
Subject: No One Can Join My Server
Posted by [eatcow0](#) on Sun, 17 Jun 2012 03:36:26 GMT
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When I updated my server to beta 5, everyone that tries to join my server can't get in game. Get the message failed to negotiate firewall. Get this message even with the firewall off, and never had a issue with it with the other beta versions. Don't know if it is a server setting or a bug.

Subject: Re: No One Can Join My Server
Posted by [eatcow0](#) on Mon, 18 Jun 2012 13:54:28 GMT
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Does anyone know whats up with this? I think it might be a server setting.

Subject: Re: No One Can Join My Server
Posted by [Ani](#) on Mon, 18 Jun 2012 14:16:41 GMT
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Since you turned your firewall off, the only thing left is the ports. Make sure you're using a port that isn't being used.

Subject: Re: No One Can Join My Server
Posted by [shaitan](#) on Mon, 18 Jun 2012 15:14:19 GMT
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Re-package edit the newer map versions that came with version 5, also any modifications you made to any maps will have to be redone as well. That was the problem with Animo's as well. You'll need to do that if you've got your own resource manager, I'm guessing the game-maps one hasn't been updated by zunnie yet.

Subject: Re: No One Can Join My Server
Posted by [zunnie](#) on Mon, 18 Jun 2012 16:57:28 GMT
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The ttf's does not need any updates afaik. It works with Beta 5 out-o-box.

Subject: Re: No One Can Join My Server
Posted by [shaitan](#) on Mon, 18 Jun 2012 17:05:45 GMT
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Quote:Install the new version.

Make sure to use the new map files or else 4.0 clients will be unable to join. If you want to revert to pre-4.0 maps, use the resource downloader just like for any custom map. Since beta4, modifications to C&C_Canyon.mix were made.

Update anticheat.ini to include the new map hashes (or use the provided anticheat.ini if you did not add custom hashes).

Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.

Subject: Re: No One Can Join My Server
Posted by [zunnie](#) on Mon, 18 Jun 2012 17:46:09 GMT
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They are talking about the westwood maps there, not the ones that are in your ttf's which would be 'new' maps.

Subject: Re: No One Can Join My Server
Posted by [eatcow0](#) on Mon, 18 Jun 2012 22:30:53 GMT
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would the issue be that I was using the .mix files like C&C_Cairo.mix instead of doing the packages?

Subject: Re: No One Can Join My Server
Posted by [shaitan](#) on Mon, 18 Jun 2012 22:33:28 GMT
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eatcow0 wrote on Mon, 18 June 2012 18:30 would the issue be that I was using the .mix files like C&C_Cairo.mix instead of doing the packages?
eatcow, hop onto irc to discuss this. It's faster than waiting hours/days for answers.
irc.multiplayerforums.com

Subject: Re: No One Can Join My Server
Posted by [zunnie](#) on Tue, 19 Jun 2012 09:52:24 GMT
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eatcow0 wrote on Mon, 18 June 2012 18:30 would the issue be that I was using the .mix files like C&C_Cairo.mix instead of doing the packages?

You ***must*** create packages for maps if you want ppl to download them off your server tfts site.
