Introduction
FSX: Steam Edition lets you fly with fellow pilots from around the world using the 'Multiplayer' feature. This manual outlines the things you need to know to participate in the multiplayer world and, if you wish, to host your own sessions.

Before getting started, there are a couple of concepts that are important to understand.

Roles
Each multiplayer session needs a 'host' and one or more 'participants'. Most of the time when you start FSX: Steam Edition there will be multiplayer sessions that you can join, and, if not, you can choose to host one yourself. As you might expect, the host must be there for the whole session, while the participants can come and go.

There are public multiplayer sessions to which anyone can join (up to a preset limit) or private sessions where only certain people are allowed to play.

Ways of connecting
FSX: Steam Edition provides two ways of discovering multiplayer sessions, either by using the Steam identification of players or by using a network name. In FSX: Steam Edition these methods of discovery are described as "Internet (Steam)" or "Local Network (LAN)" - in this guide we will shorten these to "Steam" or "LAN".

Steam holds a (literally) global list of FSX: Steam Edition multiplayer sessions available and it will allow you to locate a host or attract participants to a session you are hosting. The LAN option uses network names on a network to advertise FSX multiplayer sessions.
Signing In
Click on the MULTIPLAYER tab on the left hand navigation bar of the main menu. If you are not already signed in, you will be offered the 'Sign in to Steam' or 'Sign on to LAN' screen.

Signing in via Steam will allow you to participate in or host games using Steam as the matchmaker.

Signing in to LAN, will allow you to see and advertise multiplayer sessions on your local area network.

Either way of connecting will allow also you to connect directly to a privately hosted game using the host’s IP Address if you have previously arranged to do this (see below).

If you choose the Steam option, your Steam name will already be entered into the Steam user ID field. Just click SIGN IN.

If you choose the LAN option, then you’ll need to enter a name into the field before you proceed to pressing the SIGN IN button. (Even though you are choosing to sign in via LAN, you must still be connected to the Internet.)
Connecting as a Participant in a Multiplayer Session

Once you’ve signed in, you will see the list of available games for you to connect to. Select the Session Name you want to connect to and click JOIN in the bottom right corner of the page.

The next screen lets you choose how you will participate in the multiplayer game - you can pick your aircraft, where you will be positioned and a host of other parameters.
A key option here is the CHOOSE ROLE option. You can choose to be either a PILOT or AIR TRAFFIC CONTROLLER.

- Pilots fly planes just as in the single player version of the game, except that you will have other people operating planes in your vicinity and may have an air traffic controller coordinating the planes in the area.

- Air Traffic Controllers coordinate the activities of the other players.

Note that there is no requirement for the Air Traffic Controller to be the host of the multiplayer session - it is a role any of the participants can take.

The ATC Name makes it easy for other to identify you, so it is a good idea to pick something unique, such as the name of your favourite plane.

Click OK when you are ready to continue.

You'll then be taken to the Briefing Room. Review your choices and if you are happy, click JOIN SESSION to start your multiplayer experience.
Connecting directly to a private session

If you have agreed with some friends to use Multiplayer but do not wish to advertise the session, you can connect directly in a private session. In this case, the host will set up the session and let you know the IP Address of their server machine.

To connect to this server, click on the ‘Connect Directly...’ from the Multiplayer Session page. Once selected, you will be presented with the following screen:

Enter the IP address provided by your host into the fields provided, then click on FIND SESSIONS.

As a host, you can determine your Public IP Address simply by opening a site such as http://whatismyip.com in your Web Browser.
Hosting a Multiplayer Session

Hosting a multiplayer session means that your PC will be used as a hub to allow participants to share information about the session, including the position of their aircraft, air traffic instructions etc. To host a session, you will need to ensure that your network settings allow internet access to your PC. Many home and corporate networks will not, by default allow external access to your machine - see the section Firewall and Router setup for some details on how to configure your network.

You can alert other users to your host a session in two ways - either using Steam to advertise it or by promoting your session details on your LAN. As noted earlier, users can directly join your session if your IP address is available on the Internet and they connect directly.

In order to host a session, click on the button in the bottom right of the main multiplayer screen ‘Host a Session’. You’ll then be presented with a number of options that will define the parameters of your session.

The Session availability section has the following options:

- ‘Make this session visible to everyone’ means that people on the Internet via Steam and/or people on your local network can see and connect to your session.
- ‘Make this a private session’ means that participants can only be connect directly to your IP address - your session will not be listed on either Steam or LAN. See the Connecting Directly section for more details.

Once you are happy with your choices, continue through the next few screens which enable you define the session setup further and continue to the Briefing Room screen.
The Briefing Room allows the host to manage the roles and status of the connected players in the session and allow chat between those players. The host can choose whether to wait for everyone to be ready before starting the game or to go straight to the tarmac and let players join when they are ready.

Click FLY NOW when you’re ready to start the session.
Firewall and Router Considerations

As a host, you may have to configure your Router and Firewalls to allow participants to access your PC. Firstly, you will need to set up port forwarding on your Router. The following ports need to be forwarded to your PC:

- **6112 – TCP and UDP** - Default FSX network game port. If you change your Network Settings in the game on the Multiplayer Sign In screen please change this port too.
- **27016 – TCP and UDP** - Steam Server Master Browser port. Steam talks to your host via this port.

For details on how to set up Port Forwarding for your Router, please refer to the manufacturer’s documentation.

On your PC, you must ensure that you have configured your local PC firewall to allow all incoming traffic to FSX. This will again depend on your choice of firewall so please refer to your firewall provider’s documentation.

If you are using Windows Firewall, you must ensure that your LAN is identified as being either a Home or Work network. If you are connected to a Public network the firewall constraints will prevent access. FSX, however, needs to be allowed to access Public networks so ensure your Windows Firewall correctly allows full access, thus:

![Windows Firewall Configuration](image)

**Compatibility between FSX: Steam Edition and boxed versions of the game (FSX: Gold edition etc)**

You can **not** mix a session using the boxed and Steam versions of FSX.