Subject: FDS Ports
Posted by Nightma12 on Sun, 06 Feb 2005 11:46:57 GMT
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hey,

does anyone know what ports the FDS needs to be open to run?

is it just the ports in server.ini?

Subject: FDS Ports
Posted by danpaul88 on Sun, 06 Feb 2005 12:13:20 GMT
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yes, as far as i know its just the ones in server.ini...for wol mode anyway, i dnt know bout gsa mode

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Subject: FDS Ports
Posted by Nightma12 on Sun, 06 Feb 2005 12:58:29 GMT
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but in player_info, under Address it has

IP;port

that Port appears to be random, is that the port they are connecting though or is that the port on there computer?

Subject: FDS Ports
Posted by Blazer on Sun, 06 Feb 2005 13:26:53 GMT
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The only ports you need open is the game port, and the remote admin port (and only that one if you are actually doing remote admin). The ports you see in player info are random local ports assigned when they connect.

Subject: FDS Ports
Posted by zunnie on Mon, 07 Feb 2005 01:11:07 GMT
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edit

Subject: FDS Ports
Posted by Nightma12 on Sun, 13 Feb 2005 12:57:31 GMT
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now what ports does GSA need

Subject: FDS Ports
Posted by AlienWorkShop on Tue, 15 Feb 2005 01:10:50 GMT
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when renegade is in GSA mode, and it tryes to send heartbeats to the master server, you will see that it cant if its blocked... Take a note of the PORT when its error message appears... most ports are UDP...