
Subject: Port Forwarding [Renegade]

Posted by [mréz](#) on Sat, 22 Mar 2008 20:00:51 GMT

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Hey guys i know how to Open Ports, but wich Ports do i need to Open

and wich "ServerIP" ? Does it mean i need to put Specific ServerIP

for all Ports?

Subject: Re: Port Forwarding [Renegade]

Posted by [Zion](#) on Sun, 23 Mar 2008 01:45:13 GMT

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No, "Server IP" is either

- 1). The IP of your router, which is at the end of the table (1 or 255) or,
- 2). The IP of your computer, which is an internal one and has the same 2-3 octets as the rest of the network.

Ports are usually 4848 on UDP and TCP protocols (not sure on TCP, do it to be safe) unless the server admin has changed them.

Subject: Re: Port Forwarding [Renegade]

Posted by [mréz](#) on Sun, 23 Mar 2008 03:20:56 GMT

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It doesnt Help

File Attachments

1) [Port.bmp](#), downloaded 495 times

Subject: Re: Port Forwarding [Renegade]

Posted by [Doitie](#) on Sun, 23 Mar 2008 03:56:22 GMT

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To start with, you don't need to block out that IP. It is a local IP. It only means something to a person connected to your router. If that says 192.1.1.130 and I ping it, I will not be pinging you but likely pinging my own router.

Secondly I don't know if it will help but routers usually like a range of ports as opposed to giving the same port for the first and last. I know my linksys wont let you enter say 4878-4878. It forces you to do something like 4777-4879. Also you need to make sure that in that box at the bottom

you entered the correct computer IP. Easiest way to do that follows:

Go Start > Programs > Accessories > Command Prompt

type in ipconfig

It should show some information and we are looking for one specific piece. Where it says IP Address . . . : 192.X.X.X

As an example mine is 192.168.1.104. If I wanted to forward to this computer I would enter that in the 4 boxes on your router prompt.

Those are really the only things I can think of that are necessary for port forwarding. If you double check that stuff and it's not working then something more sinister may be going on here.

Subject: Re: Port Forwarding [Renegade]

Posted by [mrâssâz](#) on Sun, 23 Mar 2008 04:53:19 GMT

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I already put in my IP Address

Subject: Re: Port Forwarding [Renegade]

Posted by [Zion](#) on Sun, 23 Mar 2008 13:43:30 GMT

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It might be Renegade as a whole then.

Make sure the port for it (once logged in, i believe, the options window on the left bar, i think) is either 4848 or 0. If it's 0, it will automatically get the port you need from the server.

Subject: Re: Port Forwarding [Renegade]

Posted by [EA-DamageEverything](#) on Thu, 27 Mar 2008 01:57:23 GMT

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Inside the server.ini, define a port for the server AND a port for the remote administration. Don't leave it to 0. Here are my settings which are working fine:

File Attachments

1) [ports.jpg](#), downloaded 642 times

ID	Public Port	Private Port	Port Type	Host IP Address
1	3333	3333	TCP	169.254.0.6 Delete This Setting
2	3333	3333	UDP	169.254.0.6 Delete This Setting
3	7000	7000	TCP	169.254.0.6 Delete This Setting
4	7000	7000	UDP	169.254.0.6 Delete This Setting

- Use the following form to add special port that you want to be opened for your special application

ID	Public Port	Private Port	Port Type	Host IP Address
5	<input type="text"/>	<input type="text"/>	<input checked="" type="radio"/> TCP <input type="radio"/> UDP	<input type="text"/> Add This Setting

Settings need to be saved to Flash and the system needs to be rebooted for changes to take effect.

Subject: Re: Port Forwarding [Renegade]
 Posted by [Zion](#) on Thu, 27 Mar 2008 03:18:52 GMT
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EA-DamageEverything wrote on Thu, 27 March 2008 01:57Inside the server.ini, define a port for the server AND a port for the remote administration. Don't leave it to 0. Here are my settings which are working fine:

He's not talking about hosting a server, so he doesn't need to edit server.ini

Just forward ports 4848 on both TCP and UDP protocols to your computers internal IP.

Subject: Re: Port Forwarding [Renegade]
 Posted by [cnc95fan](#) on Thu, 27 Mar 2008 09:00:45 GMT
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AFAIK Renegade uses UDP as its primary socket. I used to get this extreme lag which eventually cut me off, while playing APB, though MP-Gaming used port 9999 on UDP. So it would be UDP on port 4848.

Subject: Re: Port Forwarding [Renegade]
 Posted by [Goztow](#) on Thu, 27 Mar 2008 09:53:21 GMT
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If you don't host, then there's absolutely no need to forward any ports.

Subject: Re: Port Forwarding [Renegade]

Posted by [EA-DamageEverything](#) on Thu, 27 Mar 2008 15:38:52 GMT

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Ok if its not a server, ignore my post above. But anyways, have a look on this site which i linked on the Renegade Wiki

http://www.portforward.com/english/applications/port_forwarding/CnCR/CnCRindex.htm
