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Subject: Re: [SSGM 4.0 Plugin] GameSpy Support  
Posted by [Ethenal](#) on Mon, 11 Jun 2012 22:21:03 GMT

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DistrbdSt0rm21 wrote on Mon, 11 June 2012 17:14 EvilWhiteDragon wrote on Mon, 11 June 2012 08:41 DistrbdSt0rm21 wrote on Sun, 10 June 2012 09:34 Animoskity wrote on Sat, 09 June 2012 18:34 I think the new beta has broke this plugin. Can I get an update?

Your router must be blocking it or you don't have the right port defined in the ssgm.ini.

I'm running beta 5 and my server shows on the gsa list with no problems.

there is no need for an up date.

You can contact me via TeamSpeak either on mine dsts.us:3369 or on ts.MultiPlayerForums.com, I can help you set it up right.

Eh... You're aware that dedicated servers usually don't have NAT-routers in their connection path, right?

Yes mine goes through one but I port forwarded the ports that people connect until I get my server box, or if I decide to go with your hosting ;p

What he is saying is that dedicated server boxes (i.e. one hosted in a colocation center, like SoftLayer in Dallas) do not HAVE NAT routers. So therefore, what you're talking about has nothing to do with his problem (unless of course his server is behind a NAT router at home or something similar).

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