Hmm I don't get it then.

When I set the port to 0, set it to WOL mode, and run RenegadeServer.exe, I go into CMD and type netstat -an and it pops up the 2256 port. If I set it to Gamespy mode, that 2256 number changes to 4848. That leads me to believe that 4848 is used for Gamespy, and 2256 for WOL, because there is no port 4848 anywhere to be found when it's set to WOL mode.

But everyone keeps telling me to use 4848 as the default, so I guess I will disregard everything else and just start it at 4848. But I still can't get over the fact that 4848 is not used by default for me when the port is set to 0 in the server.ini file. Oh well.

And yeah, you may have heard of me, depending on which xTc you're thinking of.   My main focus is UT2004 1v1, and back when the game was in its' prime I was one of the better 1v1ers out there.