

BL2 remote control

This document describes how to set up the (modified) Borderlands Commander to be remotely controlled via network.

Note: Running `BL2CommanderControl` on the same host as Borderlands 2/TPS is possible – when running the game in windowed mode.

Required software

- Modified `Borderlands Commander.exe` (included in `BL2CommanderControl.zip`)
- `BL2CommanderControl.zip` for Windows
- `BL2CommanderControl.apk` for Android (32 Bit Arm)

Setup

Extract `BL2CommanderControl.zip` (keeping its internal folder structure) in to a new directory, then run the newly extracted `Borderlands Commander.exe`

Right clicking the system tray icon, you can now select „Enable UDP Port“ in the menu. The windows firewall dialog should pop up – you must allow communication for BL2 remote control to work properly.

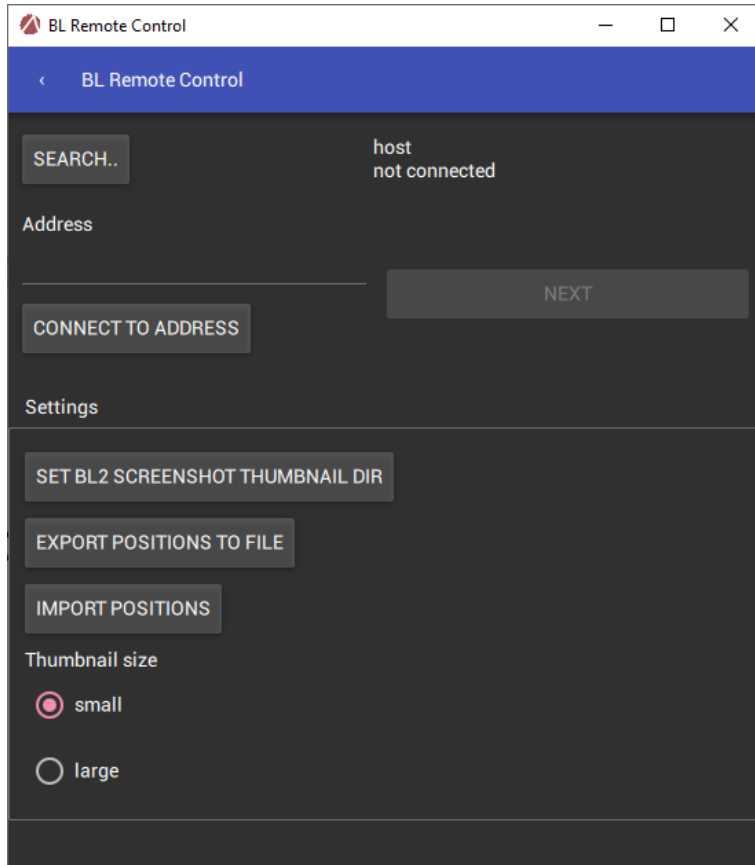
Warning: The firewall dialog will be triggered ONCE. If you cancel out or don't enable communication, you will have to dig through the firewall settings manually later on.

Now start the `BL2CommanderControl.exe`

If you have trouble running the program, running `vc_redist.x64.exe` installs VC++ runtime DLLs, which are required to run `BL2CommanderControl.exe`.

Running BL2CommanderControl

BL2CommanderControl displays the following screen on startup:



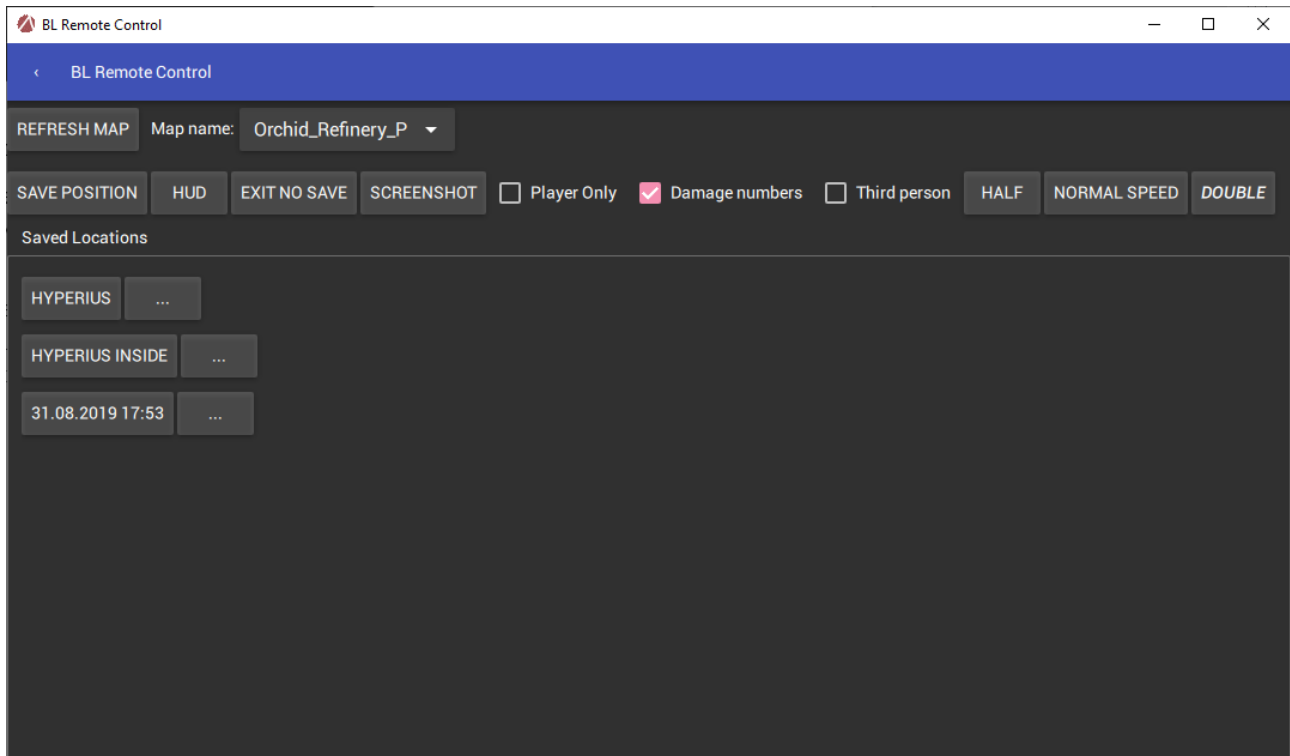
Fastest method for a connection to be established is just clicking the “Search...“, then “Next”.

If the “NEXT” button keeps being disabled, check that the *correct* version of Borderlands Commander is running (with “Enable UDP Port” checked in system tray). Note that the firewall can block communication.

In case you have multiple PCs running Borderlands Commander, you can select which PC to use via the Address input and the “Connect to Address” button. A useful address is “localhost” when running the app on the same machine as BL2/TPS.

Controlling the game remotely

Once successfully connected, you get to the following screen after hitting the “Next” button. Almost everything here requires a running BL2/TPS game – main menu won’t work.



First row: “Refresh Map” takes the map name from the running game, and shows saved locations below if there are any. Next to “Map name” is a drop-down for all maps with previously saved locations – useful for management tasks like renaming or assigning screen shots.

Second row has a bunch of Borderlands Commander shortcuts. Most important difference is the “Save Position” button: Saved locations will be stored and displayed below.

Saved Locations

Every saved location has 2 buttons. The first has the name and optionally a screenshot thumbnail. Clicking on it will teleport the player to this location.

The other button “...” can be used to manage locations. It show a menu allowing to rename, assign a screenshot thumbnail or delete a location permanently.

The example screenshot above shows 3 saved location in the Washburne Refinery:

- “Hyperius” - just outside the door leading into the fighting arena
- “Hyperius inside” - inside Hyperius’ arena
- An unnamed location showing just date and time (next to fast travel)

Settings

The first page also has some application settings. You can access this page via the “<” button from the game control page.

“Set BL2 Screenshot Thumbnail dir” sets the directory that the “Screenshot” assignment menu uses.

Note: You want the “thumbnails” subdirectory of the stream screenshot directory for the BL2/TPS application: “View screenshots” - “Show on disk” in steam.

“Export positions to file” allow saving locations – with assigned screenshots – to a file that you can distribute to your other devices (other PCs or Android).

“Import positions” allows importing locations that were previously saved with the export button above.

Note for Android users: “Import” works with content providers like Google Drive, but export does not. Export only allows exporting a file on android which must be manually transferred (e.g. via PC USB).

“Thumbnail size”: “Small” is half size (100x61), “Large” is full size thumbnail (200x122).