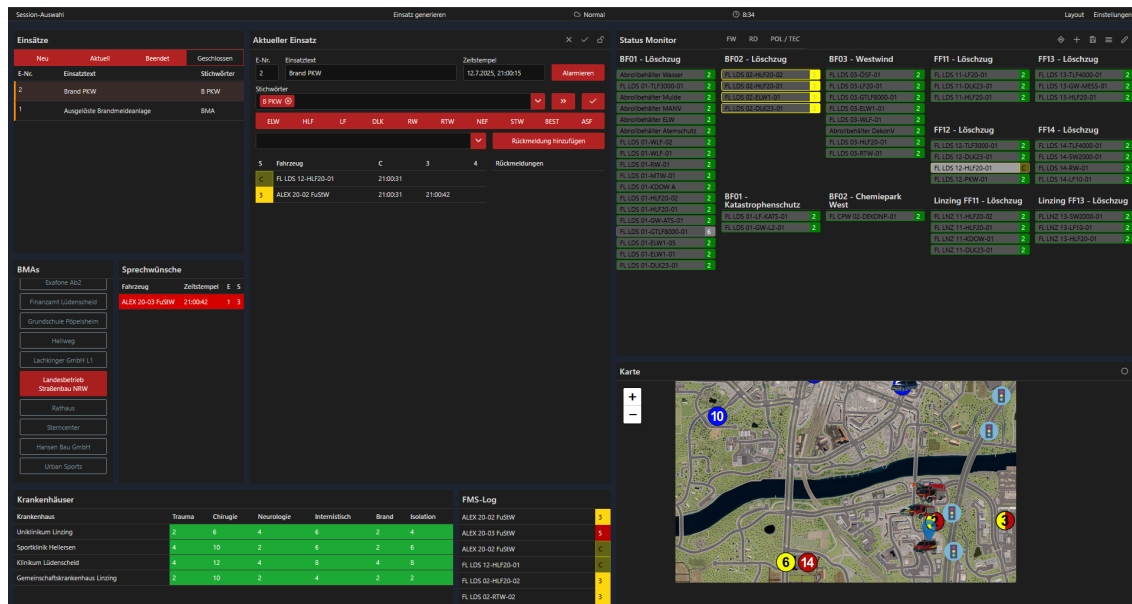


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With the multisession feature, it is possible to play two sessions with a common control center.



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1 Requirements

- To use the multi-session feature, the following requirements must be met:
- Both sessions must use the same mod version.
- The password and multi-password must be set identically in both sessions.
- The following must be enabled in the Discord privacy settings of the hosts when starting for the first time:
 - Activity Settings ? Privacy of Your Activities ? Enable All
- The Command Center player must have linked their forum account to Discord. This can be done here.

2 Starting the Command Center correctly

1. Creating two Command Center sessions
 - ? One host at a time starts a Command Center session
 - ? Important: The password and multi-password must be identical for both.
2. Creating multiplayer lobbies
 - ? One host at a time opens a lobby with different maps.
3. The Command Center selects the session
4. The sessions are automatically connected in the Command Center. The "Host" column displays the names of both players who created a lobby. The two maps are listed in the "Maps" column.

3 Notes

- The multisession feature is only useful for different maps.
- If a session crashes during the game, it can be rejoined using the multisession code initially assigned.
- In the control center, the dispatcher is automatically moved to the operations room upon acceptance of a call request. The radio frequency (operations room) can also be changed at any time. This only works on our [Discord](#).
- If you can't agree on who should go to which map and which units should be in charge, you can now also shuffle this on our [Discord](#).