Subject: Re: Playing on LAN
Posted by Kanezor on Sun, 02 Oct 2005 20:33:02 GMT
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Terminator 101 wrote on Sat, 01 October 2005 22:16O.K Against Kanezors recommendations, I started the network setup wizard(on win XP), created network setup disk using USB jump drive(I finally figured out that I do not need a floppy disc), inserted it into the windows 98 computer, and attempted to install it. Unfortunately, after I restarted the computer, it sayd: "Error loading C:\Windows\system\hnetwz.dll Initialization failed."(I am not sure if that is the exact name of the file) So I am back where I was.Hate to say it, but... I told you so!
Terminator 101 wrote on Sat, 01 October 2005 22:16cmatt42 what do you mean by switch? what does it look like, and what is it for?
Question: How can a computer have IP address if it is not connected to the Internet?
Conclusion so far: The network setup disk suggestion is out(unless there is a way to fix the error message). I don't want to buy a hub just to connect 2 computers, but If I wanted to connect more than 2, I would probably need it. About the switches, I don't know yet.
I'm not a pro, so don't quote me on it, but from what I gather:
Hub: generic multi-machine connection device, which does near-zero (if not zero) checking of the data. Simply transmits what it receives from one machine to ALL machines
Switch: Acts like a hub in that it is a multi-machine connection device, however; it can (and usually does) verify the integrity of the data between machines, and transmits data only to the destination (instead of transmitting to ALL).
Router: Like a switch, but takes the data check another step further by implementing firewalls and network address translations

For the best (and most correct) descriptions, I'd search google.

Now, to your question about IP addresses... IP addresses can be assigned by your ISP (and, only that IP address can be used to connect to the internet, or in more laymen's terms, the world wide web). However, you can set up an intranet, which is basically the internet in your own home... but on a much (MUCH) smaller scale: instead of having millions upon millions of computers, you just have two or three. Your two or three computers will still need to have their own "street address" to be able to talk to each other, which is what an IP address is.

Edit:
And I'm still confident that you need a different (valid) CD key for each instance of C&C Renegade in order to play.

Edit2:
By "wee bit of cat5", he's meaning a short length of ethernet wire (which is usually cat5 ... or, Category 5). There are various categories of wires. The categories are based on how efficient they are at transmitting data without loss. Phone wire is usually category 3 (medium levels on loss), ethernet is usually cat 5 (high quality -- low levels of loss). For faster speeds of ethernet (for example, 1 Gbit ethernet), you need cat 6 (which is very high quality and very low levels of data loss) in order to be able to sustain your maximum speeds.

Edit3:
cmatt42 wrote on Sun, 02 October 2005 01:26You can't just stick each end of an Ethernet cable into two different computers. You need a crossover cable to do that. You could found out how to change the cable, but you could mess that up easily. I would suggest getting a cheap switch or something.
Most network interfaces now-a-days are MDI/MDIX, which means that they auto-detect whether a crossover cable is necessary or not, and then automatically doing the crossover if the wrong type was used. But, you are correct: the proper cable directly connecting two machines is a crossover cable. The fact that his desktop could see the game on the laptop indicates that one (or both) of his ports is MDI/MDIX or that he is already using a crossover cable.
