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Diablo IPX Multiplayer

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1. Playing Diablo using an IPX network

We recommend that you print this document for easy reference.

The IPX multiplayer feature requires an IPX-compatible network (Peer to Peer or Client/Server) and allows for up to four players to play Diablo at once. In addition you are able to join or leave a game in progress at any time. If you are unsure as to whether or not you are connected to an IPX-compatible network, we recommend you contact your network administrator for assistance. However, technophiles will want to check the troubleshooting section for more information.

2. Setting up an IPX game

As stated above you need a network using the IPX protocol in order to use the Local Area Network feature. If your network supports this protocol, creating a game is easy:

On the system creating the game ("Host Player"):

- Start Diablo
- Select "Multi Player"
- Create/Select your hero, note the name of the character you chose
- Select "Local Area Network"
- Select "Create Game"
 - Select a difficulty level

On the systems that will join the game:

- Start Diablo

- Select "Multi Player"
- Create/Select your hero
- Select "Local Area Network"
- Select the game with the host player's name

Once the game has been created, the systems involved can leave and join the game at any time as long as at least one player remains in the game. Remember, Diablo supports a maximum of four players per game.

3. Troubleshooting

I can't create a game using the Local Area Network (IPX) option.

If you don't currently have the IPX protocol installed under Windows, you will need to install it. We recommend contacting your system administrator. The steps to install it manually are:

- Put your Windows 95™ or Windows 95 companion CD into your CD-ROM drive
- Click on the Start button
- Select Settings
- Select Control Panel
- Double-click on the Network icon
- Click Add
- Select Protocol
- Click Add
- Select Microsoft from the list
- Select IPX/SPX-compatible Protocol
- Click OK

The system should now find the CD in the drive and copy some files onto your system. When it is done, you will be prompted to restart your system. Once your system has restarted, you will have IPX/SPX installed and operating on your system.

I have created a game, but no one else can see it or join it.

If your network uses Ethernet, you should verify that all computers are using the same frame type. To set the frame type:

- Click on the Start button
- Select Settings
- Select Control Panel
- Double-click on the Network icon
- Find and select the section of your networking list that mentions IPX
- Click Properties
- Click Advanced
- Select Frame Type and change it from Auto to 802.3

It is also possible that IPX is either not configured correctly on all of the systems trying to play, or that IPX is configured for use on a different network device such as a Dial Up

Adapter. If you have a network administrator, you will want to contact him/her about properly configuring IPX. You can check to see if IPX is set up for your network card by doing the following:

- Click on the Start button
- Select Settings
- Select Control Panel
- Double-click on the Network icon
- Find and select the section of your networking list that mentions IPX
 - One of the IPX entries should mention your network card (or NIC). For example, it could say "IPX/SPX-compatible Protocol → NE2000 compatible"

We start playing the game and after a little while we get an hourglass icon and a waiting for players message

For one reason or another some of the systems have stopped communicating with each other. Usually if you wait a moment, the game will continue; however, if it does not, there is probably a more serious problem. Try disabling music on all of the systems. This usually frees up CPU time and resources and allows the game to devote more of its time to networking. Also, make sure that you have closed as many programs running in the background as possible. If those steps do not work, check that your network hardware is working correctly and that everything is configured properly.

The game is really slow and choppy

While this is rare, performance degradation is usually related to low memory conditions. Try disabling music on all systems and make sure that you have closed all other programs prior to running Diablo. If this does not help, try disabling sound. If none of these solutions fix the problem, it is possible that you have some sort of hardware conflict either in your network or in one or more of the systems playing.