

Find help on the FRENCH REFORGER MOD discord if you need ? Check our progress about this wiki here ?

# 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.

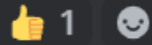
<https://youtu.be/ZnDVq58vq4k>

To change the name in the peertool:



Arkenso Aujourd'hui à 09:42

`-userName=PeerTool1` in the peertool settings under additional arguments (modifié)



1

“ (sources:  
<https://docs.google.com/document/d/19VrUpAld4UGjykBw1rTP375Q9I2udNIEHPHTzqEgrSc/edit?tab=t.0>)

Revision #9

Created 2024-11-19 10:26:31 UTC by Benjamin

Updated 2025-12-24 00:34:20 UTC by Benjamin