someone will generally be able to assist.

**Please be advised that the firewall program ZONE ALARM must not be on your computer if you wish to participate in DC-3 Airways MP sessions.**

Even if there and switched off it will still cause disconnects of other MP participants due to it’s slowing down of information exchange between computers.

Windows XP Firewall does not do this and is highly recommended to be used on any computer used for Multiplayer.

## Setting Up FSInn To Enable Access To Our DCA Server

Please read the document by member Tom Stiegler who provides our MP DCA server on the setting up of FSInn to enable it to connect to this DCA server.

<http://www.dcascreenshots.net/dcaforum/viewtopic.php?t=4353>

You will need to be logged into the Forum to see and download this document by Tom.

This document is available in the **FSInn** section of our MP Forum.

You are almost there. If at any point you require assistance or a check to see if all is ok when connecting into MP seek the assistance of

**VP MP Coordinator Glen Broome** [glenishome@btopenworld.com](mailto:glenishome@btopenworld.com) or

**MP Moderator David Wood** [soniwood@msn.com](mailto:soniwood@msn.com)

They will be only too happy to help any newcomer to Multiplayer.

## The MP Aircraft

Many MP participants use the MAAM DC-3 but unfortunately if you also use the MAAM or have it in your Aircraft library then you will suffer a severe hit on your Frame Rate. To overcome this there is a document describing how to install two AI DC-3's with DC-3 Airways liveries which when installed and the directions followed how to make FSInn cause them to look like that is what the other participants are flying then Frame Rates are hardly effected.

<http://www.dcascreenshots.net/dcaforum/viewtopic.php?t=6165>

There are remodelled default DC-3's with Airways liveries complete with IFR panels designed by our President Norm Hancock.

These remodelled DC3's handle very similar to the MAAM and far better than the standard original FS9 default.

They are available from on our Home website front page at the top left.

You should have enough information to bring you to the point of being able to connect into a Multiplayer session and communicate with other pilots.

An important point to bring to your notice before you connect to the server to join a MP session..

**Do not leave your a/c on the runway** for the simple reason that another player may be

on short final to that runway and would cause that player to go around if your aircraft suddenly appeared visual to him on the threshold when you connected into Multiplayer.

**Important Note:** in Flight Sim you must check the **Ignore Crash** box in **Aircraft\Realism**. If you haven't done that and your a/c touches another a/c in MP crazy things happen.

## **FSX**

As of this date FSX is not being considered for use with Multiplayer because of the following reasons.

1. Many members have not got this Flight Sim version available on their computer.
2. The version of FSInn for FSX is in Beta form and has limitations in that the following problems have not as yet been overcome.

Peer to Peer does not work causing the following problems:-

Control surface movements are not displayed to others.

Aircraft engines run continuously seen and heard by others even when the pilot using FSX has turned them off.

Full flaps are seen to be down all of the time by the other pilots even when the FSX pilot has retracted them.

FSInn weather is not available to FSX pilots causing a problem in that FS9 pilots have different wind than FSX pilots who are using other weather sources such as FSX real weather, requiring landings on different runways due to different wind direction and speed.

Clouds and visibility are different between FSX and FS9 pilots.

**Because of these factors it is preferable if pilots do not use FSX at this point of time while flying in MP sessions until these problems are overcome by FSFDT.**

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