

History

Why a Wiki? Why the dedicated servers of these stone age games? And what exactly is a “mobile infantry” supposed to be? Here are some answers to these questions.

The beginning

In principle, everything started with a LAN at friends place Elija, which was very poorly prepared. OK, there were a few LAN cards, a switch and a few LAN cables. But in principle not more than that, not a clue at all. The fact that you found yourself in the network and the games were running was a great success. But there were more LANs with more and more regular participants. But there were the same organizational problems every time. First of all the question, where did the games come from? Passing CDs around isn't the best way and Windows shares are often unreliable. Not to mention the question of how to make sure that game XY really runs on your computer or how to have the possibility to try it at least once before at home. Otherwise you will get there totally unprepared. Which often ended up stopped exactly when you finally began understanding the game.

Providing and trying games in advance

So, at some point, the wish arose that the games might be agreed upon in advance before you got started. So you could get them and play or test them. Where do you get them from? Sure, there's a lot being distributed via LAN, but online was another question. We weren't there yet. On the contrary, the first LANs were still completely offline. At some point we bought a LAN hard disk to gather the games so that you have them at least there, instead of asking each time who has the game lying around. Well, that turned out to be more of a data grave, because the problem was still that the disk was always with someone else, so you still couldn't access the data on demand.

Dedicated CS and the mobile Infanterie

At the same time, the desire for a *working Counter-Strike Dedicated*] arose. In principle, one was provided on LAN first by Rich. But after the old computer of Rich was a bit too unstable, I decided to do it myself properly. We also had DHCP since that time. So we were router independent, so to speak. At that time everything was running on a defective laptop, where the keyboard was broken but the rest was fine. From then on it was only a stone's throw to make the games accessible, but only by privately known people who actually cam to our LANs. The naming of the **mobile Infantry** (mobile infantry) originates from this time. In the style of the troopers from *Starship Troopers* concerning gaming and in combination with the mobile computer it was the *mobile* infantry.

Game information

The question of how to install game XY correctly was not always so easy to answer without having done it at least once. So there was also an Apache that served the website where you could look up

these things. In the meantime, some additional game servers have been added, the computer is no longer a laptop, but a small media PC and is still at my home. Meanwhile it is a dedicated computer with 50 Mbit/sec. Upload, hosting quite a few services for my personal use, but also on the internet.

Therefore a Wiki

The only problem now was the limited cooperation. Some things were reported and then updated or corrected on the HP. But essentially that was always the task of the admin (me), who actually wrote the HTML pages (yes, manually!). That's not so restricted anymore. Now someone else can sit down and add or correct information. And the Wiki makes editing a lot less painful. The handling is easier and providing multiple languages is also no big deal. Currently, I'm mainly focused on English and German articles, and still most of it is from personal experience.

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