
Subject: Port

Posted by [ExEric3](#) on Mon, 07 Nov 2005 20:00:42 GMT

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I create server over XWIS IRC WOL Server and players cannot connect on my server. (Negotiating firewall failed). More servers cannot connect. (Example: BCServ5). Where is error? What is server.ini? On old WOL is running all ok. Pls help. THX

Subject: Re: Port

Posted by [light](#) on Tue, 08 Nov 2005 07:29:03 GMT

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Here are my settings, and I have been able to put my server on XWIS and have people connect:

```
; LoginServer =  
;  
; This field can be used to specify the Westwood Online matchmaking server  
; to connect to. If left blank, the Renegade Server will connect to the  
; closest matchmaking server. To specify a server to connect to, use one of  
; the names listed above in the section 'Available Westwood Servers'.
```

```
LoginServer =USA Server
```

```
; Port =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients. This should normally be left at 0 and the  
; Server will decide for itself what port to use. This should work with most  
; firewalls and NAT connections but, if you need to manually set a port, you  
; can do it here.
```

```
Port =0
```

```
; GameSpyGamePort =  
;  
; This is the UDP port that the Renegade Dedicated Server will use to  
; communicate with game clients, while running as a GameSpy Server. When running  
; as a GameSpy server this port value will be used instead of the above Port value.  
; The default value is 4848.
```

```
GameSpyGamePort = 0
```

```
; GameSpyQueryPort =
```

;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

Bear in mind XWIS is still being worked on, and will not work in all cases.

Subject: Re: Port
Posted by [ExEric3](#) on Wed, 09 Nov 2005 06:10:13 GMT
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Didnt work.

Subject: Re: Port
Posted by [Dorest0rm](#) on Wed, 25 Jan 2006 11:46:43 GMT
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same for me doesnt work...

Subject: Re: Port
Posted by [EA-DamageEverything](#) on Sun, 05 Feb 2006 16:37:59 GMT
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You should set up a fixed Port. Like 4849, 4620 or something.

Port=0 let the FDS auto-decide by itself which port to work on. Setting up a fixed port will solve some client connection issues when the server is behind a router. Note that rootservers are behind routers too.
