

Re: Opening ports for Quake on a Linksys BEFSR41

Source: <http://www.derkeiler.com/Newsgroups/comp.security.firewalls/2003-07/0238.html>

From: [HH]GODFLESH (*none_at_nowhere.net*)

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Simplest method I found which does not compromise security (according to the SHIELDS UP website (<https://grc.com/x/ne.dll?bh0bkyd2>), is the following:

Open your router's configuration through your browser and go to:
ADVANCED>PORT FORWARDING>UPNP FORWARDING

Create a new entry, such as QUAKE3 in an open space provided.

Enter the EXTERNAL port number which you would like to have your Quake server use. (e.g. 27969)

Select UDP as the protocol type.

Enter the INTERNAL port number which MUST be the same as the EXTERNAL number.

Enter the IP address of the server. This is the LOCAL IP as assigned by your router.

Check the ENABLE box.

Apply changes.

Reboot any and all machines currently running that are connected to your router.

Now, add the following to the QUAKE3 shortcut or batch file on the SERVER machine:

```
+set net_port 27969
```

This sets the server net_port to the same port as the one you specified in the router configuration.

Last, make sure each machine behind your router uses a different

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net_port when connecting to your server. This will prevent players from getting dropped.

Just add the same command to the shortcuts on the client machines, using a different port number for each:

```
+set net_port 27961  
+set net_port 27962  
Etc...
```

Hope this helps,

[HH]GODFLESH

"SSJ4ERIC" <ssj4eric@comcast.net> pieced together the following in news:_aecnVpOqvVVSJmiU-KYvA@comcast.com:

```
> I'd like to have a Quake 3 server to play against friends online.  
> Problem is, I have a Linksys BEFSR41 router that has a firewall built  
> in. I also would like to be able to play ZSnes games online, but the  
> same problem exists. Is there a way I can open a port to traffic?  
>  
> -SSJ4ERIC  
>  
>
```