
Subject: Ports

Posted by [_SSnipe_](#) on Sun, 18 Jan 2009 20:52:40 GMT

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Are there any ports renegade uses so I could help my internet gameplay and fix my KBPS which is higher then ever was on all servers

Subject: Re: Ports

Posted by [Goztow](#) on Sun, 18 Jan 2009 21:12:53 GMT

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KBPS must be high. The higher it is, the lower your ping can get. It also depends on the server, as it needs more bandwidth to give you a higher kbps.

Subject: Re: Ports

Posted by [Caveman](#) on Mon, 19 Jan 2009 00:58:41 GMT

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Well any ports that Renegade uses are already opened otherwise you wouldn't be able to make a stable connection. KBPS varies on the player, location, server, modifications, what you're at that moment in time, etc...

Depending on the above and amount of people in the server (AOW) I can average anywhere between 80-400KBPS so unless you're getting like 800 or something I wouldn't really worry about it.

Subject: Re: Ports

Posted by [_SSnipe_](#) on Mon, 19 Jan 2009 07:23:07 GMT

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Cool, Another question I have a router and players cannot connect to my HOST game not a real server. so what do I do? If idk or use any ports or such

Subject: Re: Ports

Posted by [Goztow](#) on Mon, 19 Jan 2009 07:34:05 GMT

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IIRC Renegade uses different ports for non dedicated hosting (it chooses between different ones). The easy solution is to put your router in DMZ (demilitarized zone) which will open all ports. However, this means you're not behind your hardware firewall anymore (as everything is open), so you should at least run a software firewall then.

You can usually do this in your router admin.

Subject: Re: Ports

Posted by [_SSnipe_](#) on Tue, 20 Jan 2009 07:50:44 GMT

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Goztow wrote on Sun, 18 January 2009 23:34 IIRC Renegade uses different ports for non dedicated hosting (it chooses between different ones). The easy solution is to put your router in DMZ (demilitarized zone) which will open all ports. However, this means you're not behind your hardware firewall anymore (as everything is open), so you should at least run a software firewall then.

You can usually do this in your router admin.

Im aware of what it is, but is there any other way?

Subject: Re: Ports

Posted by [danpaul88](#) on Tue, 20 Jan 2009 08:39:38 GMT

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Forward the gameport in the router configuration, no need to open ALL of the ports. IIRC the port used when hosting from inside Renegade itself is 4848 or something like that. If you host using an FDS the port is defined in server.ini.

Subject: Re: Ports

Posted by [_SSnipe_](#) on Wed, 21 Jan 2009 01:11:17 GMT

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danpaul88 wrote on Tue, 20 January 2009 00:39 Forward the gameport in the router configuration, no need to open ALL of the ports. IIRC the port used when hosting from inside Renegade itself is 4848 or something like that. If you host using an FDS the port is defined in server.ini.

No FDS Just a host game to show a buddy a few things

Subject: Re: Ports

Posted by [Caveman](#) on Wed, 21 Jan 2009 22:55:33 GMT

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Yeah rens default port is 4848.

Subject: Re: Ports

Posted by [_SSnipe_](#) on Thu, 22 Jan 2009 03:01:16 GMT

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cool im try this thanks

Subject: Re: Ports

Posted by [_SSnipe_](#) on Sun, 25 Jan 2009 21:52:10 GMT

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Caveman wrote on Wed, 21 January 2009 14:55Yeah rens default port is 4848.
is that TCP or UDP? or both?

Subject: Re: Ports

Posted by [Caveman](#) on Sun, 25 Jan 2009 22:07:11 GMT

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I would assume its UDP but im not rene expert.

Subject: Re: Ports

Posted by [Omar007](#) on Mon, 26 Jan 2009 08:28:29 GMT

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lol i would say TCP xD

At least my firewall says that :

A Program Called 'Game.exe' is trying to use port '4848' on 'TCP/IP' Protocol. Allow or Deny?

Subject: Re: Ports

Posted by [Goztow](#) on Mon, 26 Jan 2009 09:00:12 GMT

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It's UDP.

Subject: Re: Ports

Posted by [Omar007](#) on Mon, 26 Jan 2009 11:48:37 GMT

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WEEEEEEEEEEEEEEEE

Wicked firewall xD
