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Subject: Server Issues

Posted by [spydercx2](#) on Thu, 26 Oct 2006 21:47:06 GMT

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not sure if this is the correct forum but oh well when i make my server it is dedicated using night reg i can join but no1 else can oin it just has negotiating port with server i turned off all firewalls i can find which was suggested by a few can you help?

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Subject: Re: Server Issues

Posted by [danpaul88](#) on Thu, 26 Oct 2006 22:35:03 GMT

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If you use a router to connect to the internet anyone else with a router CANNOT join your server. Nothing you can do about it.

Either host on a computer connected directly to the internet modem, or pay for dedicated hosting.

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Subject: Re: Server Issues

Posted by [spydercx2](#) on Thu, 26 Oct 2006 22:36:48 GMT

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i am on my home comp directly connected to internet through modem

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Subject: Re: Server Issues

Posted by [danpaul88](#) on Thu, 26 Oct 2006 22:45:30 GMT

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Perhaps your ISP blocks the required ports to host a renegade FDS server? Try changing the port number in the server settings. Something like 5555 or 5556 usually seems to work.

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Subject: Re: Server Issues

Posted by [Cat998](#) on Thu, 26 Oct 2006 23:20:51 GMT

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danpaul88 wrote on Fri, 27 October 2006 00:35 If you use a router to connect to the internet anyone else with a router CANNOT join your server. Nothing you can do about it.

That's incorrect

Most routers allow you to open any port you need and forward

it to your PC in your local network. It's called

Port address Translation (PAT), in conjunction with Network Address

Translation (NAT)

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Subject: Re: Server Issues

Posted by [danpaul88](#) on Thu, 26 Oct 2006 23:35:55 GMT

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Assuming of course your using static IP addresses on your network..

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Subject: Re: Server Issues

Posted by [Cat998](#) on Fri, 27 Oct 2006 01:12:56 GMT

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Changing your IP address while the FDS server is running would

fuck up the FDS server I think lol

And updating a setting in the routers config page shouldn't be too

hard

spydercx2 wrote on Thu, 26 October 2006 23:47not sure if this is the correct forum but oh well when i make my server it is dedicated using night reg i can join but no1 else can oin it just has negotiating port with server i turned off all firewalls i can find which was suggested by a few can you help?

The windows firewall too ?

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Subject: Re: Server Issues

Posted by [jnz](#) on Fri, 27 Oct 2006 03:01:53 GMT

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i have a router, and anyone can join my server. and i know that people have routers because i asked them.

btw: Cat998 i like your avatar, made me lol.

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Subject: Re: Server Issues

Posted by [danpaul88](#) on Fri, 27 Oct 2006 06:53:43 GMT

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Anyway, generally speaking routers screw up network->network connections when port forwarding is not setup properly.

I still think you might benefit from trying different port numbers, as mentioned above.

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Subject: Re: Server Issues

Posted by [Cat998](#) on Fri, 27 Oct 2006 07:11:53 GMT

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Addition: Most routers support something called DMZ too. It allows you to put a local PC outside the routers firewall so there is no need to play around with port numbers.

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Subject: Re: Server Issues

Posted by [Goztow](#) on Fri, 27 Oct 2006 07:15:31 GMT

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You need to open and forward the port that you have set up in server.ini. [www.portforward.com](http://www.portforward.com) explains how to do this but if you're a novice, I ADVISE you NOT TO DO IT.

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Subject: Re: Server Issues

Posted by [spydercx2](#) on Fri, 27 Oct 2006 22:43:50 GMT

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so gotz tht may fix the problem im having, i see that every1 got off topic

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Subject: Re: Server Issues

Posted by [Goztow](#) on Sat, 28 Oct 2006 08:19:33 GMT

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spydercx2 wrote on Sat, 28 October 2006 00:43so gotz tht may fix the problem im having, i see that every1 got off topic

That would fix your problem for sure... if you do it correctly . E.g. in server.ini you set port = 5555

Then you need to go in your router admin and set port 5555 to be open for udp-packets and to forward to your internal IP-adress (of the computer where your server is on).

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Subject: Re: Server Issues

Posted by [Cat998](#) on Sat, 28 Oct 2006 12:47:37 GMT

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Goztow wrote on Sat, 28 October 2006 10:19spydercx2 wrote on Sat, 28 October 2006 00:43so  
gotz tht may fix the problem im having, i see that every1 got off topic

That would fix your problem for sure... if you do it correctly . E.g. in server.ini you set port = 5555

Then you need to go in your router admin and set port 5555 to be open for udp-packets and to forward to your internal IP-adress (of the computer where your server is on).

spydercx2 wrote on Fri, 27 October 2006 00:36i am on my home comp directly connected to internet through modem

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Subject: Re: Server Issues

Posted by [Goztow](#) on Sat, 28 Oct 2006 14:43:39 GMT

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Cat998 wrote on Sat, 28 October 2006 14:47Goztow wrote on Sat, 28 October 2006  
10:19spydercx2 wrote on Sat, 28 October 2006 00:43so gotz tht may fix the problem im having, i  
see that every1 got off topic

That would fix your problem for sure... if you do it correctly . E.g. in server.ini you set port = 5555

Then you need to go in your router admin and set port 5555 to be open for udp-packets and to forward to your internal IP-adress (of the computer where your server is on).

spydercx2 wrote on Fri, 27 October 2006 00:36i am on my home comp directly connected to internet through modem

Does he know the difference between a modem an a router?

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Subject: Re: Server Issues

Posted by [light](#) on Sun, 29 Oct 2006 03:47:14 GMT

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Router has NAT, that's about the only real difference.

Heck, my old Dlink 302G said it was a modem, but it had NAT, so it's a router. I plugged a hub into it and ran 3 PCs from it.

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Subject: Re: Server Issues

Posted by [Cat998](#) on Sun, 29 Oct 2006 19:34:28 GMT

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Open the windows command line (cmd), enter "ipconfig" and  
if you have an IP adress like 192.0.0.0 or 10.0.0.0 then it's  
a NAT device.

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