
Subject: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Fri, 07 Mar 2008 23:19:06 GMT

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As the title says, my friend who is using a router, can't join my server... When he tries to join he receives the messages:

"Negotiating port with server."

"Operation timed out."

I've forwarded all of the Renegade ports on my Bt Homehub so don't tell me to do that. Also I've tried allowing DMZ which didn't work either AND I disabled the firewall for my homehub which didn't change anything.

Other people have been able to join my channel, it's just him that hasn't been able to... And I know there's nothing wrong with his connection to WOL because he is always on numerous other servers.

NOTE: He lives in Canada and I live in England.

So if anyone has any suggestions please post them here, thankyou.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [ExEric3](#) on Sat, 08 Mar 2008 07:46:36 GMT

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Maybe stupid question but all can be. Are you sure you have public ip?

In your NIC or Router is set public IP? Or only something 10.*.* or 192.168.*.*

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goztow](#) on Sat, 08 Mar 2008 09:55:21 GMT

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I explained you this in a previous topic. You need to check the port in port.ini and open it in your router and port forward it to your server. Check www.portforward.com for more info.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sat, 08 Mar 2008 17:31:49 GMT

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Yes I'm using a public IP address and where is port.ini?

Subject: Re: My Friend (using a router) CANNOT Join My Server
Posted by [Goonhaven](#) on Sat, 08 Mar 2008 19:05:18 GMT
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Protocol Port Range Translate To ... Trigger Protocol Trigger Port

TCP 1234 - 1237 1234 - 1237 - -

UDP 1234 - 1237 1234 - 1237 - -

TCP 3840 - 3840 3840 - 3840 - -

UDP 3840 - 3840 3840 - 3840 - -

TCP 4005 - 4005 4005 - 4005 - -

UDP 4005 - 4005 4005 - 4005 - -

TCP 4808 - 4808 4808 - 4808 - -

UDP 4808 - 4808 4808 - 4808 - -

TCP 4810 - 4810 4810 - 4810 - -

UDP 4810 - 4810 4810 - 4810 - -

TCP 4995 - 4995 4995 - 4995 - -

UDP 4995 - 4995 4995 - 4995 - -

TCP 7000 - 7002 7000 - 7002 - -

UDP 7000 - 7002 7000 - 7002 - -

Those are all of the ports I've forwarded but I see what you're saying... I need to make up a port in server.ini then forward that one to my computer/public IP address, yes?

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Carrierll](#) on Sat, 08 Mar 2008 19:20:20 GMT

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Here, let's use a little diagram...

Him --> His router --> The internet --> Your router --> You

In order for a connection to work, your router needs to accept his connection, which like all connections, will be on it's own specific port (this way more than one application can use the internet at once!)

So

His simplified packet (item of data) looks like this:

<Packet>

Dest : you

Source : him

Port : some number, lets say 1394

Data

</packet>

Your router is blocking traffic on 1394, it could be a random worm trying to hack in, it isn't, but the router doesn't know that.

Your computer will have been given an IP address by your router, in the form 192.168.XXX.XXX (Chances are it's something close to 192.168.1.2)

In your router's config page (found by pointing your web browser to 192.168.1.1) set it such that any traffic on your chosen port, say 1394, is sent by the router straight to your PC.

(www.portforward.com has a guide on how to do this for most routers) If your router wants to know which protocol (UDP or TCP) say both.

Now, in server.ini, set the port to 1394, or whatever number you used. Restart your server.

Now, if he tries to connect, his client should use port 1394 (or whichever number you used) to connect, which your router now recognises as being an exception to being filtered, and lets it through. Result: He can join your game.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sat, 08 Mar 2008 19:57:44 GMT

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I set the port in server.ini to 4444 and forwarded that to my computer (192.168.1.67). I'll see if this works when he comes online, thankyou VERY much for writing all of that out, it was a brilliant explanation, it must've taken you ages!

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sat, 08 Mar 2008 20:45:43 GMT

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ARGH.... He's still unable to join, even though I did that.

Would it help if I used my ADSL modem instead?

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sat, 08 Mar 2008 21:38:50 GMT

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Goonhaven wrote on Sat, 08 March 2008 11:31 Yes I'm using a public IP address and where is port.ini?

Actually I'm not sure if 192.168.1.67 is a public ip address, is it?

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Carrierll](#) on Sat, 08 Mar 2008 23:45:35 GMT

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Your router has the public IP address, and it won't look like that. Your PC has the address 192.168.1.7 that was given to it by the router, the router uses NAT (network address translation) to translate between the external IP and your local IP (192.168.1.7)

Using your modem would speed things up... he could also use forwarding port 4444 to his PC through his router.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sun, 09 Mar 2008 04:36:30 GMT

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I'd prefer not to use my modem... I'll teach my friend how to do port forwarding then.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goztow](#) on Sun, 09 Mar 2008 09:33:40 GMT

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Your friend shouldn't need to port forward. Only the server needs to forward ports normally.

Did you forwards port 4444 UDP (not tcp)? It needs to be UDP, otherwise it won't work.

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Carrierll](#) on Sun, 09 Mar 2008 11:51:55 GMT

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Goztow wrote on Sun, 09 March 2008 09:33>Your friend shouldn't need to port forward. Only the server needs to forward ports normally.

Did you forwards port 4444 UDP (not tcp)? It needs to be UDP, otherwise it won't work.

I once had to port forward to play on a server, despite the fact it was properly hosted. Mind you, my ISP can't host an email server properly...

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sun, 09 Mar 2008 14:13:48 GMT

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Goztow wrote on Sun, 09 March 2008 03:33>Your friend shouldn't need to port forward. Only the server needs to forward ports normally.

Did you forwards port 4444 UDP (not tcp)? It needs to be UDP, otherwise it won't work.

I forwarded 4444 for TCP and UDP.

(but I just changed it to only UDP, so I'll see if that works)

Subject: Re: My Friend (using a router) CANNOT Join My Server

Posted by [Goonhaven](#) on Sun, 09 Mar 2008 20:01:00 GMT

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Wow, I found out the reason why it didn't work, it was because my darn firewall! Kaspersky!

So now the question is how do I enable my firewall and adjust it so that it allows my friend to join?

EDIT: Nvm, I fixed it.
