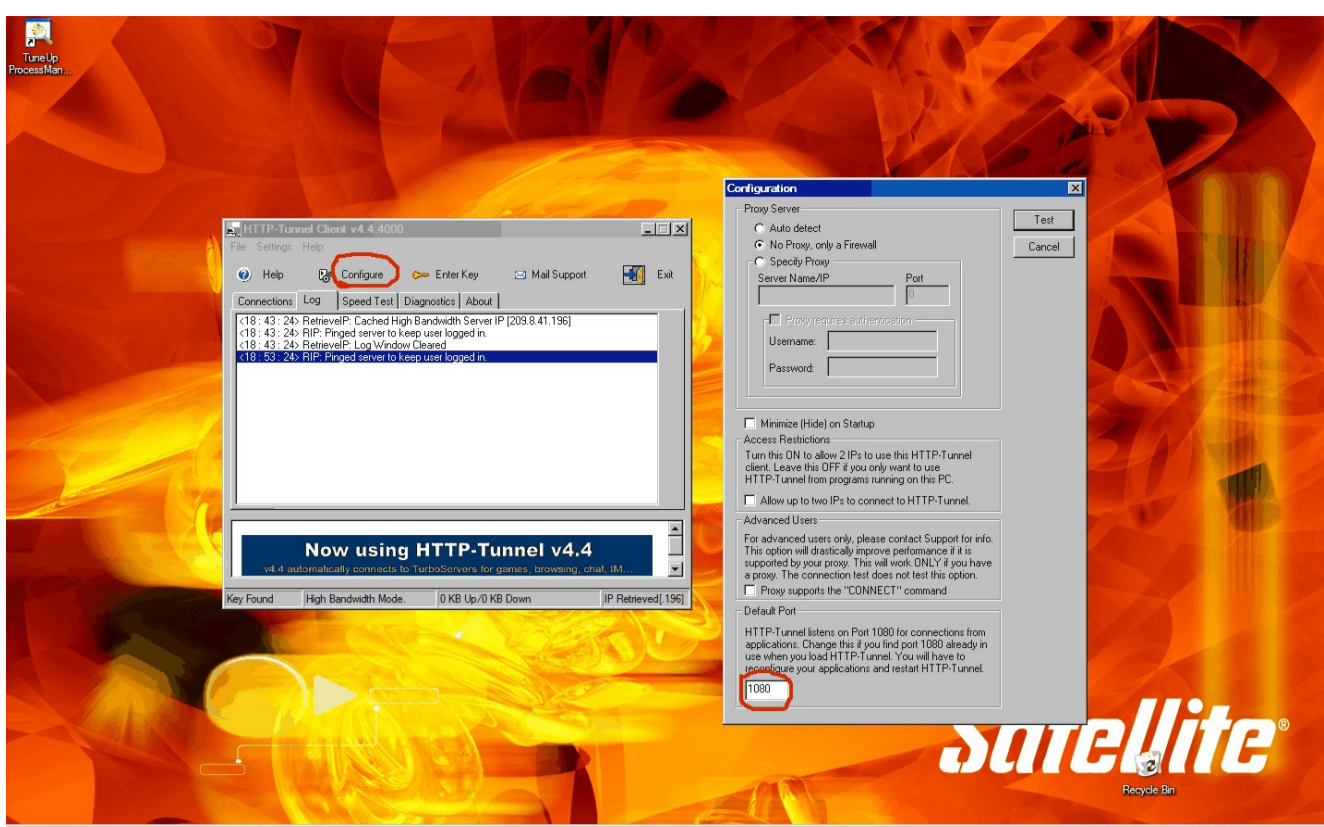


This guide will show you how to configure Raganok On Line to use Http-Tunnel.

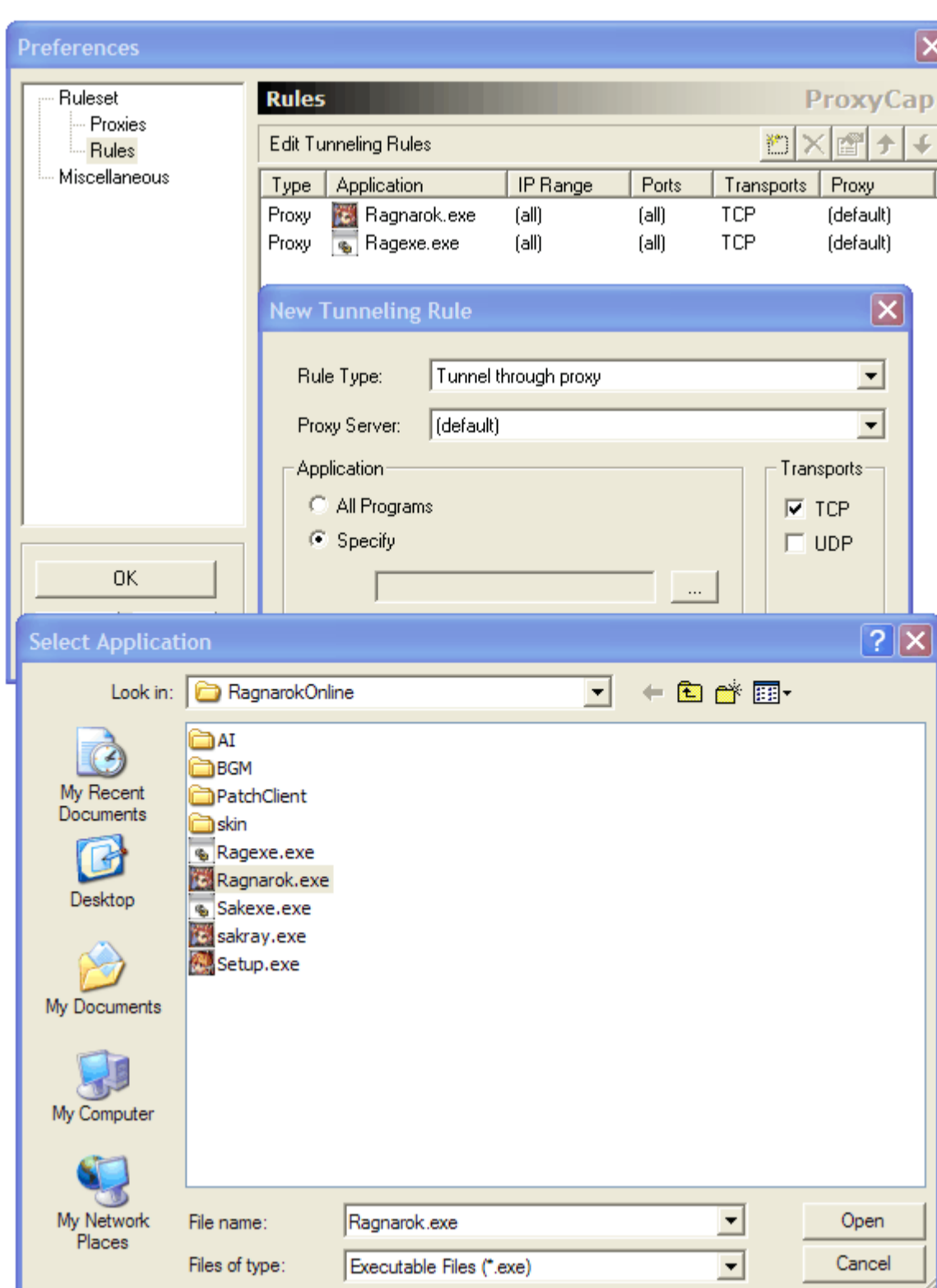
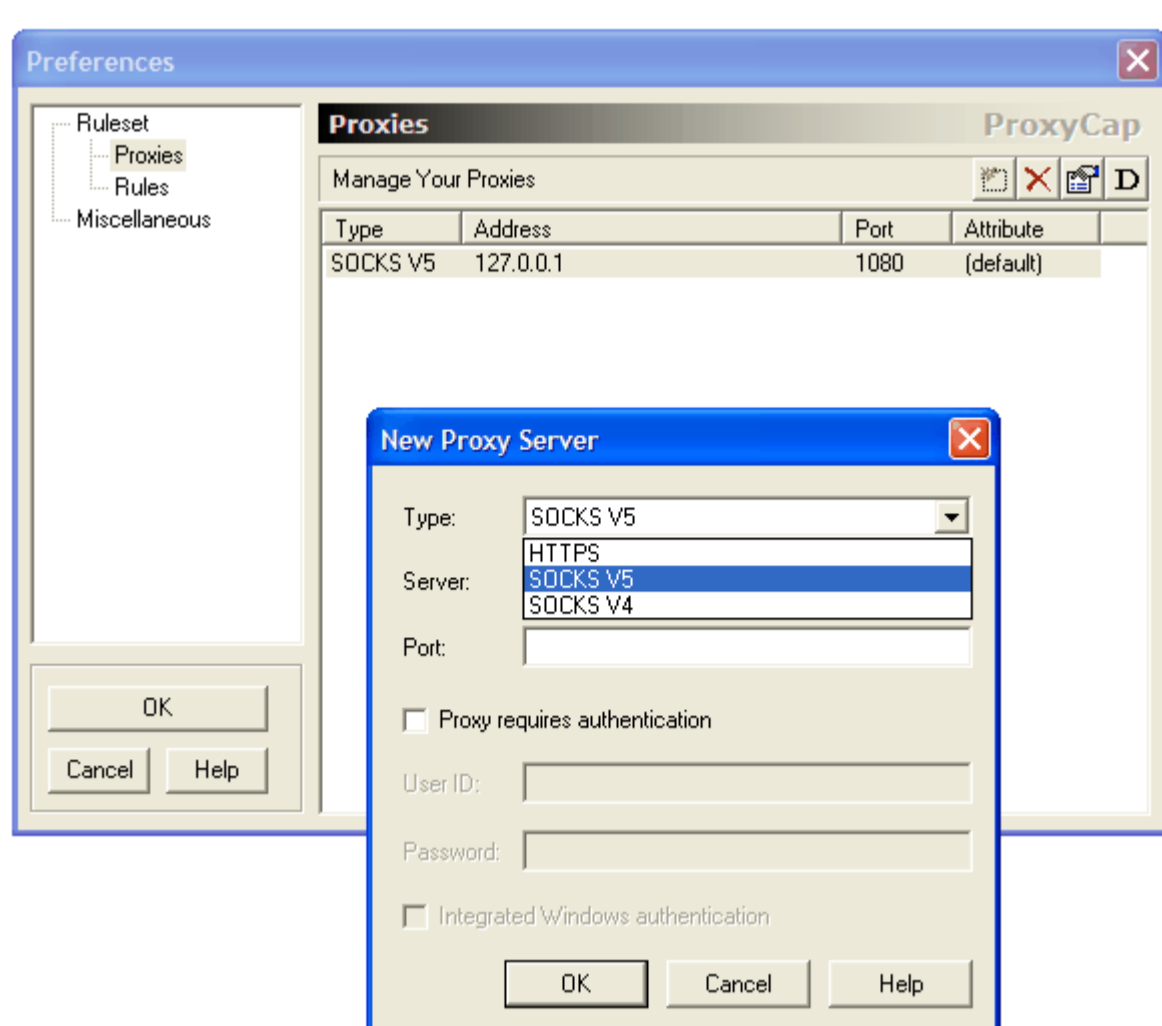
Once you have Http-Tunnel installed, run the application. The main window will appear, choose the configure option. There you will be presented with three (3) options.

1. You can Select Auto detect if you want Http-Tunnel to detect your settings.
2. No Proxy, only a firewall if this is appropriate.
3. Specify Proxy, Here you will enter the IP address and Port number of the proxy that you use.

Complete 1 of the 3 options, then click test, the client will bind to port 1080 and localhost by default and connect to the tunnel servers if your settings are correct.



Raganok is not natively configurable to use the tunnel like Internet Explorer is. You will need to use a 3rd party application that some refer to as a Socksifying Agent. In this example I will be using the Socksifying Agent: ProxyCap. ProxyCap comes with a 30 day trial and runs about \$30. Install ProxyCap. Once you have done so you will need to reboot. After reboot run ProxyCap. Then from the systems tray right click on the ProxyCap icon and click on Preferences. Set up the Proxies and 2 rules for Raganok as suggested by the screen shots. Click the Oks as you exit. After you have configured ProxyCap, Run Raganok from any executable icon.



The patches for Raganok may want to channel via the Internet Explorer service using FTP on port 21 or whatever your default browser is to apply patches to the game. Make sure you have your default browser configured to use the tunnel to cover for this contingency. The standard configuration is all that is needed, SOCKS : 127.0.0.1 and 1080 for the port.