Subject: Re: EA Partners with XWIS Community Service
Posted by JPNOD on Sat, 05 Nov 2005 08:50:33 GMT

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dammagic wrote on Sat, 05 November 2005 01:13The NAT problem is partly fixed on XWISC. To host through a router or network set your gameport and port to zero. Set your gamespyqueryport to 25300. This successfully allows players to join your channel regardless what hardware they are connecting to the internet through. Setting a port causes the negotiation issue, rather odd, but whatever.

bump

If this is the case for all servers, then that's great