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Enfusion Workbench

Tips

- [Simulate Multiplayer \(peer Tools\) ?](#)

Simulate Multiplayer (peer Tools) ?

About PeerTool:

PeerTool lets you test your project in MP by launching clients in addition to the host player. It can be configured under “Plugins => Settings” and enabled in the play button options.

AD_4nXeSgHBUhn1GNVL0VyOTMgv1BmWGfQaAlQXtxlUwxxhVln49hchGKxRIHzbMb0WxNGgG3_EoD

Under “Plugins”, there is also the Dedicated Server Tool, which works in the same way, except that it runs a Dedicated instead of a Listen (= player hosted) Server, which is preferable if you’re developing for this environment.

The Executable paths of peer clients and server respectively need to be set to the Arma Reforger and Arma Reforger Server EXEs.

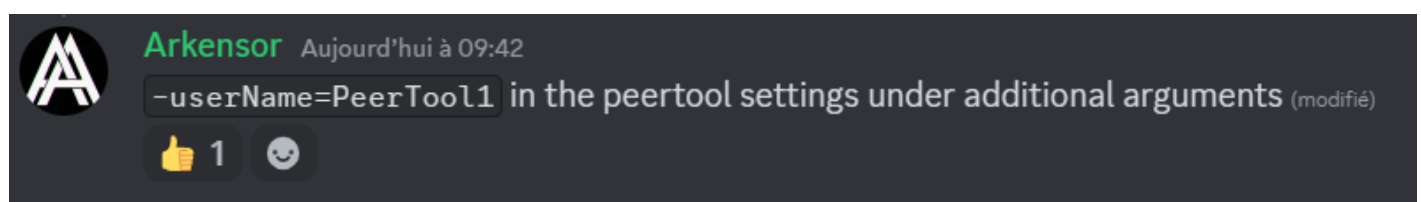
As config class, you should choose DedicatedServerPluginCLI_Server, this is where you can configure the world.

Additional parameters such as “-addons” or “-addonsDir” can be specified under “Params” in both Server and Peers config.

When using the Dedicated Server Tool, you do not have to specify addons using the “-addons” parameter for both Server or Peer, it will load the required dependencies automatically.

<https://youtu.be/ZnDVq58vq4k>

To change the name in the peertool:



(sources:

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<https://docs.google.com/document/d/19VrUpAId4UGjykBw1rTP375Q9I2udNIEHPHTzqEgrSc/edit?tab=t.0>)