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

Subject: Re: What UDP/TCP ports are used when the !rg command is invoked?
Posted by Nightma12 on Fri, 08 Sep 2006 22:50:56 GMT
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can the bot connect to the RG network when it loads?

if it can, then u dont need to open any other ports

you should need to open any ports now that i think about it.. as its just an outbound connect to the servserv

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Subject: Re: What UDP/TCP ports are used when the !rg command is invoked?
Posted by tonyrolm on Sat, 09 Sep 2006 00:32:37 GMT
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Well the problem is two fold. The same hardware firewall is what my PC is connected to also. So even when I connect as a player, RenGuard says I'm connected when I load up initially but the servers are not recognizing me as running RenGuard.

I guess I wil just have to packet sniff the ports.

Subject: Re: What UDP/TCP ports are used when the !rg command is invoked?
Posted by EvilWhiteDragon on Sat, 09 Sep 2006 12:22:32 GMT
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Could it be because you're inside a lan with the server, as Rg won't work then, and you should put

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yourself in the ssc_ingore.txt list.

Subject: Re: What UDP/TCP ports are used when the !rg command is invoked?
Posted by tonyrolm on Sat, 21 Apr 2007 20:35:15 GMT
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I know this is a response to my older post but found out some information.
I found that the CloudyServ bot uses one of CloudyOne servers as the middle man between the CS bot and checking the renguard status on players.
If that server acts up then the renguard checking quits working and they don't seem to care much about keeping that thing running.

Just thought I would pass that onto to those that use the CS bot.

Tony

Subject: Re: What UDP/TCP ports are used when the !rg command is invoked?
Posted by mac on Thu, 26 Apr 2007 07:11:07 GMT
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There are no open ports involved when the !rg command is being used. The SSC connects to the renguard network (port 6382 tcp), and if !rg is being used, it just checks the status of a specific player in memory, since it all knows.