
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.
