

CH1_001

ANSWER

NAMED CONNECTIONS

1 Examining localClientConnection

Nothing to answer.

2 Examining serverConnection

1	Used to play back a demo.
2	Used for a single-player or a multi-player game where this player is hosting.
3	Used to connect to a remote server.
4	Used for a single-player game.

File	Line #	Use
Kit\common\client\missionDownload.cs	126	3
Kit\common\client\missionDownload.cs	38	1
Kit\creator\editor\editor.cs	104	4
Kit\gpgt\client\ui\joinServerGui.gui	350	3
Kit\gpgt\client\ui\startMissionGui.gui	160	2