
Subject: possible solution to "connection pending"
Posted by [revenuke](#) on Sat, 17 Jan 2004 13:40:10 GMT
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i had this problem myself and was really annoyed by this. my connection always breaks when playing online (apart from few servers). i posted a topic in this forum but noone could give me a solution....

but few days ago i was on mirc and i met DANTE. i asked him the same question and he told me to open a port 28860 (UDP) in ur firewall. then add this port to renegade multiplayer options and check the box "Send Delay". i tried this and was able to play few big games without disconnecting.

but still i get d/c sometimes but not much..
