

# TMM's FAQ

## Frequently Asked Questions

*The most common questions I receive  
by email are posted here with my answers*

### Dedicated Server Questions (general)

#### What is a Dedicated Server?

A dedicated server for MOHAA is simply one machine that is there to only serve other computers or players of the game. A person would not play the game from the server, everyone (including the host) would access the server from other computers only. [More information here.](#)

#### Can I host a dedicated server and play on the same machine?

Dedicated means that the machine is dedicated as a server and all players would connect from separate machines, either by LAN or from the Internet. If you launch the server as dedicated, and then join from the same machine, it would no longer be considered a "dedicated" server.

Some people have actually done this by installing the game twice on the machine (in two separate directories) and then joined the game. However this really defeats the purpose and will greatly degrade the performance of the game. If you must play on the same machine, host your server from within the game and do not use the dedicated option.

#### Can I setup my own dedicated server from home?

*YES, and you can have a very good server too!*

As long as you have all of the necessary equipment and connections to allow for internet games or LAN games you can have a very good server from your home. [More information here.](#)

#### What do I need to get started and how many players can I have?

If you wish to have a server where others are going to connect through the internet, you have to consider the internet connection (bandwidth) and also then the computer equipment. I receive many emails asking if the PC they have is sufficient to run a server, but much more important is being sure that your internet connection will be able to satisfy what you want as a server (number of players before it starts to lag!) [More information here.](#)

#### How do I set the server config. file to run custom maps?

For custom maps, it works the exact same way as with standard, and you can mix custom and standard maps in your rotation. The rotation for standard maps in deathmatch read like this... dm/mohdm1 dm/mohdm2 dm/mohdm3 etc. Each map name has the prefix of dm/ For custom maps, the key is to know the proper map name to load because using the pk3 file name will not work.

On my maps page, you will notice that I have the title, but there is also another name in brackets. For example, with the map **Africa Back Streets**, you will also see the title of (mp\_africabackstreets). To run this map in the rotation, you put in **dm/mp\_africabackstreets** in the config.

The easiest way to find the proper map name is to try it out from within the game on the server launch screen. Load the map (pk3 file) in your MOHAA Main directory first, and then launch Medal of Honor. Go to multiplayer and screen to start your own server, and on the setup screen, you will see a field at the top for map. There is a button there that if pressed, you see the listing of maps on your machine. Find the custom map you want in the listing and select it. The way the map name is displayed in this setup screen is the exact way it needs to read in your config file. If running death match, place DM/ in front of the name and your set to go.

## Server Launch Errors

*When launching my dedicated server, it says*

**"cannot exec xxxxx.cfg"** (your config file name being xxxxx)

Server Launch has Failed

This is a very common problem for many starting up their first server.

Command Line or File Error

Make sure that the config file name used on the command line for launching is the exact same as the config file name itself. Also make sure that the named config file is in the directory expected. The config file should be in the MOHAA/Main Directory, usually in C:\Program Files\EA Games\MOHAA\main

Config File Editing Error

Another common error is in how the config file was edited and saved. If the Config file is not edited and saved in the proper manner, with the proper encoding, the file will either not execute or fail during execution. See my Config File Editing instruction page.

## Server Console Error Messages

**Box data corrupted for xxxxxxxx**

This is a common message on the console, and will vary for each map played. For some maps you will not see Box data corrupted messages, but for most maps you may get several of these error messages. To date, I have not determined the reason for the error messages, but the games have not been affected. These error messages can be ignored.

**Hitch Warning**

For the dedicated server, there is a looping program that runs for the game which has to execute at a somewhat constant rate for the game to play smooth. This loop program can be interrupted by other programs running on the computer, and there is a code in that looping program that adjusts for small amounts of time lost to those interruptions, and these interruptions are hitches. Long hitches can cause a glitch in game play but smaller hitches are normal. If you take the game console and drag it around on your desktop, you will even get hitch warnings with smaller numbers, this is not a problem.

The hitch warnings can be ignored as long as they are small amounts of time. I have seen hitch warnings from a few hundred to 2000 without a problem. Most are smaller however.. Much larger hitches will affect players, possibly to the point of temporary disconnection. If you have a machine for the dedicated server, it is recommended you not run any other applications at the same time... the game is most important anyway :)

## Connection Problems

### **Why do I time-out each time I try to access a server?**

This is a rather complicated subject, with a variety of reasons. Some of the more common are on my Time-Out page, but it may not address all of the possibilities.

## **Other questions**

### **What is a Static IP Address and how do I get one?**

For a specific machine within your network, the process is easy. For static WAN address (internet IP), it depends on services provided by your Internet Service Provider. Read the guide on this site about Static IP Addresses and how to set them. [Click Here](#)

### **What is the difference between a LAN game and an Internet game?**

No difference specifically within the game. The difference is in how the machine serving the game is connected to others. A LAN game (local area network, or private network) only requires that machines be locally connected. The easiest way to connect is with a router. For the internet game, it requires that you open the proper ports / firewall setting to enable others to see your server. For more detail in the differences of LAN vs Internet, see my forum posting [HERE](#). Otherwise, see the guide on routers.