Lone's Web Radar Setup Guide

Introduction

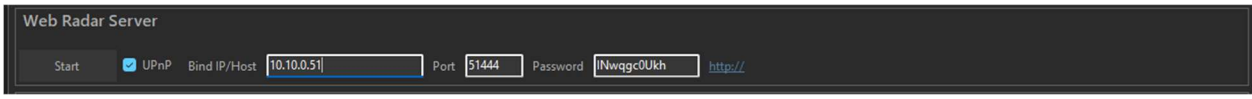
Web Radar is a new feature introduced by Lone EFT that allows users to share their Radar Session with friend(s) via a shareable link/URL.

Please note that to optimize performance and achieve maximum speed, the features in the Web Radar are considerably *limited*. We do not have any plans to change this.

This feature is *Self-Hosted (P2P)* which means that you must do setup on your end to make this work. Customers with advanced/complicated networking environments may have difficulty hosting this, but we do our best to make this work for as many people as possible.

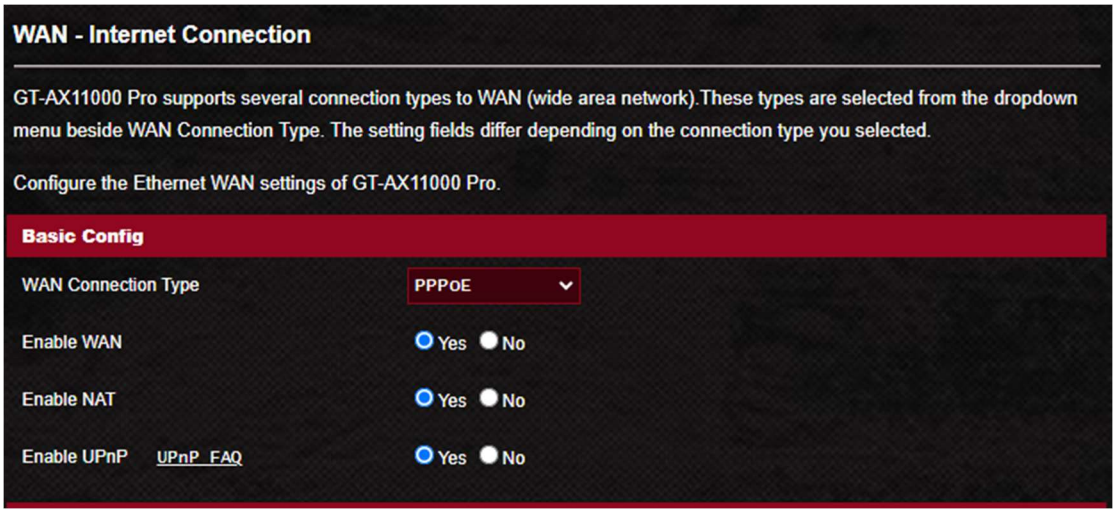
Due to the self-hosted nature of this feature, we are only able to provide limited support on it. If you are unable to make this work, we recommend using **Discord Screen Sharing** to share your Radar Window in a Discord Call with your friend(s).

Server Setup (Radar PC)

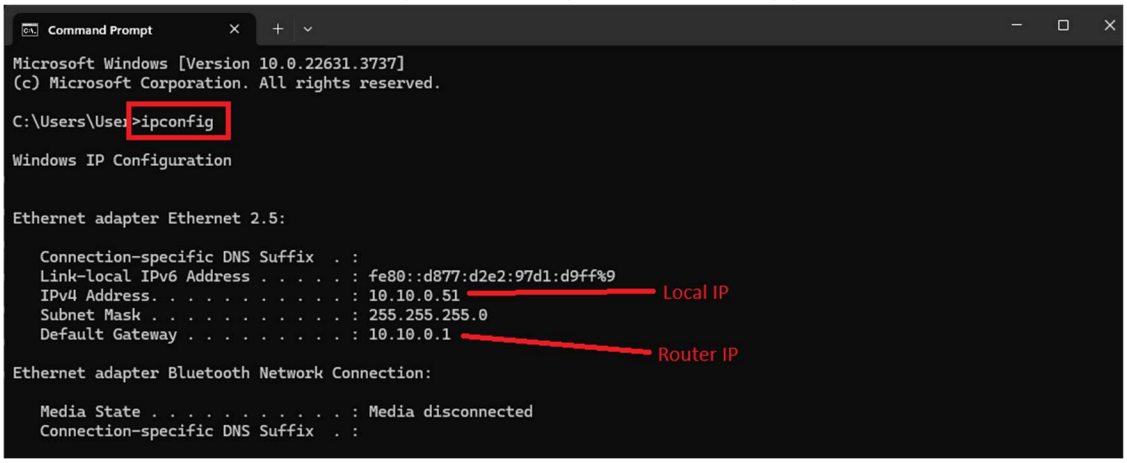
1. Open the Radar Software and navigate to the **Settings** tab. We will be working in the **Web Radar Server** section.
    a. 

2. We recommend enabling **UPnP** since this will make setup much easier if your router supports UPnP.
    a. UPnP will need to be enabled on your router (See screenshot). This is *usually* enabled by default so you may not need to do anything.

b.

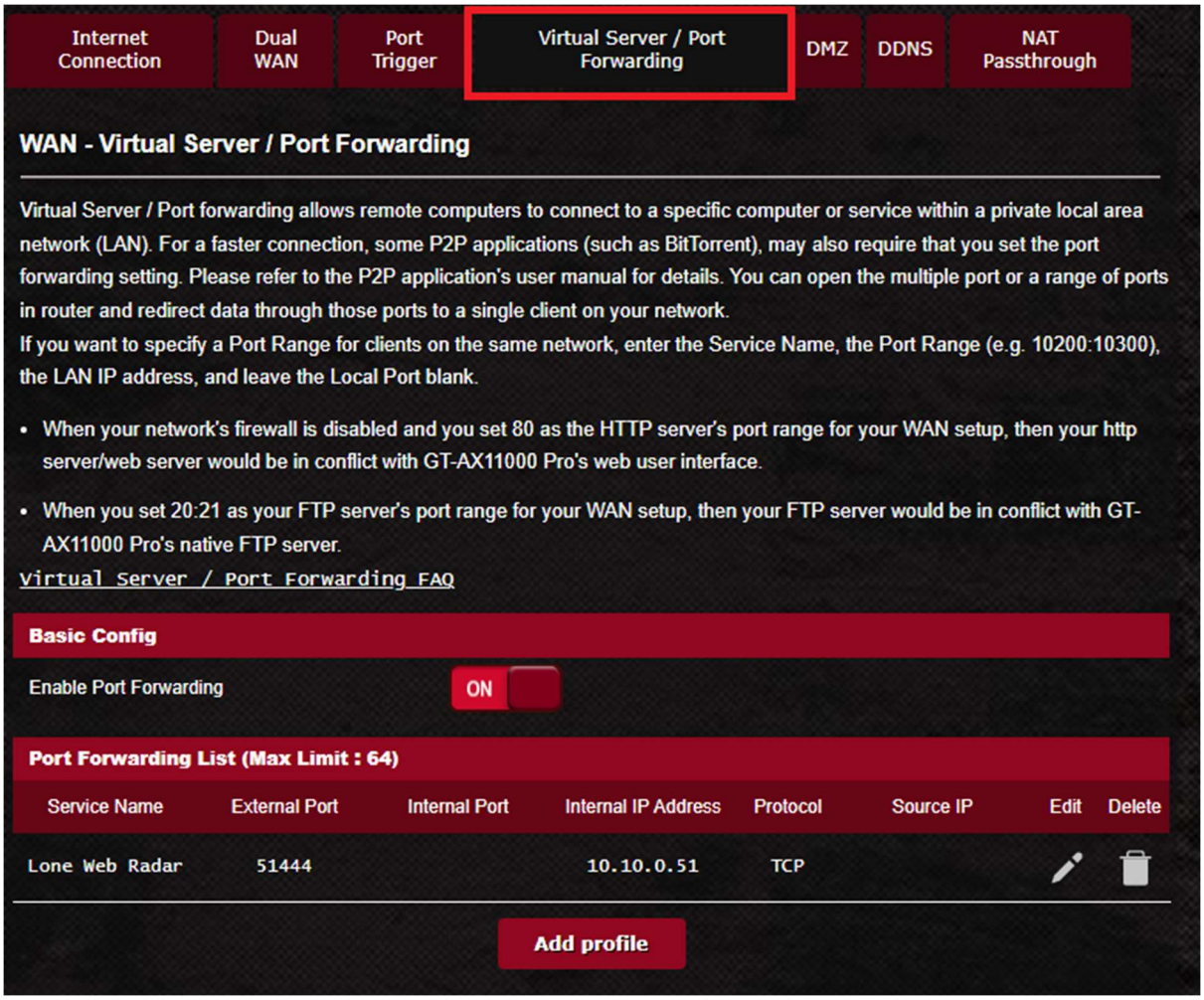


3. By default, a **Port** should be defined between 50000-60000. This should suffice and you can leave this setting alone.
4. Open a Command Prompt and run the **ipconfig** command (see screenshot).
    a. Enter the Local IP Address into the **Bind IP/Hostname** field in the Web Radar Server Settings.
    b. Take note of the Default Gateway for later steps. This is usually your Router IP.
    c.



5. **STOP!!!** If UPnP is enabled, you can skip to **Step #8**.
6. Login to your Router via your Web Browser and go to the **Port Forwarding Section**.
    a. Your Router's IP is usually the Default Gateway from Step #4. Type this into a web browser to login.
7. Setup a Port Mapping (See screenshot for example):

a.

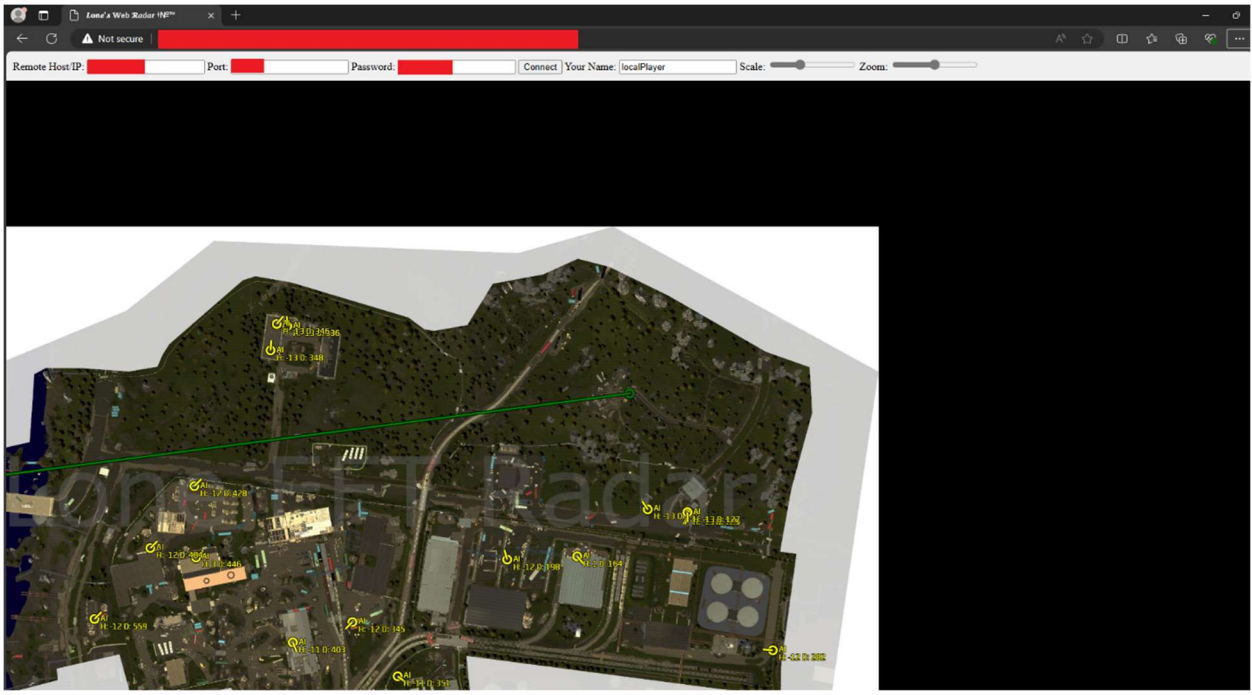


8. Hit the **Start** button in the Web Radar Server Settings. This will start the Web Server on your Radar PC.
9. The link on the right-hand side of Web Radar Server Settings can be clicked and this will copy a shareable link to your clipboard. You can provide this to your friend(s) and they can connect to your Radar Session.

Web Radar Client

1. When your friend opens the provided link (from the DMA user) it will load the Web Radar Client in their web browser.
    a. **IMPORTANT:** Make sure your friend checks to make sure the webpage loaded using http (NOT https). Change the address start to http:// if necessary and reload the page. Http = good , Https = bad.
2. The shareable link should automatically input all the settings needed in the Web Radar Client.
    a. If anything is missing/incorrect, feel free to edit any values.
3. Hit **Connect** to connect to the Server.

a. If user gets an “Unhandled Exception” it usually means something is not setup correctly, or there is a network connection issue. We are not able to help very much with this.

4. If connected successfully, the message will change from “Not Connected” to “Waiting for raid start…”. Once the DMA User joins a raid the map will load and show players.
   a. 

5. By default, the **Your Name** field will be populated with *localPlayer*. This will show/focus on the DMA User. If your friend wants the radar in their POV, have them enter their Player’s In-Game Name.

Frequently Asked Questions

1. **Q: Why do I get an “Unhandled Exception” when trying to connect on the Web Radar Client?**
   a. Make sure you have http:// in the Address Bar and NOT https://
      i. HTTP GOOD
      ii. HTTPS BAD
   b. This can also be due to a Network Connection issue. Make sure you followed all steps carefully in this guide.
   c. If you have a complicated network setup, you may need to take additional steps to resolve network connectivity issues. We are not able to do this for you.
2. **Q: Why did I get an “Error 718 Mapping already exists” when starting the Server?**
   a. This only occurs if you have UPnP enabled.
   b. This usually means there is already a port mapping for the currently selected port. Make sure you did NOT specify manual port mappings.
   c. Try a different port in the 50000-60000 range and try again.
   d. Disable UPnP and try manually mapping the port instead.

3. **Q: Does this work with IPV6?**
    a. This may work with IPV6 and I have it setup to properly map/bind IPV6 addresses, but these network configurations are usually more complex and you may have more difficulty setting this up.
    b. We are unable to assist with IPV6 Configurations.
4. **Q: I checked everything in this guide and it still doesn't work, what can I do?**
    a. Unfortunately, you may have a more complicated network/ISP configuration that will prevent you from using this feature in a *self-hosted* manner.
    b. We recommend if you cannot get this to work, that instead you use **Discord Screen Sharing** to stream your Radar window to your friend(s).
    c. We are only able to assist in a limited manner on this unfortunately, we cannot overcome technical barriers.