Subject: Ren Ports
Posted by _SSnipe_ on Thu, 22 May 2008 04:49:24 GMT
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Would anyone know the port numbers that renegade uses and rather they are tcp and udp

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Subject: Re: Ren Ports
Posted by Goztow on Thu, 22 May 2008 06:51:33 GMT
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What for? To play or to host or what?

Subject: Re: Ren Ports
Posted by _SSnipe_ on Thu, 22 May 2008 07:02:35 GMT
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umm both tbh

i just reformatted my pc and my router firewall is picky...i need to be able to play with better connection and such which i do when i open the ports...also hosting my fds server....i just my tfd book with all port numbers =/ so both plz

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Subject: Re: Ren Ports
Posted by Goztow on Thu, 22 May 2008 07:07:07 GMT
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The FDS port is in server.ini and is an udp port. I never heard of opening ports for playing would make you lag less. The only use for opening certain ports for your client would be if you wanted to host a non dedicated game.

Subject: Re: Ren Ports
Posted by _SSnipe_ on Thu, 22 May 2008 07:19:39 GMT
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well before i never forwarded or opened my port for ren and i always got slow load time ot lot of ping or game play pending soon as i did do it shit got wya better so can someone list them here plz?

Subject: Re: Ren Ports
Posted by Goztow on Thu, 22 May 2008 07:24:39 GMT

First google result: http://www.gameconfig.co.uk/showdetail.asp?id=157

Stop being lazy, plz.

Subject: Re: Ren Ports
Posted by Dave Anderson on Thu, 22 May 2008 07:25:32 GMT

As far as I know, not only does port forwarding open the port, but it prioritizes packets in some routers.

Subject: Re: Ren Ports
Posted by _SSnipe_ on Thu, 22 May 2008 07:35:37 GMT

Goztow wrote on Thu, 22 May 2008 00:24First google result: http://www.gameconfig.co.uk/showdetail.asp?id=157

Stop being lazy, plz.
im not being lazy iv done it before but i remember only one place i could find had it and it was not the ports the tfd manuel said or something but thank u

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Subject: Re: Ren Ports
Posted by Zion on Thu, 22 May 2008 11:36:32 GMT

Generally, the most popular FDS port for you to connect via would be 4848 on both protocols. Same goes for if you're hosting servers, however if you change the port in server.ini, you need to forward the new one.

You can set the port to use in the side bar of Renegade when logged in. If you set it to 0, the server itself selects the port to use. To play on servers, you shouldn't really need to forward ports.

Subject: Re: Ren Ports
Posted by mrÃ£Ã§Ä·z   on Thu, 22 May 2008 11:39:09 GMT

I have same Problemm, but what ip do i need to fill in when i open Ports? I need to fill in my IP? or IP of every Player >_>

Subject: Re: Ren Ports
Posted by Goztow on Thu, 22 May 2008 12:03:02 GMT
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The LAN ip of the computer running the server. Often 192.168.x.x

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Subject: Re: Ren Ports
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 13:33:46 GMT
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Thank you i will try

EDIT Doesnt work

Subject: Re: Ren Ports
Posted by Zion on Thu, 22 May 2008 18:28:14 GMT
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For you to connect to the server, you don't need to open any ports.
For the server to connect to you, the server does need to open ports.

Do we understand?

Subject: Re: Ren Ports
Posted by mrÃ£Ã§Ä·z on Thu, 22 May 2008 18:40:03 GMT
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YES

Subject: Re: Ren Ports
Posted by Zion on Thu, 22 May 2008 19:47:20 GMT
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Good.