
Subject: Re: Port

Posted by [light](#) on Tue, 08 Nov 2005 07:29:03 GMT

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Here are my settings, and I have been able to put my server on XWIS and have people connect:

; LoginServer =

;
; This field can be used to specify the Westwood Online matchmaking server
; to connect to. If left blank, the Renegade Server will connect to the
; closest matchmaking server. To specify a server to connect to, use one of
; the names listed above in the section 'Available Westwood Servers'.

LoginServer =USA Server

; Port =

;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients. This should normally be left at 0 and the
; Server will decide for itself what port to use. This should work with most
; firewalls and NAT connections but, if you need to manually set a port, you
; can do it here.

Port =0

; GameSpyGamePort =

;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with game clients, while running as a GameSpy Server. When running
; as a GameSpy server this port value will be used instead of the above Port value.
; The default value is 4848.

GameSpyGamePort = 0

; GameSpyQueryPort =

;
; This is the UDP port that the Renegade Dedicated Server will use to
; communicate with the GameSpy Master Server and GameSpy clients. The default
; value is 25300. If this port is in use Renegade will find another port
; to use instead(25301, 25302, ...).

GameSpyQueryPort = 0

Bear in mind XWIS is still being worked on, and will not work in all cases.
