Subject: WOLSPY Ports
Posted by sycar on Thu, 09 Feb 2006 19:41:38 GMT
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Hi Guys, I use wolspy to list my server on gamespy. The only problem is by NAT blocks the ports wolspy uses. It works fine when the nat is disabled so can someone please tell me all the ports that WOLSPY uses?

thanks buffymaniack

Subject: Re: WOLSPY Ports
Posted by Hex on Thu, 09 Feb 2006 19:55:01 GMT
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Depends on what you set it as, 23500 is default

Subject: Re: WOLSPY Ports
Posted by sycar on Thu, 09 Feb 2006 20:19:36 GMT
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is that the only port used? because even when it is open it reports a connection error.

Subject: Re: WOLSPY Ports
Posted by sycar on Fri, 10 Feb 2006 00:30:21 GMT
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After doing further research I beleive some ports for incmoing traffic have to be open to (only in GSA mode mind), to enable wolspy to work properly. If someone could tell me what ports need to be opened i would be very gratfeul.

Lastly when people join the server some of the time it 'hangs' on the joining game screen, ive notices this on other servers to - could anyone tell me the cause?

thanks buffymaniack

Subject: Re: WOLSPY Ports
Posted by zunnie on Sun, 12 Feb 2006 21:01:35 GMT
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  http://www.renegadeforums.com/index.php?t=msg&rid=1562&a mp;a mp;th=17999&goto=181174#msg_181670

The same would apply to you but for only one server then..

ok so basically i have to open ports 4848(fds) and 25300(wolspy query). Thats already done yet i still get problems. Out of these 2 ports which need to be open on virtual server and which on special aplications. Gawd I hate nats.