

howto/en/playonline

From Wormux

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Playing online - basics

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Basic rules

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There are two very basic things you have to know if you want to play Wormux online:

- What version of the game are you running - it's written in main game menu (at the bottom)
- What is the latest version of the game - to check it, go to [Wormux downloads page](#)

Remember, you can only join servers that are running same game version as you do. **Always use the latest Wormux version.**

If you are connecting to internet through a proxy, (at university for instance,) you will not be able to play Wormux on the internet.

Two ways to play online

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You can play online by:

- Joining the game
- Starting a server

How do I join a game?

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Choosing Network Game option from the main menu

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First, find someone with whom to play ;) If you don't have a friend with whom to play, a good way to find opponents is to join the wormux IRC channel. Open your IRC client and enter #wormux room on irc.freenode.net IRC server. You can ask if anyone can start a server to play with you. After you find a friend to play together, run the game and select "Network Game" from the main game menu ([Picture 1](#)).

Picture 1: Network Game option in the Main menu



Alternatively, you could just try your luck by running the game and selecting "Network Game" without arranging an opponent first. Someone might be running a server without announcing it on the IRC.

Server list window

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Now you will see server list window ([Picture 2](#)). Look at the marks on this picture, they show the most important parts of the screen there:

Picture 2: Server list window

- 1. Servers list - When your friend starts a server and chooses it to be visible on the internet you will see it on this list
- 2. Password field - If the server you want to join is protected with password, here you should type it before trying to connect (Remember! Password protected servers are marked with a padlock icon placed on the left from it's ip address)
- 3. Manual connection - If your friend decides not to make the server visible for everyone, here you will type it's details before connecting
- 4. "Host a game" tab - Click here to start a server (described in the [next chapter](#))
- 5. Click on the green button to connect or on the red one to go back to Main menu



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New online game window - client mode

Picture 3: New online game window - client mode



This window looks pretty much the same as the offline play menu. As marked on the [Picture 3](#) you'll see:

- 1. Local teams - shows all teams that will play the game. Use button placed in top-left corner to add or remove your teams
- 2. Current map - shows map currently selected for the game. Only server administrator can change map. You can discuss map choice with other players using chat window on the bottom of the screen
- 3. Chat - here you can talk with other players
- 4. Client options - currently only one option is available: "Play several times". If it's turned on, after the first game ends you will return to this window, connected to the same server. Of course, if the server you played on is still running.
- 5. Before you can start a game you must tell the server that you're ready. To do it press the green button, to exit this window - the red one.
Don't worry, even if ready, you can chat before the game start.

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How do I start a server?

Before starting a server

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Your computer must be reachable from the internet. That means that either you are directly connected to the internet, either you have to configure port forwarding on your router/box.

By default, Wormux uses TCP port 3826 (UDP is not used) for hosting a game. This port must accept ingoing connections, so check your firewall/NAT. TCP port 9997 is used to connect (outgoing connection) to the server that indexes game servers.

Starting a server via built-in game interface

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To start a server simple way, that is, using built-in game interface select "Network Game" from the main game menu(as shown on [Picture 1](#)). Next you need to select "Host a game" tab from server list window(marked with number 4 on [Picture 2](#)).

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"Host a game" tab

On "Host a game" tab ([Picture 4](#)) you'll see the following elements:

Picture 4: "Host a game" tab

- 1. Editable server settings:
 - 1.1. Port - you can change it but I suggest you to leave it unchanged as TCP port 3826 is registred for Wormux by [IANA](#).
 - 1.2. Game name - server's description that users will see while on server list window.



Picture 5: New online game window - admin mode



- 1.3. Password - if you want your server to be protected with password write the desired one here.
- 1.4. "Server available on the internet" option - if it's turned on, people around the world will see your server running. Otherwise, they won't.
- 2. To proceed with starting a server press the green button, to cancel - use the red one.

New online game window - admin mode

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If you clicked on the green button you see new online game window - admin mode. It's contents are described below, but as it looks pretty much the same as the new online game window - client mode ([Picture 3](#)) Only the differing parts are described:

- 1. Current map - shows map currently selected for the game. Contrary to seeing this window in the client mode ([Picture 3](#)), in admin mode you can select the map that'll be used in the game. To do it, use left and right arrows placed on edges.
- 2. Server mode options:
 - Max number of players - As server admin you can adjust max number of players for the game.
 - "Play several times" option - If turned on, after the first game ends server will continue to operate. If turned off, after the first game ends, server will get closed.
- 3. Green and red buttons - right now, after reading this how-to you probably know their functions, aren't you?

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Starting a headless server

Will be updated after 0.8.4 version is released, because since then you will be able to start headless servers.

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