Subject: What UDP/TCP ports are used when the !rg command is invoked?
Posted by tonyrolm on Fri, 08 Sep 2006 21:26:45 GMT

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I have to open the ports up on my firewall to allow players in the game to get the status of players using RenGuard or not.
My firewall is apparently blocking those requests since everyone shows up a NOT connected to RenGuard when several of them are.

I verified this with the renguard_scc and the players that are running RenGuard are statusing correctly. I want the players using the command !rg to work.
So without having to run a packet sniffer I wanted to know if anyone knows which UDP/TCP ports are used to go check players status.

If anyone knows which ports they are I would appreciated it.
Thanks
Tony