

---

Subject: GSA Ports

Posted by [sycar](#) on Wed, 15 Feb 2006 22:44:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi, i have a renegade server, but im currently having a problem with my nat.

From what i know, my server sends out data to gamespy and thats all fine, but then gamespy pings your server for an update, however my nat blocks these pings. does anyone know what ports (and whether they are tcp/udp) gsa uses to ping hosts. This is so irritating! My server is listed in gamespy but has no name or ping rate etc. just a stupid red x

thanks buffymaniack

---

---

Subject: Re: GSA Ports

Posted by [WarZman](#) on Thu, 16 Feb 2006 18:04:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If you are behind a firewall/proxy and are able to change its settings, Arcade needs the following TCP ports open in order to function:

6667 (IRC)

3783 (Voice Chat Port)

27900 (Master Server UDP Heartbeat)

28900 (Master Server List Request)

29900 (GP Connection Manager)

29901 (GP Search Manager)

13139 (Custom UDP Pings)

6515 (Dplay UDP)

6500 (Query Port)

This are the port Gamespy will use if you open MASTER SERVER UDP HEARTBEAT your server will be alright far as i know.

i had the same problem

---

---

Subject: Re: GSA Ports

Posted by [sycar](#) on Sat, 18 Feb 2006 00:01:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok, well i have 27900 open for internal connections. i.e. using virtual server incoming communications on that port are forwarded to my ren server. yet it still has the same problem. as far as i know nats don't block outgoing connections so im really confused. do gamespy ping on some ridiculous port not listed or something? any ideas will be greatly appreciated!

---