The Mysteries of MPLAYER.INI, Chat Macros, MetaServers and KnownServers Revealed

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> "…gave me a lot to think about…" – RAC_Dodger
> "...what do you have to do to top this guy..." - RAC_Cloudnine
> "I would like to Salute you for your honorable actions…" - GA_Jester
> "…manias and multiple personalities…" - BA_Fruitbat
> "I'd definitely recommend a visit to Pepe`s Skunkworks. You can learn more in an hour there than a month on the public servers…. Don`t take your wallet…" – RAC_Cloudnine
> "…the secret is not to shoot at the stripe…." – RAC_Horrido
> ",,,a foetid, malodorous, reeking, fuming, redolent, stench-ridden, annoying, bothersome, chafing, irksome, tormenting and vexing no-talent polecat." – BA_Fruitbat
> "…one of the best RB players…" - RAF_Blackadder
> "…a top-notch guy." – BA_Grasshopper
> "…'WAY too much class...but he has ALWAYS been a stinker!" – LE_Heureux
> "…one of the first three community pilots awarded the Order of the Golden Badger" – BA_Irish
> "I follow all his directions perfectly which promptly results in my crashing next to him." – BA_Chevelle
> "Behind his benign, helpful, selfless public image, there lurks a twisted sadist with his own malodorous dungeon." - RAC_Cloudnine
> "…this is exactly why I did join a German squad." - J99 Firefly
> "…you…need an extended leave / holiday at a mental health facility." – JGS4_Thor
> "…congratulations on writing a true masterpiece." - JGS4_Purolator
> "I no longer think I am the strangest person flying RB!" - RAF_Rebec
> "Deine Geschichte ist großartig, darüber habe ich gelacht." - J99_Grief
> "Yet another reason I love this sim. S! and LOL. Jolly well done!" - AK_BAR
> "LePeu! Get your toothbrush and the toilet bowl cleaner…" RAF_Rambler CO
> "Where's my toothbrush?" - RAF_Spuds XO

What the heck is MPLAYER.INI and why do I care?

MPLAYER.INI is a file that Red Baron uses to set up some game parameters when you launch the online multiplayer version of the game. It specifies where the program will search for online games and allows you to set up some time-saving QuickChat macro messages, such as Salutes. By editing MPLAYER.INI you can make Red Baron MMP start more quickly or find games that may be invisible to the general public.

So how do I change my MPLAYER.INI?

MPLAYER.INI may be edited with a text editor program like Notepad, Wordpad or MS Word. Simply launch your text edit program from the Start menu and then use the Open command to locate MPLAYER.INI. Look in the C:\Program Files\Sierra\RedBaron3D directory first.

If you are unable to locate your MPLAYER.INI then start Windows Explorer and go to Tools: Find: Files or Folders and type in MPLAYER.INI then press the Find Now button. Write down the path where the file is stored and then open MPLAYER.INI from your text editor.

Here is what a typical MPLAYER.INI file looks like

```
; This file contains the names and/or IP addresses of known game
; servers.  Any additions to this list will be checked for inclusion
; in the list of available servers.  Note that each entry should be
; of the form 'Server=ip_address'.

[KnownServers]
Server=UDP:256.256.256.256:47800 ; Tournament Server

[MetaServers]
Server=TCP:rb2.west.won.net:6001
Server=TCP:rb2.east.won.net:6001
//Server=UDP:dyn-meta.dynamix.com:47801

[QuickChat]
 Insert=Waves striped tail in Salute!
 Delete=Cartoon skunks get no respect...
 Home=Bravely run away!
 End=Salute! Anyone else smell burning skunk? =:p
 PageUp="That smell"=>(E)-2-butene-1-thiol, 3-methyl-1-butanethiol & 2-
quinolinemethanethiol
 PageDown=PEW-TRON bomb courtesy RAF - http://raf209.cjb.net

;Use the following entry if you are playing behind a firewall, and you
;need to specify a particular port number to access the internet.  In
;most cases you should leave this blank...
[Winsock]
Port=
```

Once you have opened MPLAYER.INI you can change the text as you would any document. Be sure not to delete any spaces in the file or you may have problems later. Before you modify the file, I recommend you SAVE AS "MPLAYER.ORIGINAL" or something similar so you can always have a clean copy to fall back upon.

Once you finish editing your file remember to save it as MPLAYER.INI so your changes will take effect.

[QuickChat] Chat Macros

Ever wondered how some players can fire off a long winded salute almost instantaneously? No soon do you flame some hapless aviator than you see a message like "Salute! Anyone else smell burning skunk? =:p" fired back at you. The answer is that they are using Red Baron's built in QuickChat macros. These are six customizable messages that you can easily program into the game to make life easier for hunt-and-peck typists.

To edit the macro messages, open your MPLAYER.INI and scroll to the section titled [QuickChat]. Mine looks like this:

```
[QuickChat]
 Insert=Waves striped tail in Salute!
 Delete=Cartoon skunks get no respect...
 Home=Bravely run away!
 End=Salute! Anyone else smell burning skunk? =:p
 PageUp="That smell"=>(E)-2-butene-1-thiol, 3-methyl-1-butanethiol & 2-
quinolinemethanethiol
 PageDown=PEW-TRON bomb courtesy RAF - http://raf209.cjb.net
```

The macro keys are Insert, Delete, Home, End, PageUp and PageDown. You may type any message you wish after the = sign.

Here are some sample messages that might be useful to you:

> "Salute! from me"
> "Oops! Sorry for the collision!"
> "Enemy contact at location to follow"
> "This target destroyed by me"
> "I know you are but what am I?"

Once you have edited and saved your MPLAYER.INI macro messages, you may access them in the game by pressing the BACKSPACE key and then the macro key, then enter. For example if I enter a server and someone says "Egads! What's that smell?" I press Backspace then PageUp then Enter to instantly reply:

> "That smell"=>(E)-2-butene-1-thiol, 3-methyl-1-butanethiol & 2-quinolinemethanethiol

Pretty snappy, huh?

Macros and Etiquette

Any time you are shot down in the game or shoot down another player it is polite to "Salute". If you have a macro programmed for this it makes it very quick and easy. Some players do not have macros programmed and may not salute or may use just a "s" instead of a full salute. Some players use a small "s" to indicate they were gang banged, killed while out of ammo or otherwise were unhappy about the way they died. My own suggestion is to give a full "Salute!" to everyone as it costs you nothing and is polite, even if you were just vulched on the runway. If you had an exceptionally good fight then "Well fought, sir!" can be added. The small "s" just shows lack of manners and a contempt for others in my opinion. Once you have fought a hard battle and get a lousy "s" for your efforts you will know what I mean.

[MetaServers] and Eliminating Delays in Searching for Servers at Startup

This section of the MPLAYER.INI file determines where Red Baron will search for online games. When a Red Baron server is started up it usually sends a message to the MetaServers saying that it is available for play. The MetaServer saves this information and gives it to your PC when you start the Red Baron online multiplayer game. The list of servers you see when you press "Connect" is the list provided to you by the MetaServers.

There are three MetaServers currently listed in most MPLAYER.INI files:

```
[MetaServers]
Server=TCP:rb2.west.won.net:6001
Server=TCP:rb2.east.won.net:6001
//Server=UDP:dyn-meta.dynamix.com:47801
```

The dynamix MetaServer has not been operational for some time and it will not respond if MPLAYER.INI queries it. In order to prevent a delay caused by querying this missing MetaServer, the dynamix line is rendered inactive by putting two slashes // or a semicolon ; in front of the line.

Occasionally, Internet problems or maintenance will cause the east or west MetaServer to go down as well. When this happens you may experience a very long delay when you press the Connect button to find a game server. To eliminate this dealy, simply comment out the east or west MetaServer using two slashes // or a semicolon ; in front of the line like this:

```
[MetaServers]
//Server=TCP:rb2.west.won.net:6001
Server=TCP:rb2.east.won.net:6001
//Server=UDP:dyn-meta.dynamix.com:47801
```

In the example above, we assume the west MetaServer is out of service and it is therefore commented out so that it will not delay searching for available games on the east MetaServer.

[KnownServers] and Manually Adding Servers to Your List

This section of MPLAYER.INI allows you to specify the IP address of a game server that is NOT listed with the MetaServers. This is useful if the MetaServers are ALL out of service OR if you wish to connect to a private game that is not advertised on the MetaServers. This is sometimes done to prevent disruptions by griefers or to hide the server IP address from potential hackers.

Another use is to speed the search for specific games. Rather than load a long list of servers from the MetaServers it is sometimes faster to just look for the specific server you wish to join. If the server is set to start at a specific time for a tournament you may be able to find it faster than your opponents and thus have a small head start on them either in position or altitude.

In order for the [KnownServers] section to be active, the [MetaServers] section must be commented out putting two slashes // or a semicolon ; in front of the line:

```
[KnownServers]
Server=UDP:256.256.256.256:47800 ;Tournament Server

//[MetaServers]
Server=TCP:rb2.west.won.net:6001
Server=TCP:rb2.east.won.net:6001
//Server=UDP:dyn-meta.dynamix.com:47801
```

In the example above, the [MetaServer] section is commented out with two slashes and the game will therefore ONLY look up servers in the [KnownServers] list. In this case it will attempt to find just the Tournament Server. Remember the [KnownServer] list is completely ignored if the [MetaServers] section is active.

I have not provided a list of [KnownServers] since their IP addresses often change and since many server operators do not wish their IP address made public. If you do however get an IP address for a game server you may add it to the [KnownServers] section like this:

```
[KnownServers]
Server=UDP:256.256.256.256:47800 ;Tournament Server
Server=UDP:10.10.10.10:47800 ;New Private Server
```

Now, assuming you have commented out the [MetaServers] section, the game will look for both the Tournament Server and the New Private Server. We could even tell the game to look JUST for the new Private Server by commenting out the Tournament Server (in this case with a semicolon):

```
[KnownServers]
; Server=UDP:256.256.256.256:47800 ;Tournament Server
Server=UDP:10.10.10.10:47800 ;New Private Server
```

Er, What About that Last [Winsock] Section?

Do not edit the [Winsock] section of MPLAYER.INI. This section controls your PC's auto destruct
function. Your PC can do this just fine without your help and it is a redundant function if you are running
any version of Windows.

```
    [Winsock]
Port=
```