
Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Carrierll](#) on Sat, 08 Mar 2008 19:20:20 GMT

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Here, let's use a little diagram...

Him --> His router --> The internet --> Your router --> You

In order for a connection to work, your router needs to accept his connection, which like all connections, will be on it's own specific port (this way more than one application can use the internet at once!)

So

His simplified packet (item of data) looks like this:

<Packet>

Dest : you

Source : him

Port : some number, lets say 1394

Data

</packet>

Your router is blocking traffic on 1394, it could be a random worm trying to hack in, it isn't, but the router doesn't know that.

Your computer will have been given an IP address by your router, in the form 192.168.XXX.XXX (Chances are it's something close to 192.168.1.2)

In your router's config page (found by pointing your web browser to 192.168.1.1) set it such that any traffic on your chosen port, say 1394, is sent by the router straight to your PC. (www.portforward.com has a guide on how to do this for most routers) If your router wants to know which protocol (UDP or TCP) say both.

Now, in server.ini, set the port to 1394, or whatever number you used. Restart your server.

Now, if he tries to connect, his client should use port 1394 (or whichever number you used) to connect, which your router now recognises as being an exception to being filtered, and lets it through. Result: He can join your game.