

Re: Setting up a public game server on a LAN – Sonicwall

Source: <http://www.derkeiler.com/Newsgroups/comp.security.firewalls/2002-10/9857.html>

From:

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note: it's best to state your question first, with a summary of the problem, then the details. some can answer given just the former and it saves them having to wade through the later. sometimes preparing the summary causes you to consider something that you had missed when staring at the details, so that you find your problem without posting the article.

in comp.security.firewalls i read:

[a win2k `game server' on a nat'd lan with a static public ip address using a sonicwall soho2 which the op wants to make available for internet and internal use, but even after forwarding the appropriate ports through the firewall the game doesn't appear to be working]

>I launch the game server on the dedicated server machine, let it run a few minutes, and then try to use one of the client workstations to access the game using my public IP:gameport. The game server doesn't show up on any of the LAN machines game browsers, nor does the game server register on the public server list for others to see. It's not working!

it sounds like the game isn't really running, or is listening on different ports or on a different (internal) address than you expect. first get the game running internally then worry about access (internal and external) via the public address.

some napt routers and/or firewalls do have problems with internal clients sending packets to the external address. i don't know if the soho2 suffers this problem, sorry.

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