Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Wed, 05 Mar 2003 01:40:33 GMT

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Hello peeps, I think we've cracked the most anoying problem out there for Renegade (IMHO)! Have you ever gotten the "Negotiating port with server..." then "Operation timed out" error when trying to log onto a server? Well, thanks to [sg]theone and some trial and error and research, I think we found the solution. Here is somewhat of an explanation in non-techie terms:

Some applications require multiple connections, like Internet games, Video conferencing, Internet telephony and so on. Due to many broadband router's firewall function, these applications cannot work without some intervention.

i.e. You must open some ports in your router's built in firewall to let game packets through. This can be done in the router's configuration setup.
For me, I have a D-Link DI-704P router, it requires you to log into the router through your web brouser (just by typing in the ip address, i.e. http://192.168.36.0 or something like it). I bet some routers out there require you to use the Tellnet program or even Hyper Terminal. You need to look at your manual and see what it takes to enter the configuration.

Anyhow, thanks to [sg]theone, he found this information from Westwood:

Quote:"What firewall ports do I need to open to play on WOL? Why can't I connect to WOL?

Be sure you have a stable internet connection. Also, if you have a Firewall or Router please open the standard WOL ports. You will need to enable some ports to UDP traffic in order to communicate with Westwood Online. Ports 1234, 1235, 1236, and 1237 should allow UDP traffic. Also, ports 7000, 3840, 4005, 4808, and 4810 will need to be opened for all TCP traffic. If you do not know how to configure your firewall, please consult your firewall documentation, contact your system administrator, or contact your Internet service provider."

Basicly what it sounds like you need to get ur router to open up the above listed ports -- it may take a little trial and error but IMO this is whats causing your issue.

Again, how you do this on your particular router I do not know, but it should be in the manual some place. It worked for me. I even get a much better Ping and less lag now!!! Try it, you'll like it.

If you have any questions and would like help configuring your router you can contact me. misser_wren@yahoo.com Yahoo Messenger misser_wren

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Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by MeXadiaz on Wed, 05 Mar 2003 03:05:23 GMT

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My stupid router company DIDN'T give me a manual NOR does there website tell me

how to configure the port settings, wtf, I need help bad.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by C4miner on Wed, 05 Mar 2003 03:18:03 GMT
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Ohhhh, so the solution to the "Negotiating Port Error" problem is to.... open some ports! Go figure!

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Wed, 05 Mar 2003 03:24:30 GMT
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MeXadiaz   My stupid router company DIDN'T give me a manual NOR does there website tell me how to configure the port settings, wtf, I need help bad.

Give me the make and model number of your router and I'll see if I can find anything for you.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Griever92 on Wed, 05 Mar 2003 03:34:13 GMT
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C4minerOhhhh, so the solution to the "Negotiating Port Error" problem is to.... open some ports! Go figure!

This information is wrong. When it says that it's negotiating a port, thats what the Hosts computer is doing, not yours

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by MeXadiaz on Wed, 05 Mar 2003 12:51:08 GMT
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Oh yeah, router is NETGEAR Cable/DSL Web Safe Router Gateway RP614, and my internet provider is Chart Pipeline. Got any help for those?

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Wed, 05 Mar 2003 13:35:36 GMT
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MeXadiazOh yeah, router is NETGEAR Cable/DSL Web Safe Router Gateway RP614, and my

internet provider is Chart Pipeline. Got any help for those?

Ok, first things, first. Go here and download and ugrade your router firmware to the latest version:

http://www.netgear.com/support/support_details.asp?dnldID=238

This page also has instructions on how to log into your router:

Open the browser (Internet Explorer or Netscape)
Access the router (usually http://192.168.0.1)
Login to the router (User Name = admin Password = password unless you have changed it)

Once you have updated your Firmware, check and see if you can connect to any game servers that you were not able to before. The new version is supposed to improve on this function. If not then you gan get the manual for your router here:

http://www.netgear.com/support/support_details.asp?dnldID=242

If just clicking on the link to download does not work then try shift+click on the link.

If you need to still configure your ports after upgrading the firmware then it may take some trial and error as your manual is not all that clear about how to do this. This is what I found in the manual on page 7-4"

Some online games and videoconferencing applications are incompatible with NAT. The Model RP614 router is programmed to recognize some of these applications and to work properly with them, but there are other applications that may not function well. In some cases, one local PC can

If one local PC acts as a game or videoconference host, enter its IP address as the default.

I think this is done by makeing it a DMZ server. In this case, it shuts the firewall off to this computer. There are specific instructions for this in the manual on page 7-5.

Anyhow, give this all a shot and let me know how it works. I'll be glad to help if I can. Goodluck!

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by [sg]the0ne on Wed, 05 Mar 2003 13:39:21 GMT
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MeXadiazOh yeah, router is NETGEAR Cable/DSL Web Safe Router Gateway RP614, and my internet provider is Chart Pipeline. Got any help for those?

The answer to your question can be found online as long as the mentioned features are available for your router. I'd suggest going to netgears website and viewing your manual if you dont have a copy on hand. This will only resolve the issue if the issue = your router doesn't have the correct ports open by default.

Griever92
"This information is wrong. When it says that it's negotiating a port, thats what the Hosts computer is doing, not yours"

Neogiation occurs on both ends. They (client & host pc's) would be trying to come to an agreement on what ports to use for the data transfer. If none of the predefined ports are open the negotiation will fail.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by MeXadiaz on Wed, 05 Mar 2003 22:04:51 GMT
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 THANK YOU

I can now get on many servers I couldn't before. Thanks man, you rock.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Gizbotvas on Wed, 05 Mar 2003 22:16:03 GMT
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Guys, I think you are missing the point here.
I believe the problem is SERVER SIDE.
How else could you explain that there are servers like the PITS that ALWAYS be negotiated, and servers like DEVSHOUSE that can NEVER be negotiated.

Also, in October (before I left and returned) I could negotiate ALL PORTS ALL THE TIME, however when I returned to the game in January, I could NOT NEGOTIATE MOST ports. keep in mind I in no way adjusted, added, removed, or changed any hardware, software, configurations, or braodband connection. All my stuff is EXACTLY, I mean EXACTLY the same as it was before, so my sudden inability to negotiate the ports MUST be server side. I cannot see any other rationalization.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Wed, 05 Mar 2003 22:45:00 GMT
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GizbotvasGuys, I think you are missing the point here.
I believe the problem is SERVER SIDE.
How else could you explain that there are servers like the PITS that ALWAYS be negotiated, and servers like DEVSHOUSE that can NEVER be negotiated.

Also, in October (before I left and returned) I could negotiate ALL PORTS ALL THE TIME,

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however when I returned to the game in January, I could NOT NEGOTIATE MOST ports. keep in mind I in no way adjusted, added, removed, or changed any hardware, software, configurations, or braodband connection. All my stuff is EXACTLY, I mean EXACTLY the same as it was before, so my sudden inability to negotiate the ports MUST be server side. I cannot see any other rationalization.

Honestly Gizbotvas, I know what you are saying. I had no problems getting on any servers for the longest time, then after one of the patches (can't remember which one) it all started to go downhill. Like you, I changed nothing. The Pits was one of my only playable servers. All I know is that it was frustrating me so much that I had to do something. Now I have done something. I still have a firewall intact and it works fine. I can play on any server I like. Can I ask if you have a router? If so, just try updating the firmware and see if that solves the problem. I have read more about it and see that many routers have built in programming to help with the port negotiations. It may just need to be updated. So far we have 2 winners and no losers in this method, so it does something. Hope we can help, just ask if you need it.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by MeXadiaz on Thu, 06 Mar 2003 12:51:00 GMT
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I had to make my DMZ Server this computer by putting in it's IP Address, which I guess turned off the firewall. But now I can play in many more servers though.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Thu, 06 Mar 2003 19:45:01 GMT
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From Falconxl on the Pits forum...

"I would recommend that if you do open the ports and dont have one already, to get a software firewall to monitor the open ports. I use Norton Internet Security to alert me to unwanted traffic on open ports on the router. Its worked pretty good so far. "

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by tbdsamman on Thu, 06 Mar 2003 22:29:55 GMT
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I hate to burst your "happy bubble" but I have a "SMC7004VBR" model and i have tried entering the ports and making my computer a DMZ but noting will work. Can you guys help

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!

Posted by [sg]the0ne on Fri, 07 Mar 2003 03:27:18 GMT
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It should be duely noted that w/computers there are THOUSANDS of variables that may make your situation different from other ppls even though setup may be similiar or what "appears" to be the same.

Example.

I have been using the same Windows 2000 disk for over a two years now for my operating system installtions. Through this time I have reinstalled windows like over 1/2 a dozen times with THE SAME hardware config everytime. Now SOMEHOW my most recent installation went TOTALLY DIFFERENT than the previous ones with the SAME configuration. In short, I had major fucking problems whereas the previous ones went smooth as a babies butt.

major like MAJOR like if I would of called MS they would of told me to reinstall the operating system...again. Being a computer technician w/over 10yrs experience w/MS OS's saved the day (er night) though !!

Anyways this is something very important to keep in mind. Because when we argue about who's right and who's wrong w/pc's it must be considered that two people w/similar symptoms BUT different resolution may BOTH be correct given their ACTUAL situation.

Anyways hope this helps clear up some gray area in 'my fix' and 'your fix' arena.

Da One

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Anlesauk on Mon, 10 Mar 2003 17:20:23 GMT
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Due to the heated responses from some, I have edited the topic to be "Sugestions" not "Resolution." I think we know that this has more to do with the Firewall than anything, but how it is fixed on anyone's computer can be different for each case as [sg]theone said. Becasue of this, we will try and help as much as we can. I know that it just takes some effort to fix problems. If, in the future, people have questions about this problem, direct them to this thread and we will do the best we can to help them through it. Thanks for all of your comments and let's continue to strive to help each other.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by A-DawG on Tue, 11 Mar 2003 16:05:50 GMT
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does just turning the firewall off help any?
(zonealarm) (right click icon, shutdown zonealarm)

---

does a HUB slow the game down at all?

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by [sg]the0ne on Wed, 12 Mar 2003 03:19:23 GMT
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A-DawGdoes just turning the firewall off help any?
(zonealarm) (right click icon, shutdown zonealarm)
does a HUB slow the game down at all?

Turning off your software firewall can help. It frees up CPU cycles for the game & makes firewall related network issues go poof. Although turning it off may not actually exit the program -- I had this issue with zone alarm my self. I'd suggest scrapping zone alarm (I use to use it) and get SyGate Personal Firewall. The hub is of course all hardware based (duh) so it shouldn't slow it down but test this yourself because your situation may be different.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by flyingfox on Sun, 30 Mar 2003 00:50:29 GMT
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wtf? I have no idea what my gateway is, or my router...or whatever the hell it is. No-one told me about any of this...I have no idea what to do.

Subject: I dont know what to do
Posted by CoolCat69 on Wed, 30 Apr 2003 00:23:03 GMT
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I dont know how to change my port numbers. I have a linksys model befw11s4 V.2 and my dsl is from bellsouth. Please help me out if you can.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by kopaka649 on Tue, 13 May 2003 00:48:38 GMT
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i also need help with my router. i have a DI-604 with ADSL

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by gibberish on Mon, 26 May 2003 20:42:21 GMT
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GizbotvasGuys, I think you are missing the point here.
I believe the problem is SERVER SIDE.
How else could you explain that there are servers like the PITS that ALWAYS be negotiated, and servers like DEVSHOUSE that can NEVER be negotiated.

IMO you are partially correct, here is my understanding of how firewalls work:

With regard to Renegade, firewalls fall into 4 basic categories:

1. No Firewall
2. Well configured firewall
3. Incorrectly configured firewall.
4. Corporate/Secure firewalls

Numbers 1 and 2 are really the same since a well-configured firewall is invisible (except when you try to do something you shouldn't).

Most home firewalls are in category 3 this is because the company that makes the firewall doesn't know what the home user will do with it, so they lock everything down (which breaks Renegade).

I will cover number 4 separately at the end of this post.

The astute among you will now be saying "If this is true then no one would be able to play Renegade with a home firewall installed".

The answer to this is in an old saying "It takes two to tango" or in the case of firewalls it should be "It takes two NOT to tango".

In other words the programmers of Renegade were clever enough to write some code that can compensate for the problems created by one incorrectly configured firewall.

However it is very difficult (sometimes impossible) to correct for two incorrectly configured firewalls.

What this means is if the game is hosted on a server that is either protected by a well-configured firewall or no firewall everyone can play it, regardless of their firewall configuration (except for Corporate firewalls).

Or alternatively:

If you have no firewall or your firewall is well configured you can play on any server regardless of the servers firewall configuration (again except for corporate firewalls).

The only time you can't play on a particular server is when both you and the server have incorrectly configured firewalls, fix your firewall or ask the server admin to fix theirs and you should be fine. Ideally you should both fix your firewalls .

So you ask what is a "well-configured firewall"; basically there are two things that make up a well-configured firewall:
1. Opening the correct ports.
2. Forwarding the ports to the correct host (sometimes called port forwarding or DMZ host)

Unfortunately there are many different types of router/firewall out there and each one is different so you will have to read the manual. However I will say that you will probably need to set the "Firewall Port" option in Renegade to match the UDP port you set up in the firewall.

A final spanner I would like to throw in the works is that the level of "incorrectness" can vary from firewall to firewall, so sometimes even though both firewalls are technically not configured correctly you can still play.

Corporate firewalls

Corporate firewalls are usually designed not to let people play games through them, however sometime the game will still be listed (Advanced Game Listing), it's just that no one can connect to it. If you think that your firewall is well configured (you can connect to the vast majority of games) and there are still one or two games you can't get into, then they are probably behind a corporate firewall, your best bet would be to give up on this server any play somewhere else.

This is just my understanding so,
I hope it is both useful and accurate.

Gibberish

PS I allow the following ports outgoing:

3845,4005,4321,4850,7000 (TCP)

And the following port in both directions:

4848 (UDP)

The 4848 port is also port forwarded and set up in renegade as the "Firewall Port"

I have not had any problems connecting to anyone.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by DragonSniper on Tue, 29 Jul 2003 22:58:21 GMT
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ok heres my problem, i can get online and when i go to multi-play internet i get the whole screen

of advanced game listings, quik match, chat (like it should show up) but then when i go to click advanced games listing it tells me " requesting server list "   and it ALWAYS times out i havent been able to get on for 3 weeks now and nothing that my ISP or Westwood Tech support has said worked. they told me to check some ports on my " firewall " but i have a dial up connection and dont have firewall so WTF do i do!???????????????   i used to be able to get on and play.

Subject: Re: I dont know what to do
Posted by zippo8891 on Thu, 07 Aug 2003 07:22:02 GMT
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CoolCat69I dont know how to change my port numbers. I have a linksys model befw11s4 V.2 and my dsl is from bellsouth. Please help me out if you can.

well i have a Linksys BEFW11S4, and i havent had to configure anything specifically. Do you mean how to disable and enable certain ports
open up a web browser and go to your routers address probably http://192.168.1.1 the username and pass is set to "admin" by default

if ya know anything about networks just look around on the different tabs to make sure all your settings are correct.

click on the advanced tab and under filters make sure that there arent any ports filtered out

if you want other computers to connect to you you have to set up port forwarding, you dont have to use this with renegade, mabie if you host a game i dunno, just tell what ports you want the router to forward to your computer

   if you ever screw up and your internet doesnt work anymore or if you want to set all the settings back to default just hold down the reset button on the back of the router

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by kopaka649 on Thu, 07 Aug 2003 19:29:12 GMT
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i enabled DMZ on my router for my comp and installed a firewall

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by dufis791 on Sat, 09 Aug 2003 16:26:30 GMT
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i had a problem that was like that once. but i couldnt connect to WOL!!! the problem for me was a sys process called "svchost.exe". some new app i got was making it hog my entire CPU!!! i couldnt get any internet activity going, not AIM, not weatherbug, nothing. open the task manager and make sure that no one process is taking up 80% or more of your processor. and it took alot

---

for me to get that process down past 95%!!!

This is going to be a long message, so sit tight for a bit.

I know there are a lot of you out there that DO know the basics of networking and how to open the ports on your firewalls (usually software) ...but on the flipside I also know there are a lot of you out there (based on reading these forums) that DO NOT know the basics of networking. Therefore I'll cover a couple of the basics that should at least help you understand what some of these guys are saying.

IP addresses are used to route information. I think we all know this by now. However, the way that networking devices process the information that is sent is a different story.

A normal hub broadcasts information to every computer that is plugged into it. Therefore if you have 4 computers on your network (one of which is connected to someone's game server) -- every time the game server sends information to "you" it sends it to the other 3 computers too. And unless you have an intelligent hub, the signal is usually degraded.

A router FORWARDS information based on networking layer of the OSI model. (*note* the website I just linked to may or may not have accurate information. The OSI model was developed by the ISO, and you may wish to check their website out). This is the most common method of "internet sharing" found among simple broadband users.

NAT (Network Address Translation) is a technology developed to save real-world IP addresses. Rather than having 5 real world IP addresses for your network, you can have 1 then the other 4 can have "fake" (or internal) IP addresses. Here's the basics on how NAT works.
(1) A computer with a fake (or internal) IP address such as 192.168.1.2 wants to connect to the game server 66.92.46.127. The data is encapsulated into a packet with the ultimate destination saved in the header of that packet.
(2) This packet is forwarded to the gateway (more info about this in a second) which in this case is a NATing device. The NAT goes into the header of the packet and strips away the old source address (which was 192.168.1.2) and replaces it with the NATing device's real world IP address.
(3) The game server gets a request from the NATing device to connect. The game server connects and sends replies back to the NATing device.
(4) When the replies reach the NATing device, it strips the desination information from itself to the computer that originally sent the request (in this case 192.168.1.2).

The problem is when the NATing device has built in firewall which by default prohibits traffic between 'segments' of the internal network or blocks ICMP traffic from the internet (which makes you look like you have a horrible ping ... or even NO ping).

The default gateway is different for every computer. Look at it this way: if your computer wants to send information to my computer, it can't because its not directly connected and it can't find it. It

---

needs to be forwarded. The way it is forwarded is through each computer's default gateway. So your computer sends the information to your router (which is your computer's default gateway) which forwards it to your ISP's network (which is your router's default gateway) who continues to forward it ...

For the person that was woried about svchost.exe ---- this is a normal process. This service is used for anything that uses a dynamic link library (.dll) file. They're typically a resource hog. You can download tweaking programs if you want to try and help the situation. One can be found HERE.

Now, back to the DMZ issue. A firewall is essentially a "host based" product that monitors and blocks ports. Ports are used to communicate information between computers. If your NAT device/router has a built in firewall its probably going to block any ports above 1024 by default unless you enable them. Which, if you know anything about GameSpy and Renegade port configurations, most of them are above this range. One way to resolve the problem is to DMZ (Demilitarized Zone). This makes it so anything coming from the internet doesn't have to go through the NAT firewall. I've found that this usually still causes networking problems. If you use dial up, I would recommend NOT using a router, NATing device, or NAT firewall. If you want to connect multiple computers, I would just buy a $40 hub from Best Buy.

As for SOFTWARE FIREWALLS such as Zone Alarm or Norton Internet Security (NIS). DO NOT just disable them just because you can't play the game. YES it is definitely true that the firewall software uses a lot of resources, but trust me it's worth it. You have NO IDEA how often people get hacked and don't even know it. And unless you want your identity stolen or your computer crashed, get a firewall. I recommend Norton products. They're easy to use and provide decent security. Plus it's normally packaged with antivirus software.

Find a list of ports that is needed for what you're doing. Every program uses different ports. GameSpy uses like 10 ports, Renegade uses like 10 completely different ports, WOL uses its own ports, etc. I have a complete lists of all these ports on my site. Unfortunately I'm doing maintenance on my network so the webserver is not running (and the webpage is not available).

If you guys have any other networking related or security related questions, please feel free to ask me. I'll answer any question you have. I honestly know a little bit of everything ... and if I don't I know where to get the answers. I'm here to help you if you need it.

~fl00d3d~
cryptowizard@speakeasy.net

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Bearxor on Thu, 18 Sep 2003 15:12:13 GMT
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somewhere between a hub and a router is a switch...

and the are infinitely more common than hubs, especially in homes with broadband routers.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by fl00d3d on Thu, 18 Sep 2003 15:16:25 GMT
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Routers work on the networking layer. Switches work on the hadware layer and route by MAC.

And for broadband USERS (not routers, I think you wrote it in the wrong context), the most common device is actually a NAT router. If you don't have a router, you probably have an intelligent hub (which is pretty close to a switch).

~fl00d3d~

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by t1000n1 on Wed, 24 Sep 2003 10:24:06 GMT
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help it says t his when i try to sent someone a email using outlook express

The host 'smtp' could not be found. Please verify that you have entered the server name correctly. Account: 'pop3', Server: 'smtp', Protocol: SMTP, Port: 25, Secure(SSL): No, Socket Error: 11001, Error Number: 0x800CCC0D

What can i do to fix this. My email is stevenarcand@msn.com.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Yano on Thu, 02 Oct 2003 01:04:18 GMT
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What do I do for a DI-604 Router?

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by zunnie on Thu, 15 Apr 2004 15:25:40 GMT
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In reply to the topic subject:

For win98 and ME users who have problems connecting through the local LAN:

If you have ICS enabled, you will need to enable ports 1234 and 1140 on your host machine as well. ICS is a feature installed on some Windows 98 networks sharing a single computer's Internet connection across multiple machines. If this doesn't work-

The following steps may not work on all machines, and should only be tried if you are "network-savvy". Also these steps are merely a suggestion to try and help get around ICS.

http://lynx.neu.edu/a/amccombs/

ACTIVE: RA2
IP: 0.0.0.0
Name: RA2

then add the following ports:

[zunnie]

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Hi-Fi Punk on Wed, 04 Aug 2004 14:28:35 GMT
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Options -> Multiplay
http://n00bstories.com/image.fetch.php?id=1322482931
In router configuration forward any port and set it here.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by wtaj on Fri, 31 Dec 2004 01:23:49 GMT
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er......... before i quit renegade i could play online easier. now it says that stupid operation timed out shit. can u help me?

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Jaspah on Fri, 31 Dec 2004 03:36:39 GMT
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Omfg, this is about your 3rd time asking in a completely different thread.

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by wtaj on Sat, 01 Jan 2005 05:54:16 GMT
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hm... after i opened those ports i still get the same "operation timed out" shit. cna u help me

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by hector102 on Tue, 04 Jan 2005 16:19:37 GMT
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i am a noob at all this and have dial up can someone please help me and tell me what to do with all these routers and ports...ect so i can play renegade smoother and connect better. Thanks alot

---

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Dave Mason on Mon, 10 Jan 2005 16:55:23 GMT
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http://www.pipex.com

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by hector102 on Fri, 28 Jan 2005 12:25:43 GMT
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I was playing Ren when I heard something that fixes lag and it worked. While in game hit F8 c space enter. Try this it works!

Subject: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Servy on Wed, 09 Feb 2005 18:28:49 GMT
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This seems to be very strange...

Quite a few people are experiencing this problem now.

Subject: Re: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by Grim_Reaper_666 on Sun, 16 Apr 2006 22:06:33 GMT
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flyingfox wrote on Sat, 29 March 2003 18:50wtf? I have no idea what my gateway is, or my router...or whatever the hell it is. No-one told me about any of this...I have no idea what to do.

Uh, me too. What on earth am i supposed to do. I have telewest blueyonder 4meg connection. I have no idea what a router is, all i have is a Modem. My firewall is called PC guard that i got free from the blueyonder site and there is nothing on there about ports.

I realy dont want to have to install another firewall as ZA is crap and pc guard dont let me install other firewall programs while its installed anyway. Plus pcguard has spyware and virus protection and even when i shut my firewall down it still gives me the negotiating port crap.

If i could allow ports thru my firewall then i might have a chance but removing pcguard would mean installing 3-4 other programs. unless sum1 can point me too a free firewall,anti-virus and anti-spyware program that updates itself...

Subject: Re: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by GrayWolf on Fri, 12 May 2006 00:01:52 GMT
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go here find your router and click on c&c renegade it tells you step by step what to do.

http://www.portforward.com/routers.htm

Subject: Re: IMPORTANT: "Negotiating port..." error SUGESTIONS!
Posted by AoBfrost on Wed, 27 Jun 2007 05:48:17 GMT
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I had this problem with my server forever until i forwarded all my ports, turned dmz on, then port ranged my ports.