
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.
