Www infinityward com nat
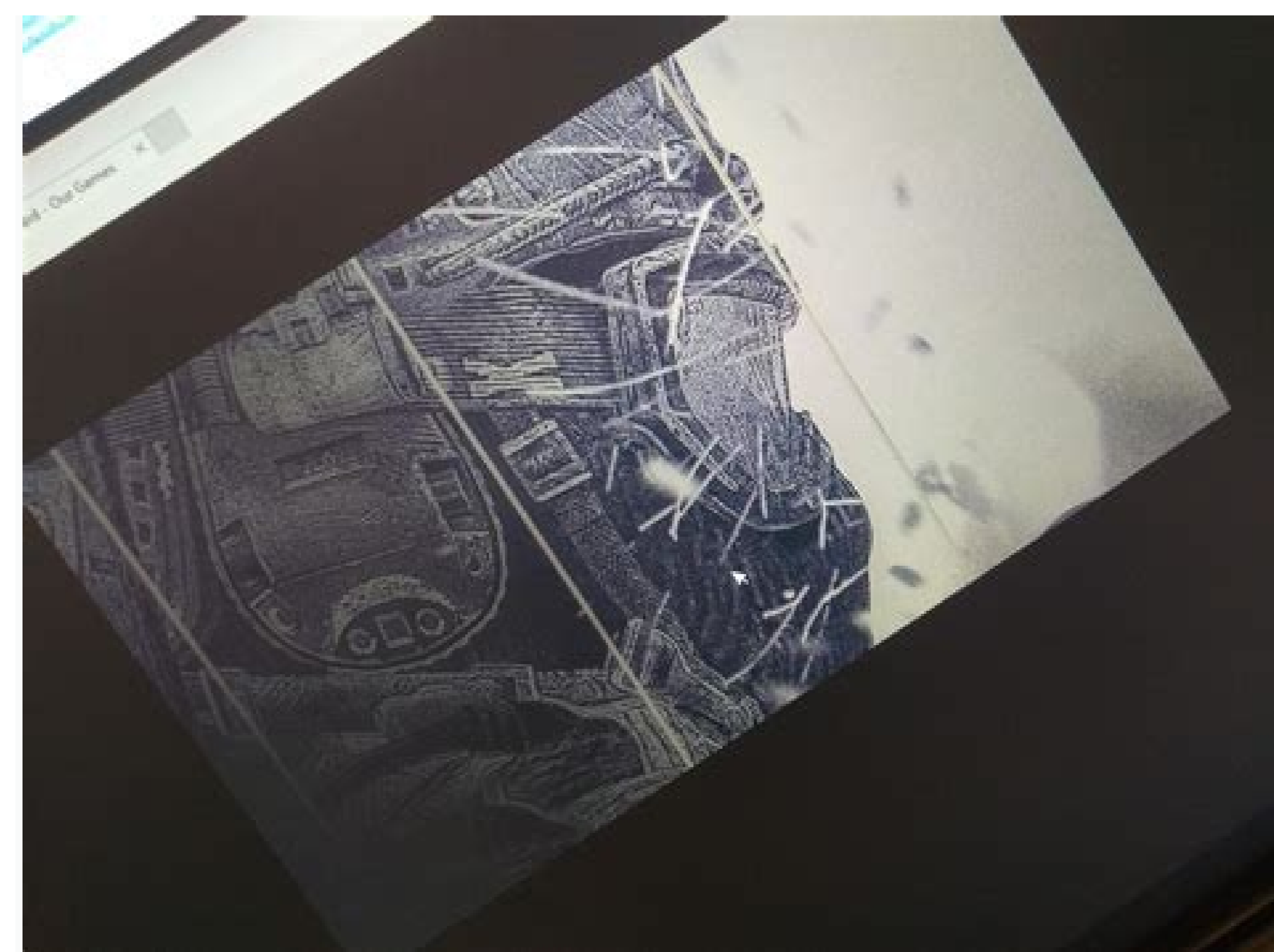
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Note. It can only be used to report spam, advertising, and problematic messages (insults, disputes, or profanity). When he joined on May 1, 2008, I noticed that some people were having problems with the "hard nuts" and problems playing online. The various publications I've read on the internet have suggested all sorts of things... I'll add my 2 cents as I had major disagreements with most of what was said. In my opinion, the two most recommended fixes (including those from Infinity Ward themselves) are complete nonsense. Infinity Ward now recommends enabling UPNP on your router. They are not. Indeed, I would also say "push". UPNP has a known vulnerability. If you set up your network correctly, forward ports correctly, etc., you will have a more secure and reliable connection. But if you want to hear from people who think removing dedicated servers and mods is a good idea, see for other sites recommending adding a computer to the DMZ. They are not. DMZ means "demilitarized zone". Thus, the router does not protect anything in the DMZ in any way. It's ok on Xbox360 or PS3, but I wouldn't do it on PC. Again, a properly configured network connection with properly forwarded ports is more secure and reliable. So what would I recommend? Of course, set up your network properly and forward the ports. But for the less tech-savvy, this is easier said than done. It's not much work, but there are a lot of confusing terms and phrases, and many guides offer misinformation. Now to the point: I'm going to help you set up your network/ports and give you some advice on parts of other guides that I think are silly... You must have access to your router's login information and I'm assuming when writing this guide that you've already updated everything, including motherboard drivers (especially network drivers). For example, network settings should also be in the default configuration. Phoneline-LSL master modem (If you need additional work. This guide is for informational purposes only. It may contain errors or may not be configured due to your network. Some ISPs mayNote. It should only be used to report spam, ads, and problematic (harassing, belligerent, or naughty) posts. I joined on May 1, 2008. Posts 2,590 I've noticed that some people are having issues with 'RAW NAT' and have had problems playing online. Different posts I've read on the internet have suggested different things... I'll add my 2 cents as I strongly disagree with most of what has been said. In my opinion, the two most frequently suggested fixes (including the infinity unit) are complete nonsense. Infinity Ward now offers to enable UPNP on your router. NO. I'd actually go with "hell". UPNP has some sensitivity. If you configure your network correctly, forward ports correctly, etc., you will have a more secure and reliable connection. But if you want to listen to people who think it would be a good idea to remove private servers and mods, go to other sites recommend adding your computer to the DMZ. NO. DMZ stands for "semi-militarized zone". Therefore, there is no way a router can effectively protect the entire DMZ. It works for Xbox360 or PS3, but I wouldn't do it on PC. Again, a properly configured network connection with properly forwarded ports is more secure and reliable. So what would I recommend? By properly configuring the network and forwarding ports, of course. But for the smaller tech crowd, that's easier said than done. It's not a lot of work, but there are a lot of terms and returns that can be confusing, and many guides give inaccurate information. Now to the point: I'll help you get your network/port configuration and give you some advice on parts of other manuals that I think are ridiculous... You need access to your router's logging information. And I'm writing this tutorial assuming you've updated everything on those motherboard drivers (especially the network drivers). For example, you need to configure the network in a standard configuration; Foneline-DSL-modem (if it leaves your router) - router-Emeternnet ICE-PC other configurations such as connecting to another computer, connecting to a router or going through many routers or hardware pads, etc. They ask for more. work. This manual is for informational purposes only. Due to errors or a network configuration that doesn't work for you. Some ISPsRequest to activate DHCP or UPNP. If so I can't help you. P2P connections have blocked even a few ISPs, in which case you are SOL, here's how my setup and work perfectly, NAT Type "Open" == 1. Disable DHCP, UPNP and DMZ on the router make sure that NAT is on. === 2. It is necessary to determine the computer's Astaic IP address. There is a guide on how to configure portfourse.com using a static IP address. It's okay, but there is a lot of unnecessary junk. There is no need to open the CMD first, easier (and less intimidating the ordinary user) to access the router and get the information you can say for yourself. Note the IP addresses of the Domain Name server, that is, the DNS numbers you want to enter in the section below. Write down the router IP address, also known as a "predefined slug". Now using the Windows 7 manager as an example you want to open a network and sharing center (in the toolbar, right -click the network icon, select "Open Network and Sharing Center", then follow Port Forforward head from Fragment 7 returns special attention to 10 The head of the 3 -gate gateway through the router. Now the guide to the port that I did not use MW2, I actually have not passed any MW2 gate, but I gave the COD4 gate, so use the COD4 guide and do the gate range 28960-29000 both UDP, both UDP, both TCP when you ask which server you want to forward the connection that will be the IP address of their computer door IP address portfourse.com (27014-27050), but I have an open Nat and if you read it, probably didn't even open the door to anyone else Never turn back to the door MW2 or COD: WAW Both are covered R Abu Cod 4 Application Rules. So we and COD4 guide and enter the above doors both directions Timis === If you did everything right, NAT should be opened. If not, read on: 4. Make sure tue IW4mp.iw4sp.exe is allowed through your firewall. Depending on the firewall, you may need to cross the gate, make the same gate you have in the router, again UDP and TCP (you want the flow to take place in both directions). === 5. Do you still have a problem? Make sure your antivirus software does not block the game access to the network. You have to go to advanced AV settings and to exception to add IW4MP/IW4SP.EXE to thatJust ignore them. === I hope this guide helps at least some of you to connect properly May 6, 2009 Messages 5 905 doesn't absolutely put the computer in the DMZ, it's just a big security weakness. Speaking of UPNP, your UPNP network applications allow you to make both incoming and outgoing connections through your router, and most applications with your router will happily adjust their network connections to automatically enable UPNP. In principle, it is not necessary to configure anything, the practical advantage is great, if you disable UPNP, you may have to go through many other applications and create a certain rule with a large pin. It is also a bad idea to disable DHCP, which assigns network addresses to all those that connect, that is, the devices will not connect to the router until you have entered all the correct information about the computer, if you have many devices that you need , a unique feature of people who they join and leave the network, IP make sure you have the addresses and again it's just a great piece of cake. If you want to give the computer a static IP address, you can do it with a DHCP moment, set the IP interval of the downstream router less than the allowed sum, such as XXX.XXXXXX.50 to XXX.XXX. Xxx.255 and then you can do less than 50, whether you want to assign a static IP. It's bad advice IMO and doesn't highlight the cons of these things, too many targets that will cause the average user, I don't know many future problems with things not automatically connected or not. My advice is to just check your router and make sure UPNP is active, if you connect to the network normally, CODMW2 should work differently and if your firewall is set to allow it, the game and developers will have to deal with it, not you, not you It should forward the connection points to the router. This is a security risk that not only filters MW2 traffic, but that door is open 24/7 for any application. In the area of possible security risk. Joined Sep 12, 2005. Posts 896 Thanks for posting here. I have to do it, but I've been too lazy so far. Do you have FunKekey80 options? I remember seeing this article on another forum ... Joined Apr 8, 2002 Posts 3,582 This terrible "advice". Member Sep 13, 2008 Posts 22,260 as they say I wouldn't say bad advice .. apparently some are like DHCP stuff ..Two manually closed and opened doors have security risks. UPNP = Open ports manually 24/7 April 24/7. So it's actually a difference. Most of these offerings for the average user help so much. They don't actually help a person who knows what he does because we have already established our belongings, as we want ... so this is a person reading ... may not be sure about them, some can help others without A supported router from UPNP. I also have routers using such port triggers. Therefore, the software application remains closed if the entry point in question is not required. I usually don't care because I'm lazy and actually leave UPNP. At the same time, anyone recommending someone to use the DMZ should be banned. In addition to the computer, Internet access. Participation Dec 14, 2004 POST 8.396 Don't connect your car to a static IP, this is a recruit network. Adjust the IP reservation via the Mac -Dress. address.