

## **FSX DIRECT CONNECT TO HOST IP ADDRESS**

With the demise of Gamespy for FSX, you now have to direct connect to a Host using their IP Address. Here is how.....

1. On the main menu, click Multiplayer.
2. In the "Connection options" area, select Local network (LAN).
3. Enter a Player name in the text box.
4. Click Sign In.
5. Click Connect Directly.
6. Enter the IP Address of the host's computer.
7. Click Find Sessions.
8. If prompted, enter the password the host provided.
9. Select the session, click Join, and proceed through the rest of the screens as you normally would.