

# AlterIWnet Setup Guide for Modern Warfare 2

Version 1.1

By

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# 1) What's new in this guide ?

## Change log:

### Version 1.1

- Updated all download links with local FTP links

**(Now you can download everything on local bandwidth if you don't have uncapped)**

- Made a separate section for additional downloads
- Updated the FAQ section with some additional questions
- Updated the Extras section
- Added a proper front page and separate table of contents
- Added disclaimer notice under the Final Word section

### Version 1.0

- Initial release

# 2) What is AlterIWnet ?

AlterIWnet (AIWnet) is program that emulates the official IWnet matchmaking service used by Modern Warfare 2 (MW2), the only difference is, you can use it with non-legit copies of MW2 and **Steam isn't required** to play the game online or on LAN.

**It works as follows:** any computer with a LAN or Internet connection can simply have the AIWnet server running. Clients that want to play, need to connect to the computer that hosts the AIWnet emu program. Depending on which game type the client wants to play, the emulator then simply performs matchmaking by putting all the players of a certain game type into one lobby. Once enough players for a particular game type has been met, the emulator will then pick the client with the best internet connection, which will then act as host for the other clients in the lobby.

Therefore, the host then establishes a peer-to-peer connection between himself and the other clients when they are busy playing a game. Anyone can host an AIWnet server, however, we have a dedicated South African emulation server running on 196.2.128.117 which runs 24/7. But more info on how to connect to it later.

## 2) Requirements:

You'll require the following to get everything up and running:

- \* Modern Warfare 2 (any version)
  - SKIDROW version or Legit Steam version will do.
- \* .NET Framework 3.5 (this is already included with Win 7)
- \* .NET Framework 4 (required only if u want to host a revision 14 server)
- \* VC Redistributable (x86) - Most new games install this, so you should have this.

## 3) How do I get it working?

First of all, install the game (SKIDROW version) or copy your legit installation by following the instructions below:

### a) Legit Version:

- Copy the files from your Steam installation (located in Steam\Steamapps\common\call of duty modern warfare 2) folder to a new folder. You can name the new folder anything you like, and you can place it anywhere on your pc, as long as you keep it far away from your Steam folder.

**DO NOT ALTER ANY FILES IN YOUR STEAM FOLDER.**

**Just for safety, after you copied over your mw 2 from Steam, delete the following files: In your players folder, delete the .stat files as well as the installscript.vdf file in your root directory of your copied MW2. Probably won't do anything if u forget this, but rather safe than sorry.**

- Additional file required for legit copied version:

**MW2UpgradeClient-1.3.37.rar (2.5MB)**

<http://www.mw2za.www.co.za/MW2files/MW2UpgradeClient-1.3.37.rar>

### b) SKIDROW Version:

- Install it to any location of your liking, no special folders or anything required.
- Additional file required for SKIDROW version that you need

**MW2CompleteClient-1.3.37.rar (145MB)**

<http://www.mw2za.www.co.za/MW2files/MW2CompleteClient-1.3.37.rar>

### c) DLC Maps (Stimulus Pack) - (**Optional but not required**) (336MB)

<http://www.mw2za.www.co.za/MW2files/DLC-Stimulus%20Pack.rar>

If you only require the Bailout map that was missing from the initial DLC pack that got released (59.1MB)

<http://www.mw2za.www.co.za/MW2files/DLC-Stimulus%20Pack-Bailout%20Standalone.rar>

**IMPORTANT: If you downloaded the stimulus pack nzb, which contains MW2-Client-From-Old.rar and a MW2-Client-From-New.rar, do not use them. Use the files I posted above instead, as they contain the latest client release that I already repacked.**

**The DLC map files go into your zone\english folder.**

The DLC maps isn't a requirement of the emulator, however, the newest client update, did add support for the DLC maps on the playlist screen and is fully functional. I'd suggest that you grab them as well, and they're really awesome too.

**IMPORTANT:**

**After you have installed the latest updated client, you need to run the ConfigureAlterIWnet.exe file to enter your desired nickname. If you don't, and just connect to the server, you'll be listed as STEAM:0:14E.. and a whole bunch of other random letters and numbers. So remember to set your nickname accordingly.**

## 4) Additional Downloads:

**i) AIWnet Server Revision 14 :**

<http://www.mw2za.www.co.za/MW2files/alterIWnet%20Server%20Revision%2014.rar>

- For hosting LAN and online games.
- Only the host needs to run this file.

**Take note:**

At the time of writing this guide, server revisions 11 & upwards requires .net Framework 4.

[http://www.mw2za.www.co.za/MW2files/dotNetFx40\\_Full\\_x86\\_x64.exe](http://www.mw2za.www.co.za/MW2files/dotNetFx40_Full_x86_x64.exe)

**ii) AlterIWnet Server Browser and Game Launcher:**

<http://www.mw2za.www.co.za/MW2files/AlterIWnet%20Server%20Browser%20&%20Game%20Launcher.rar>

- Used for browsing the official and local SA AIWnet server.
- Simply extract it to your MW2 folder, run the launcher, locate your directory with the iw4mp.exe file.
- The SA server has already been added for your convenience.
- You can refresh the server list to check and see if players are online, and join it, by clicking on Connect. It will automatically launch the game for you.

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## 5) Quick Start Guide (Online & LAN)

### Quick start guide for **Online** play :

- a) Install MW2 / Copy legit version to new folder
- b) Download client update files and extract them to your MW2 folder  
Depending on which version u have, make sure u download the relevant updates as stipulated above in part **3) How do I get it working?**
- c) Download DLC maps and extract it to your MW2 zone\english folder (**Optional**)
- d) Install the AlterIWnet Server Browser and Launcher
- e) **Update your mp\_playlists.ff file with the latest one before joining the local server:**  
<http://www.mw2za.www.co.za/MW2files/SA%20AlterIWnet%20Updated%20Playlist%20File.rar>

### **IMPORTANT:**

**You MUST download this, seeing that the mp\_playlists.ff file in the CompleteClient and UpdatedClient archives differ from what is running currently on the SA Server. Otherwise you won't find any games in any of the playlists when searching for a game.**

**Place the mp\_playlists.ff file in your zone\english folder. When prompted to overwrite, please choose yes.**

- e) Select the Official SA alterIWnet Server , click on the Connect button.
- f) Play!

### Quick start guide for **LAN** play :

- a) Follow steps **a)** to **c)** of the Online guide above, then
- b) Download IWNetServerEmu v14
- c) **Only** the **host pc** must edit **it's** hosts file:  
C:\Windows\system32\drivers\etc\hosts , add the following line at the bottom:  
127.0.0.1 blob1.pc.iw4.iwnet.infinityward.com
- d) Run >> CMD.exe >> ipconfig, then look for the ' IPv4 Address's ' IP
- e). Copy the IPv4 Address into your alterIWnet.ini, next to 'server='  
eg. 'server=192.168.x.xx'
- f) Do step **e)** for all computers on the LAN that connect to the server pc.
- g) Run IWNetServer.exe and minimize to taskbar.  
**(Needs to be running everytime you want to play - but only on host PC - clients don't need to run the IWnetServer Emu)**
- h) If the host wants to play as well, then he must set his IPv4 IP in his alterIWnet.ini file as well.  
(Haven't tested this step myself, but it should work)
- i) Play!

**IMPORTANT:** If you have a legit version of MW2 on your pc and you still login to play that, it's important that you remove the "127.0.0.1 blob1.pc.iw4.iwnet.infinityward.com" setting from your hosts file, otherwise your legit version won't function correctly. So remember to adjust this accordingly before and after every LAN session before playing the legit version online again.

Make sure that you also port forward the following ports on your router, as it may better your chances of connecting to lobbies on the local server:

1500, 3005, 3101-3119 (UDP), 13000 (TCP)

## 6) FAQ

### Question 1:

I have a legit version of MW2 and Steam, would following the instructions here get me VAC banned or harm my computer if I want to play this online or on a LAN?

#### Answer:

NO. As long as you followed all the instructions carefully and don't accidentally overwrite any of the files in your Steam folder, you shouldn't worry whatsoever.

### Question 2:

I'm hosting a server and I updated my server revision, but it appears that I have lost all my stats, what happened?

#### Answer:

Every time you update your server revision or connect to a server that has a newer revision, the possibility of losing your rank and stats might happen. They did modify a setting in the latest client update so that your stats will remain, however, we when we upgraded the server from rev 11 to 14, it kept all of our stats. Just for safety, keep an updated copy of your players folder.

### Question 3:

I'm connected to the server but I'm not finding any games. How do I know where to find players on the local SA server?

**Answer:** When you click on the "Play" button in game, you'll be presented with a playlist of all the different game types. Check on the bottom of the screen, you'll see a number indicating the amount of players currently connected to the server. If you move your mouse over each one of the playlists, have a look at the "Total players in playlists" counter to see in which game type the majority of the players are playing it.

Simply select that particular game type (which has players obviously) and wait in the lobby so that the server can connect you to an available lobby or match you with other players of the same game type, or allow you to join a game already in progress.

Please note that the player and player list counter doesn't automatically update in real time, you'll need to exit and re-enter a game in order to see a new amount of players and player numbers for a specific game type.

Furthermore, make sure you didn't accidentally select the international server instead of the local SA Server.

#### **Question 4:**

**I see players in a specific game type, I join Free-For-All for example, but the lobby just says searching for players after it has gone through all the ping ranges from < 50 to < 150, did I do something wrong?**

#### **Answer:**

**One of two possible scenarios:**

##### **Online**

You're still running on the mp\_playlists.ff file that came with the 1.3.37 client, download this one:

Make sure that you have the latest updated playlist file at this stage:

<http://www.mw2za.www.co.za/MW2files/SA%20AlterIWnet%20Updated%20Playlist%20File.rar>

##### **LAN**

Make sure that your mp\_playlists.ff file is the same as the host's one. Its possible that the host hasn't played on the official SA server yet, and he might be running version 1.3.37's mp\_playlists.ff file.

Therefore, grab a copy of the updated playlist file and keep it in a safe place.

#### **Question 5:**

**I joined a specific game type, for example Free-For-All, it says "Finding potential games 0/1", sometimes it connects to another player in a lobby and other times I can't join a game. What's wrong?**

#### **Answer:**

First of all, if it says "Finding potential games 0/1 or 0/2" it's a good sign. It picks up other players in the same game type and will either connect you with other players waiting to play or join a game in progress. If it doesn't say "Finding potential games" then it means that your playlist file is outdated, get the new updated playlist file which I listed in [Question 4](#), or there aren't any players in that specific game mode.



Secondly, the game will ALWAYS try and find a lobby first with other players. Unfortunately it won't always allow you to join a game in progress that has, let's say at least 1 player slot open. Until that game with the open player slot finishes, and you search in a lobby, only then will it connect you to that available spot.

But if there is a game in progress and let's say 2-3 other people search with you in the same game type, then you'll be matched up with them instead. There is NOTHING you can do to alter this, the game was coded this way. Hope that clears up some confusion for everyone struggling to find or joining a game.

#### Question 6:

**Why do I sometimes get the "Host Migration Error/Unable to connect to host" message when I join another person in Free-For-All or any other game mode?**

#### Answer:

Only the Free-For-All game type requires **one** other player to start a game. The updated playlist on the SA server and International server is set like this, so you can't modify it. What's actually quite nice about it, is that if there aren't that many people playing, you can still get a game started with someone else. All the other game types require a minimum of 8 players, so this is only applicable to Free-For-All at this stage.

Onto the error description. If you connect to another player in Free-For-All or to a full lobby with other players, but get the host migration error, it means that neither of you have a decent enough connection to establish a matchmaking session. So in other words, it normally happens when two people on a 384k connection join the lobby. It might happen with a 512K and 384k user, but still remains to be tested.

Optimally, a 4MB user will always be the host, and the game will instantly start if you join another player if he has a 4MB connection.

#### Question 7:

**My friends and I connect to a lobby online, and we're sick of playing Free-For-All, we really want to try a Team Deathmatch game or any other game type, but no one else is online to fill up the player count to start the match. Anything we can do to force start the game ?**

#### Answer:

Yes, you can force start a game. Depending on the amount of players you have in the lobby, you can use the following command in the console while everyone is in the lobby:

**party\_minplayers 2** (default value is 2). You must try and set it either to the amount of players you currently have in the lobby, in other words, you modify the setting so that game would start with the current amount of people in the lobby. If the two values match up, the game will launch.

Please note that the **party\_minplayers** command will only work if you're the host. How do you determine if you're the host? Simple, you must have the fastest connection of everyone in the lobby, in other words a 4MB connection. If you're multiple players with 4mb, then each one of you should try the command until the game starts, if neither of you are sure if you're the host in question.

Feel free to try different values instead of just 2 and matching it with the amount of players in a lobby, but generally, that's how you would go about to start a game if you don't have enough players to start a certain game type.

In addition to the party\_minplayers command you also get the party\_maxplayers which you can set to maximum value of 18, if you want to up the player numbers for any game mode other than Ground War, which supports 18 players by default. I haven't tested any game type with the party\_maxplayers command, so use it at your own leisure.

#### **Question 8:**

**I have a question that wasn't covered in this FAQ, I still need help, where can I get assistance!??**

#### **Answer:**

For any additional questions, please logon to our website:

<http://mw2za.co.za/>

Register on the forum board and ask a question there or join the mIRC channel by accessing the mibbit chat on the home page. I'm available most times of the day in the channel for questions or any tech support, and any additional operators / other users in the channel are always providing help for new comers. We do have at least 12-15 dedicated players each day, so with your help we can triple that amount within a few weeks.

Being relatively new and unknown in South Africa, it will take a while for the SA server to populate in player numbers, therefore logon to our mIRC channel MW2\_SA, which you can also join on the following link if you don't want to use the mibbit widget on the website:

[http://mibbit.com/chat/?channel=%23MW2\\_SA&server=us.shadowfire.org](http://mibbit.com/chat/?channel=%23MW2_SA&server=us.shadowfire.org) .

If you are capped, and want use local bandwidth, then make use of za.shadowfire.org to connect to the channel [http://mibbit.com/chat/?channel=%23MW2\\_SA&server=za.shadowfire.org](http://mibbit.com/chat/?channel=%23MW2_SA&server=za.shadowfire.org) . You can use any mIRC client of your liking if mibbit doesn't tickle your fancy.

**Keep in mind, the website is still a work in progress, and will be updated over time. You can also send me an email at: [stonecold@mw2za.co.za](mailto:stonecold@mw2za.co.za) for any additional questions you may have.**

## 7) Extras

a) If you want to add some colour to your nickname, use the following to change it in your alterIWnet.ini file:

^1 - RED  
^2 - GREEN  
^3 - YELLOW  
^4 - BLUE  
^5 - CYAN  
^6 - PINK  
^7 - WHITE  
^8 - DEFAULT MAP COLOR  
^9 - GREY OR DEFAULT MAP COLOR  
^0 - BLACK

For example:

`^1Stone^4Cold` or `^1S^2toneC^4^7old`

b) If you want to play on the international server, you may be hard pressed to find or join an available game. Reason being there aren't that many SA players playing on the international server, therefore we created the local server. BUT, if the local server is empty, and want to play internationally, then you can use the following command to speed up your searches for internationally hosted games:

**ping\_default\_min 400 ping\_increment 50 ping\_searches\_per 1**

You need to enter it in the console before joining a game type, so you can simply press Alt+Esc / Ctrl+Esc to minimize the game, enter the command in the console window and then press enter.

Go back in game, you should see it just say "Searching for available games" without showing Finding games < 50 etc. Just be patient for a bit, as it will try and connect you to any available game for that specific game type. I usually use this command if I want to play some of the DLC maps under the Stimulus game type.

Now, you may wonder why I put 400 in there and not make it any smaller. If you don't adapt that min ping value, you may wait anything like 10 – 30 minutes before finding an international game, and I think no one wants to wait that long. **Please keep in mind that you only need to use this command if you want to play on the international server. Playing on the local SA server, there is no need to use/modify it.**

## 8) Final Word

For the time being, please use the channel as we organize games and give technical support. We will always keep the local server updated with the newest server revision and updates, so please check in and come and say hi. The server is currently running version 14, which features more playlists and bug fixes, and much better matchmaking.

Get everyone you know involved with this. At your school, university, local LAN (OC, MPLD), work, friends etc. The more people we get, the easier it would be to find games every day and other people to play against.

The next update, version 1.3.371 will add in private match and friends support, and that will also help in getting the player numbers for a game type filled up much quicker. The main developers are also implementing their own anti-cheat software too, so the support for alterIWnet is alive and kicking!

I normally also update the mIRC channel topic regularly and will keep the latest news and developments on the website.

Special thanks to MaxDamage and NTAAuthority (main developers) from <http://alteriw.net/> without them, all of this wouldn't be possible. The emulator is still in beta phase, but friends lists and private match functionality will be available in the final release. Please leave us any comments and feedback on the website and on the mIRC channel and support us.

Happy gaming!

### **DISCLAIMER:**

**No parts of this guide may be reproduced by any party whatsoever without my consent. If you want to add any information or want to contribute then please drop me an email: [stonecold@mw2za.co.za](mailto:stonecold@mw2za.co.za).**

**None of the files used or linked in this guide were created or hosted by me.**

**PLEASE READ ALL OF THE INSTRUCTIONS CAREFULLY as it contains everything you need to get started and to troubleshoot.**

**I create guides like these as a part time hobby. If you're interested in a specific guide for a game or would like me to compile something, contact me by email.**