
Subject: Re: Help with connecting via Gamespy

Posted by [EA-DamageEverything](#) on Mon, 17 Mar 2008 23:45:50 GMT

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I don't use Gamespy, but:

-If your computer is connected to a router, it will have an IP address Renegade can use -the LAN IP*. Then if the router has opened the connection to your ISP, you surely have a public IP.

*: Renegade will detect your LAN IP. On the main Menu, try to host a LAN game. On the first screen where you have to set up the server options, there is a line named "IP:" -look at it. If the game moans "No IP found..:", be sure your LAN connection is working.

If your computer is behind a router, it should get its IP automatically via DHCP. On Windows 2k, XP and Vista, the DHCP service has to be turned on. Furthermore the router has to spread private LAN IPs via DHCP. // If your computer is right behind a modem (no matter if 56k or DSL), you should disable TCP/IP on the LAN connection since the dialup connection is the only one which needs it.

-In some cases, the game requires open Ports. I've posted a useful link on the Renegade Wiki which redirects you to a site which lists various router models and how to set up port forwarding=
http://www.portforward.com/english/applications/port_forwarding/CnCR/CnCRindex.htm

-Why not using ASE (The all-seeing Eye)? Get it here=

<http://videogames.yahoo.com/multiplayer>

Although Renegade isn't on the "supported games" list, don't worry it works.

In the end, I have two shortcuts on my desktop: One for Renegade with Renguard (game.exe) and one for ASE. Start ASE, refresh the game listings and double-click the server you wish to play on. The game will start and run straight into the game without the need of browsing any menus.

Side Note= After installing ASE, click on Tools -> Options and activate the "Games" tab in the new window. Select Renegade then, create a nickname and change the program location from renegade.exe to game.exe. That's it.
