Subject: server problem
Posted by TbouncerT on Sat, 24 Feb 2007 11:12:03 GMT
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Ive looked through the forum about this and cannot seem to find a fix. Some people will be able to connect (like me) and others cannot. I have open all the needed ports in my router and even tried DMZ and still have this problem.

Subject: Re: server problem
Posted by RydarNuke on Tue, 27 Feb 2007 17:15:14 GMT
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Have you checked your firewall to see if thats blocking it?

Subject: Re: server problem
Posted by SeargentSarg on Tue, 27 Feb 2007 21:07:25 GMT
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It could be a firewall. I doubt it. Routers afaik don't work well with servers. (home router setups)

Subject: Re: server problem
Posted by tonyrolm on Wed, 28 Feb 2007 02:04:03 GMT
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Quote:Ive looked through the forum about this and cannot seem to find a fix. Some people will be able to connect (like me) and others cannot. I have open all the needed ports in my router and even tried DMZ and still have this problem.
Try setting you sevrer to a static ip address the set your router to DMZ to you static ip address assigned to your server.
I recommend you have some type of firewall whether it be the inhierent Windows Firewall or ZoneAlarm and only allow those programs associated with the bot, FDS and WOLSpy.

Tony

Subject: Re: server problem
Posted by Goztow on Wed, 28 Feb 2007 07:43:42 GMT
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I assume you're using the FDS. Did you open/forward the same port as your put for 'port = xxxx' in server.ini?

Subject: Re: server problem
Posted by TbouncerT on Thu, 01 Mar 2007 13:05:30 GMT
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Ive always had my server at a static ip, and all the ports are open that needs to be (including in the ini file), ive tried DMZ and that doesn't help. I just really use windows firewall and the FDS, etc are allowed in/out. What else could it be?

Note: the server is running windows xp pro (fully updated) if this helps any.

Subject: Re: server problem
Posted by SeargentSarg on Thu, 01 Mar 2007 21:50:50 GMT
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Is your connection connected to a router, because in my old computer, it was behind a router and it couldn't open the ports to have a server online. I would have to host a 1 player lan to play a game behind that router.

Subject: Re: server problem
Posted by TbouncerT on Fri, 02 Mar 2007 04:12:08 GMT
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its been on the same router for a few years ive been running an server, so something happen and i can't figure out what.

Server is running:
FDS
CP1/2
NR
Renstat

Subject: Re: server problem
Posted by SeargentSarg on Fri, 02 Mar 2007 12:01:34 GMT
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I am saying from my prior experiences, FDS may or may not work behind a router.

Subject: Re: server problem
Posted by TbouncerT on Sun, 04 Mar 2007 10:22:42 GMT
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/bump

Subject: Re: server problem
Posted by mvrtech on Tue, 13 Mar 2007 21:42:05 GMT
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SeargentSarg wrote on Fri, 02 March 2007 06:01I am saying from my prior experiences, FDS may or may not work behind a router.
My server with fds works no probs with my router.

Subject: Re: server problem
Posted by jnz on Tue, 13 Mar 2007 22:53:00 GMT
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it will work. just other people or most people can't connect to you. only people inside your network can

Subject: Re: server problem
Posted by Dave Anderson on Tue, 13 Mar 2007 23:23:35 GMT
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I had a similar problem with a server I am developing, turns out, it was a simple coding flaw. I went through Windows and made sure, literally, every network setting possible in Windows was set correctly. I tried forwarding ports, resetting/reinstalling my router, calling my ISP making sure they didn't suddenly block ports, all to find out I caused the problem in my code.

That has nothing to do with the FDS, but the point is if it just suddenly stopped working then its not your router, not a Windows setting, and not a port forwarding issue.

1. Call your ISP and make sure they did not start blocking incoming requests.
2. Make sure Windows Firewall didn't get turned back on somehow (sometimes can happen after a Windows Update).
3. Try reinstalling and reconfiguring your FDS.
4. Try resetting your router, it is possible that your configuration is corrupt.
5. Try updating your routers firmware.

(#4 and #5 are probably not the cause, though possible).