



[Contents](#)

[Preamble](#)

[Installing the Mod](#)

Setting up for LAN play :

[Setting up Server](#)

Making server visible to others:

[Manually by editing minigolf.cfg](#) (recommended)

[Manually in-game.](#)

[Troubleshooting](#)

This tutorial is for the freeware game [Minigolf Maniacs](#), to enable players to play via their local network (LAN). It is recommended that you read the entire document at least once.

Tip: To quickly play a single player game with the last settings chosen just click the purple spinning golf ball on the top left hand corner of the main game screen.

Preamble:

Before we can continue you should download 3 files from the Internet, you will need all 3 files if you wish to use play via the local network.

They are:

1. [Minigolf Maniacs Main game](#) (137MB): This is the actual game.
2. [Minigolf Maniacs Mod version 1.0.8](#) (14MB): This mod will complete the game and allow for online play as well as add more features like playable characters. You must get the latest version which is ver 1.0.8.
3. [Minigolf Maniacs Mod Server](#) (61KB) This is the program is needed for multiplayer feature to work.

Note: If you only wish to play single player mode or multiplayer on the same computer then only files 1 and 2 are needed. The second file (the Mod) will add more features for the game including more playable characters amongst others.

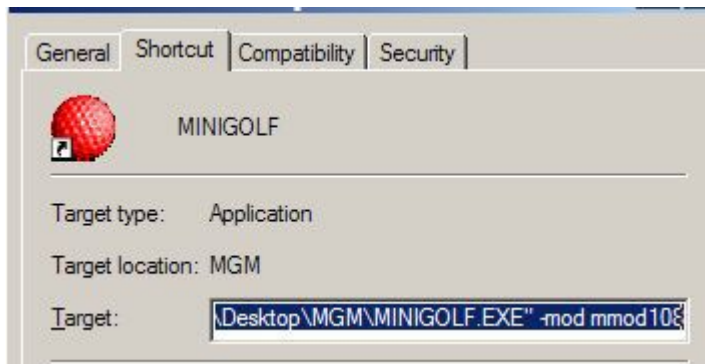
Installing the mod: ([Source](#))

After downloading the required files you have to install the Minigolf Maniacs Mod (2nd downloaded file). This is because the main game was never finished but luckily some talented people managed to finish the rest of the game in the form of a mod so that the game is fully playable. Failure to install the mod will prevent LAN based play.

1. Extract all the files of the main game and the minigolf mod into their own folders. You can also extract the server mod into its own folder as well.
2. Move the minigolf mod folder into the main game folder.
3. Now in the main game folder is the game executable called *Minigolf.exe*, create a shortcut to this file and keep the shortcut in an easy to find location like the desktop.
4. To install the mod you need to modify the shortcut already created. Right click the shortcut and select properties. A dialog box will pop up.
5. On the shortcut tab, in the *Target textbox* you need to add:
-mod modfoldername

Where modfoldername is the name of the folder the mod is stored in.

Then press OK to save changes.



In the picture above the mod folder name is mmod108. (Windows XP)

6. Now double click the newly modified shortcut to see if the mod is successfully installed. To verify that the mod is correctly installed you need to see the bottom right hand corner of the main game screen for the phrase:

Minigolf Maniacs Mod version 1.0.8



If you don't see this make sure you have correctly modified the shortcut. You have to add a space between the *-mod* and the name of the mod folder, plus you should have moved the mod folder into the main game folder. Also the path to the executable should be in quotes eg "c:\mgm\minigolf.exe"

End of Installing mod section.

Setting up LAN Play

Now you are ready to set up Lan/Network play. Follow the steps below.

Setting up the LAN server

Note: You only need to run one server for the whole local network.

1. If you haven't already, extract the contents of the Mod server into a folder of your choice.

2. Inside the folder should be 3 files:

Readme.txt - A text file with all the necessary info to create the LAN server.

Room.cfg - A special text configuration file that needs to be modified for use.

Roomserver.exe - Main LAN server.

3. You can read the readme.txt file now and continue. Though you do not need to. The readme.txt has lots of info that is beyond the scope of this tutorial.

4. You now need to open the room.cfg file in a text viewer like notepad. An easy way to do this is open notepad by opening the readme.txt, then dragging the room.cfg to the notepad window. The contents should now change to reflect the contents of the room.cfg file.

5. Go to the bottom of the room.cfg file and look for the phrase: *[Server]* you will need to change those settings.

The settings under *[Server]* are:

publicIP=

This is the IP address of the server. If you intend to play within the same network you just have to add 127.0.0.1 after the equals sign. If you want to enable Internet play you will have to add the external address of your router.

Internet play is beyond the scope of this tutorial, but isn't too difficult (you will need to find out how to get the external IP of your router and how to port forward your router to the computer running the server).

name=

This is the name of the server, you can use this to identify yourself to others. Just add any name after the equals sign. For now we will use ServerDemoTest

welcome=

Here you can choose a welcome message that other users will see.

Password=

Allows you to create your own private multiplayer games, only those who know the password can play.

Oppassword=

Admin password for the server, you should change this to something suitable after the equals sign. Failure to add a password to this setting may allow others to take over your server.

Tdpassword=

Moderator password for the server you should also change this to something more suitable.

After making the necessary changes save the room.cfg. (ie File>Save) You are now finished with LAN server. But a little more configuration is still necessary.

Making your server visible to others.

Unfortunately even if your newly created server did run, none of the players on your local network would be able to find it. Its unclear why this is so.

There are 2 solutions for this. (*The second option is recommended*)

You only need to choose one.

1. [Manually via configuration file](#): Every user must edit their *minigolf.cfg* to point to the server computer's IP address or the server computer's host name.

2. [Manually during play](#): Every user will have to type the IP address or computer name of the computer running the server before they can join. This will have to be done by everyone who wishes to play via LAN.

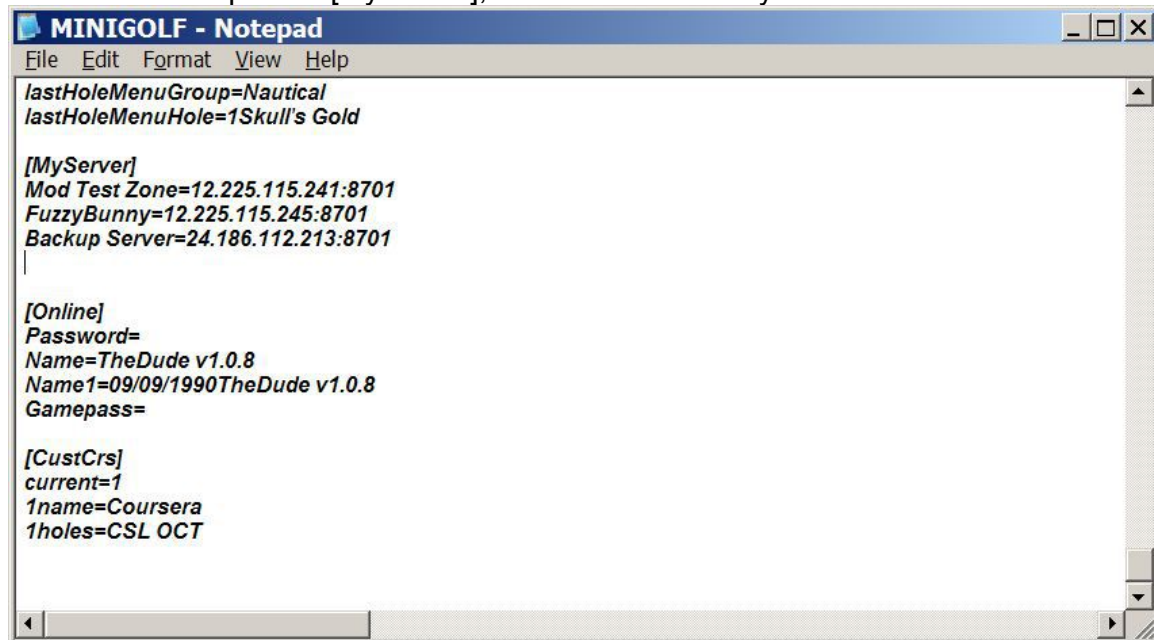
First method-Manually configuring the minigolf.cfg file for every user.
(recommended)

1. Make sure the server is running ie room_server.exe it should look like this:



```
Minigolf Maniacs Mod Server version 1.0.2, build 2004-08-15.1
-----
Visit our web site at: http://minigolfmaniacs.sourceforge.net
Welcome message : "Welcome to FGL Mini Golf Lounge"
Net: Room server "ServerDemoTest" started on public IP address 192.168.1.65, TCP
and UDP ports 8701, with room version 34
Other players should connect to 192.168.1.65:8701
To allow players from the Internet to connect to your server...
You may have to forward TCP and UDP ports 8701 from your router to your private
local IP 192.168.1.65
For a list of parameters, run "room_server -help"
To configure your public IP address, please modify room.cfg
Net: netRoom::SYSMSG_REQUEST_INFO from = 192.168.1.65 : 8700
-
```

2. This is the better of the 2 approaches and requires that every user edit their own copy of *minigolf.cfg* located within the Minigolf maniacs main folder. You should be able to open in a text editor like notepad. After opening go to the bottom of the file and look for the phrase [MyServer], there should already be some entries there.



```
MINIGOLF - Notepad
File Edit Format View Help
lastHoleMenuGroup=Nautical
lastHoleMenuHole=1Skull's Gold

[MyServer]
Mod Test Zone=12.225.115.241:8701
FuzzyBunny=12.225.115.245:8701
Backup Server=24.186.112.213:8701

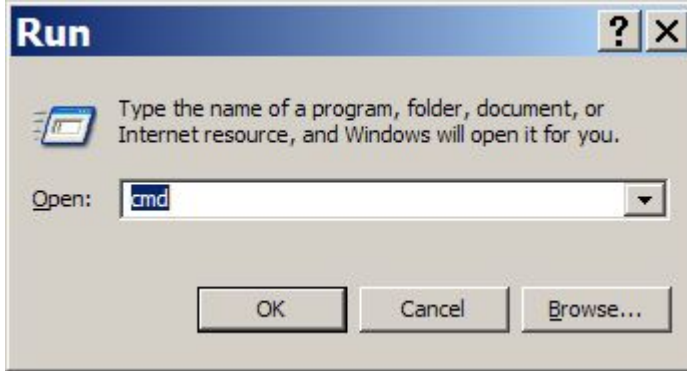
[Online]
Password=
Name=TheDude v1.0.8
Name1=09/09/1990TheDude v1.0.8
Gamepass=

[CustCrs]
current=1
1name=Coursera
1holes=CSL OCT
```

As you can see all you have to do is add the name of the server and its IP address separated by an equals sign. Now we can do that but usually a computer's IP address can change from time to time, so instead we will use the computer's hostname.

To find a computer's hostname or computername:

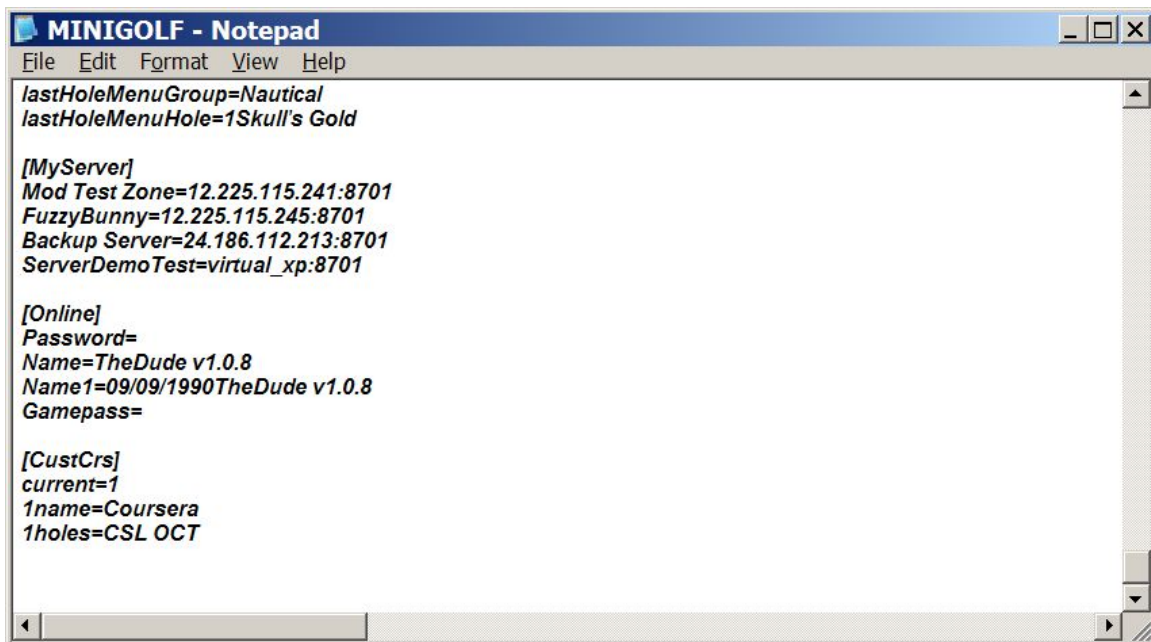
1. Press and hold the windows key and the letter r on your keyboard to get to the run dialog box.
2. Type cmd and press enter.



3. At the command prompt type *hostname* as a single word.



In this case the hostname is *virtual_xp*. Now we add this to the *minigolf.cfg* file:



Save the file as is (ie File>Save) and run the minigolf shortcut, press *Play* then *online game* then click the arrow pointing to the right.



If you don't see the server listed make sure you typed the hostname and port number correctly in the minigolf.cfg file and that your computer's firewall is not blocking connections. Also make sure the server itself is running the sever_room.exe should be running.

If all is ok the just click the arrow on the bottom hand side of the screen to get to the server's lobby.:



You can now play a game or wait for others to join. Note some games require at least 2 players to continue while others only need one. You can also chat in game by just typing what you want to say.

Second method-Manually during play:

1. Make sure the server is running, ie run the room_server.exe. It would look something like this:

```
Minigolf Maniacs Mod Server version 1.0.2, build 2004-08-15.1
-----
Visit our web site at: http://minigolfmaniacs.sourceforge.net
Welcome message : "Welcome to FGL Mini Golf Lounge"
Net: Room server "ServerDemoTest" started on public IP address 192.168.1.65, TCP
and UDP ports 8701, with room version 34
Other players should connect to 192.168.1.65:8701
To allow players from the Internet to connect to your server...
You may have to forward TCP and UDP ports 8701 from your router to your private
local IP 192.168.1.65
For a list of parameters, run "room_server -help"
To configure your public IP address, please modify room.cfg
Net: netRoom::SYSMSG_REQUEST_INFO from = 192.168.1.65 : 8700
-
```

If your firewall asks you if you should allow this program to access the network you must allow this.

2. Run the Minigolf Maniac shortcut (which should be running the mod)
3. Then click *Play* then *online game*. Choose how your avatar looks then click the bottom right hand corner arrow. If your firewall asks you if you should allow this program to access the network you must allow this.
4. The list is probably empty, then click the spinning purple golf ball in the top left hand corner of the screen.



4. A window will pop up. You can now enter the IP address of the computer running the server OR you can enter host name of the computer running the server. Remember to add the correct TCP port which should be 8701 by default.



If the name of your computer running the server is MyPC, you should type MyPC:8701, with a colon separating the hostname and port number. then click enter. You can also use the computer's private IP address eg.



Then the list should be updated.



If not make sure the firewall is not blocking the connections and that you have entered the IP address/Hostname correctly along with correct port number usually 8701.

You can now click the arrow in green pointing to the right and see the lobby where you can create a new game or join others already in a game.



You can now play a game or wait for others to join. Note some games require at least 2 players to continue while others only need one. You can also chat in-game by just typing what you want to say.

Troubleshooting:

- You may have to go through every step just in case you missed anything. Except for the step involving getting users to see the server, you should use the second method as it is better in the long term.
- You may also want to disable your firewall at least temporarily. Just to make sure that is not causing any problem. Also some antivirus or antimalware can prevent network connections from running so you may have to disable them too to see where the problem lies.
- The server program itself can be quite useful. It will show users who have connected to the server as well as those who have left. If users are trying to get to the server and the server does not list any activity then there must be something blocking the connections between the server and the users.
- Make sure all users are using the Minigolf Maniacs in modded form, ie using their own shortcut. Without the mod they cannot play in multiplayer mode.
- Make sure that all users edit their minigolf.cfg to point to the server. Also note that you should only edit minigolf.cfg not minigolf.txt.
- Make sure to read any readme.txt files that accompany the game, they may provide extra details which may solve your problem.
- You may also want to try the [minigolf maniacs website](#) for more info, especially their [FAQ page](#).

The End (or is it?)