DLR tcp/ip issues
Posted by oldschool - 18 Jan 2011 09:21

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cannot seem to connect with another guy. I am running widows vista turned fire wall off running in xp compatibility got the -wincursor. Anny suggestions

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Re: DLR tcp/ip issues
Posted by Onslaught - 18 Jan 2011 10:43

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Topic moved to appropriate section. Please start using the designated forum sections for your posts.

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Re: DLR tcp/ip issues
Posted by markh7 - 27 Jan 2011 03:26

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Hi OldSchool,

I used to play Warlords DLR regularly with my dad over the internet. These are the notes I made that worked. My machine was XP and my dads was W2k. I used the resources at the bottom of the post to come to the following procedure which worked every time:

Darklords Rising

1. MH (WinXP) must host game

2. MH PC must be in an administrator mode (for saved games)

3. MH must enable a set of firewall rules on my router for my DELL PC [set stored as w3dlr-5]

4. Dad must enable an equivalent set of firewall rules on his router

5. MH/Dad must have their DLR CD’s in their respective machines

6. MH must have full internet access for darklords.exe program in Norton

7. Dad must have full internet access for darklords.exe program in McAffee

8. MH must have darklords.exe compatibility mode set to Win98(right click on file in win explorer,

properties, compatibility mode).

9. Above compatibility stops scenarios being used, see warlorders.com

10. Check ipchicken.com for current public ip addresses of MH/Dad PC which change regularly.. these are used to connect to each other

11. MH starts a multiplayer game as host

12. Dad (Win2000) joins game

13. At the end of the game both players should remove the port set that was opened for the game (I called my set W3DLR-5) on their respective routers.

Router firewall ports to open

W3DLR-05 (works fine)

UDP only

53

UDP/TCPIP

1900

2234

2300 to 2402

47624

6073

Note: Theoretical byt never tried: Could try changing 2300 – 2402 to 2300,2350 only. Also try deleting 6073. This will either work or it won't. Reason for this is the above ports are a conservative guesstimate from ALL resources below

Reources

Warlorders.com

Portforward.com

Microsoft.com – search for “DirectX port settings”, “multiplayer games”

Norton Security prompts for access to certain ports by DLR (stopped darklords.exe‘allow always’ access rights to internet)

Hope this helps

Cheers

Mark

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Re: DLR tcp/ip issues

Posted by KGB - 27 Jan 2011 06:52

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Oldschool,

It could very well be the other player has a firewall problem. If one or both of you are behind a home router that could be the problem because the router might not be forwarding ports or your machine isn't in the DMZ.

Easiest way to tell if it's you or him is:

1) Go to www.whatismyip.com and get your IP address.

2) Start DLR. Host a game.

3) Start DLR a 2nd time. Connect to a game using IP address. Enter your IP address.

If you can connect to yourself then it's not you, it's him. If you can't connect to yourself it's you and likely it's a router issue.

KGB

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Re: DLR tcp/ip issues

Posted by oldschool - 30 Jan 2011 03:40

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Ok so I can join a game but I cannot host. I turned off my firewall ran as admin still nothing any solutions out there. winvista OS.

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