

RandR

Sailors

Sail Simulator Hosting

Version 0.508

Manual

© Theeuwes de Jong Last up-date march 20 th 2011

Life Testing with Team Europe

http://teameurope.fixodernix.de/index.php?option=com_content&view=article&id=48&Itemid=83

RandR at the Virtual Sailing Organization portal

<http://vivarace.de/randr/>

Sail Simulator Hosting

The Sail Simulator Host list as part of the Sailors module in the Ranking and Rating System is a list of internet domain names and IP addresses of individual skippers that agree to advertise their locally hosted game sessions.

Simply said you look at the list for a on-line session and then can join that session by entering the server address and possibly check the port number (usually the default of 5001 is used) in the Sail Simulator Main Menu.

NB you have to be a registered RandR user.



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your status

admiral is publicizing a Sail Simulator Server (check your profile):

Status of host: admirals.game-host.org port: 5001

admirals.game-host.org 5001 **ONLINE**

Sail Simulator Hosts

Server	Port	Polled	Status	Remark
admirals.game-host.org	5001	2011-03-20 13:08:04	ONLINE	sessionmaster admiral

(updates available in 360 second intervals, requires refresh)

refresh

Hosting

Your browser submits your public IP to this module. Which then checks if a sail simulator server can be reached at that IP on the default port 5001.

You will need to forward (NAT) all UDP (protocol) traffic on port 5001 to the computer running sail simulator.

You must have a session open on your server.. open a multiplayer local game, use your regular username and set port to 5001, then create a session.

You should now see your server online. (click refresh).

- Advantage: geografically nearby located server naturally see less network latencies
- Advantage: private server use the UDP protocol which reduces latencies big time while less overhead is involved.
- Advantage: dependant on connection and system capabilities fleets of more then 16 are possible

How to Join a Session

In the Main Menu go to **Multiplayer**.



In Multitplayer go to **Local Game**.



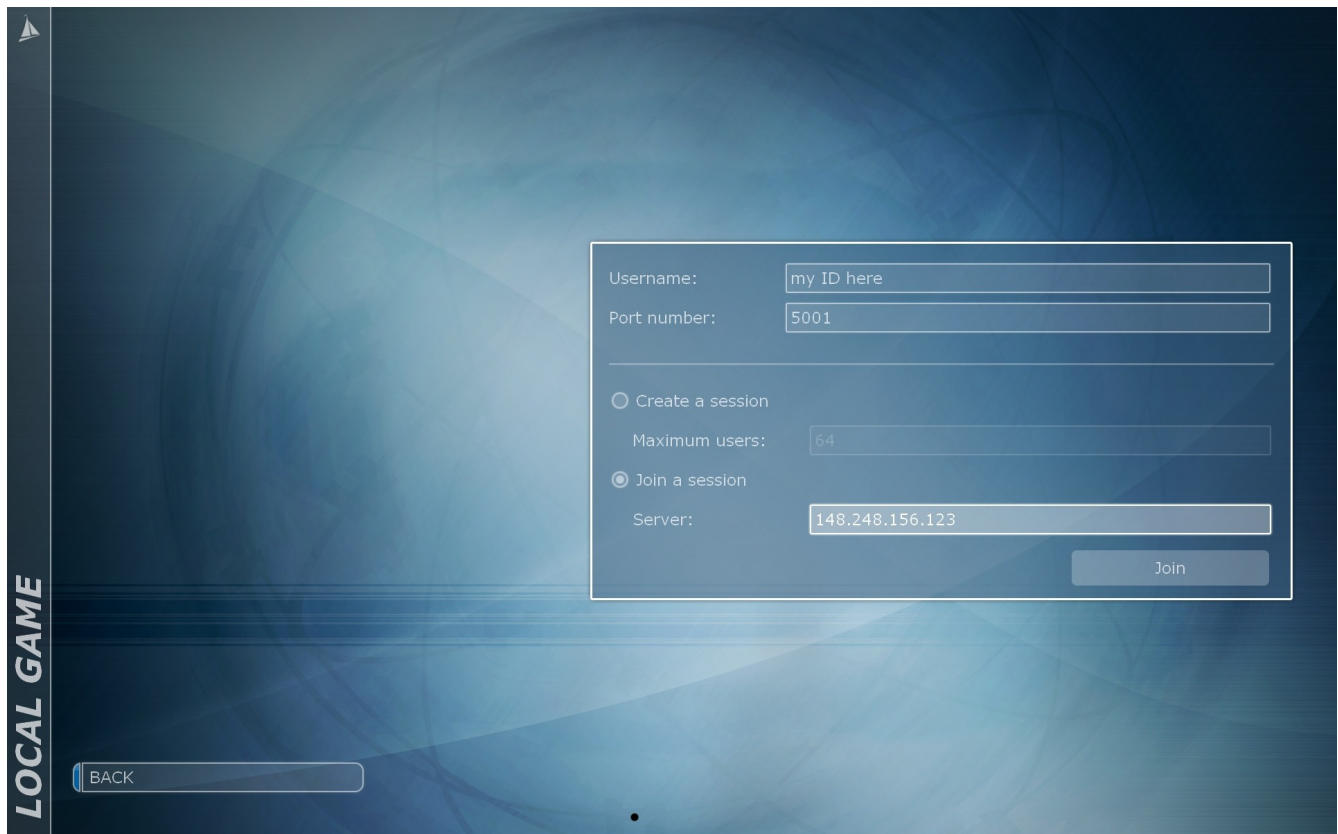
In Local Game :

Enter your User name: Your name, an alias or your dogs name..

Enter the Port number: The **port number as shown in the list**.

Check the check box **Join a session**.

Enter the **server IP** (eg 111.222.333.444) or **server domain** (eg. mydomain.dyndns.org) name **as shown in the list**. If you cut and past make sure to delete any spaces after the IP or domain.



The screenshot shows the 'LOCAL GAME' interface. On the left, there is a vertical bar with the text 'LOCAL GAME' and a 'BACK' button. The main area is a dark blue background with a white dialog box in the center. The dialog box contains the following fields and options:

- Username: my ID here
- Port number: 5001
- Create a session
- Maximum users: 64
- Join a session
- Server: 148.248.156.123
- Join button

Then click Join to enter the session.

If joining a race is all you are after. You should be able to race anywhere anytime you can find a server.

If you want to set up your own server and offer on-line sessions, you will have to get familiar with some rather technical stuff. Before reading on you might want to go looking for your internet router/modems manual. If your computer has a modem build in, all you'll have to do is open up the sail simulator port in your firewall. For the time you want to put a session on-line.

How to set up a Session

Port Forwarding (NAT network address translation)

You need to do this step only once, and thousands have done so before you. If unsure, ask some friendly players.

Your game needs to be accessible from the internet on at least one port. (default is 5001)

You should forward all **UDP** traffic on that port (5001) to the computer running Sail Simulator. Check your router/firewall manual (READ IT!), and search the WWW. The Virtual Sailing Organization has ample howto's available. <http://vivarace.de/forum/>

Starting a session

In the Main Menu go to Multiplayer.

In Multiplayer go to **Local Game**.

In Local Game:

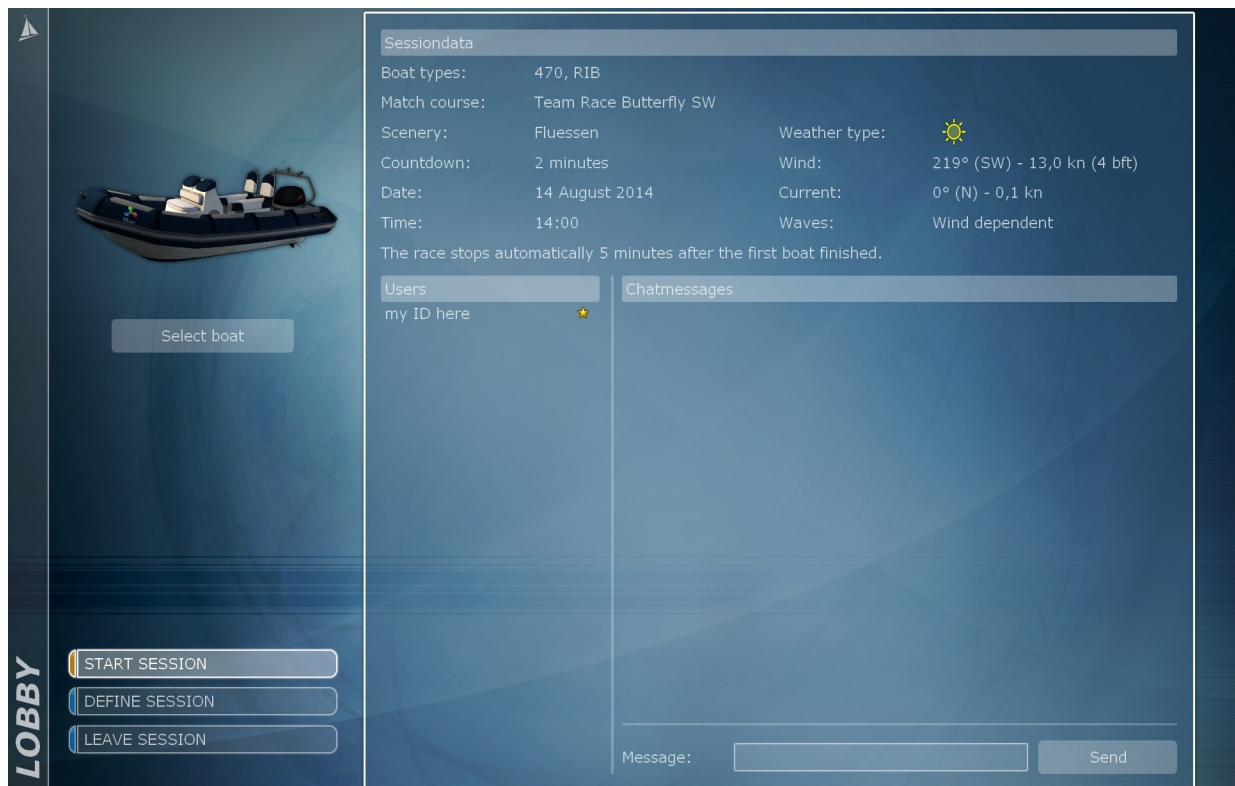
Enter your User name: Your name, an alias or your dog's name..

Enter the Port number: The **port number as shown in the list**.

Check the check box **Create a session**.

Maximum users: **64**

(I doubt you'll ever find 63 skippers that want to join your session but that is as high as it goes.. if you experience problems you can of course set it to eg. 8..)



Publish Session by telling your friends

Apart from publishing your session on our host list, you can just use any feasible mean to communicate your public (Wide Area Network) IP to your friends. <http://mywanip.com> will show you on what IP your session can be found.

WARNING: usually providers perform a forced disconnect every 24 hours, after which you may have a different IP.

Publish Session on the Hostlist.

When the session is up you can visit the Sail Simulator Host list in the Sailors module of the Ranking and Rating System RandR.

<http://vivarace.de/randr>

You can find the RandR also through links to the RandR at various virtual sailing websites. Your user name and password are the same across all websites.

Inportrace.de

vivarace.de

Team Europe

You may have to register to log in.

Click "Sailors" (the big blue button) to enter the Sailors menu.



Click Edit Profile.



admiral sailor

Team Race Cups

Edit Profile

Sail Simulator Hosts



admiral profile

FIRST NAME*	<input type="text" value="Theeuwes"/>
LAST NAME*	<input type="text" value="de Jong"/>
COUNTRY	<input type="text" value="Netherlands"/>
E-MAIL	<input type="text" value="theo@admirals.de"/>
E-MAIL ALTERNATIVE	<input type="text"/>
ISP (name)	<input type="text"/>
BANDWIDTH (bit/s up, bit/s down)	<input type="text" value="16.000/2000"/>

Hosts

can host races

Committee

manage events

Sail Simulator

publicise server

Set a domain (leave empty to use IP)

Sail Simulator host domain

Set the port number you use (default 5001)

Sail Simulator host port

Access

Change your password. (leave empty to keep old password)

new password

repeat new password

Changes take effect next time you login



To publish your Sail Simulator Sessions you have to set:

Sail Simulator publicise server: TRUE

If you have a domain name fill in the Domain Name. If you leave this empty you public IP will be used in stead.

Sail Simulator host domain : yoursubdomainat.dyndns.org

The used port is set to the default of 5001, if you use a different port you have to set it here. Do not forget to verify you port forwarding settings when you change the port number.

Sail Simulator host port: 5001.

Click the Submit button to change your profile.

Having changed you profile, you now can go to the **Sail Simulator Host list**.

Either hit the Back button in your browser, or click "Sailors" again.

Then click the **Sail Simulator Host list**.

your status

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admirals.game-host.org 5001 **ONLINE**

Sail Simulator Hosts

Server	Port	Polled	Status	Remark
admirals.game-host.org	5001	2011-03-20 14:11:58	ONLINE	sessionmaster admiral

(updates available in 360 second intervals, requires refresh)

refresh

How does this work

First its verified that you agreed to publicize your sessions to registered users. Then it takes the IP your browser submits, and checks if a sail simulator server can be reached at that IP on the port you said you would be using (left empty = the default of 5001).

The server pertains to be a client that wants to connect. If a Sail Simulator server is listening it will send a response.

The game will not be found if you use a browser on a different local network. It is presumed the browser is using the same internet connection as the game is using.

If it does find the server (IP) and the port as online, it updates the server IP and or port and or domain name overwriting a previous now off-line instance in the host list.

If it does not find the server it will list the server as offline overwriting the previous on-line instance in the host list.

The list will be updated when its requested but only if the list has not been updated for at least 360 seconds. (It's unknown what is a workable interval so this interval may change over time)

Why do it in the first place

In our experience boats do not hang, sit still of even block your way while the server is waiting for data, when hosting races our selves. Boats do not jump. Skippers that normally see a problematic connection, see more stability. The central internet session server uses the UDP protocol. UDP is the fire and forget protocol, there is no verification that data actually arrives.

Presumably if a return data package does not come, boat(s) are halted and connection dropped after a little more then 5 seconds. A private server has a view pros and cons:

- Advantage: geographically nearby located server naturally see less network latencies
- Advantage: dependent on connection and system capabilities fleets of more then 16 are possible
- Disadvantage: UDP protocol needs stable reliable connections.

Risks

- Risk: running any service involves risk, malformed packets can be send to your computer, hackers may be able to take control.
- Risk: there is no in game possibility to remove or prevent unwanted guests.

Disclaimer: You are using this service voluntarily. You understand that all liability as far as law allows remains with the user. You use this server at your own risk. There is no guarantee that it will work.