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How to make a gmod server without port forwarding

asskickluter Duke Fatdog Sometimes I dream of PhaseShift.. Yes! You read correctly! I've found a way to allow most people to host a game without having to port forward, this goes back to the UPNP Universal Plug N' Play method I found out about a while ago (many of you probably remember the post)anyway, I found a program that uses UPNP to open up ports, don't worry about it safely , it is the same method most p2p applications use to open up conenctions So , the program is called UPnP PortMapper and can be downloaded here the setup is quite simple, first off, there is a java app, so the whole application is a .jar file which means no installation required, so heres a quick guide on how to set it up: 1) move the .jar file to its permanent location of your choice2) double click on .jar file3) you should now see a large window that is pretty much blank , what to do is to go to the small box that says port mapping presets, then click create click TCP in the drop-down menu and fill External Port and Internal Port with 27960 where it says description type in Shift Phase (just to mark, type everything without quotation marks)4) now on the opposite side of the presets box , click link (right above portMapper Settings ...) now you should see a list of everything that has an open port , return to the presets box, and highlight the preset you just made and click Use Phase Shift should now appear at the bottom of the big box, done! You should be able to upload PS and host a gamelthis program must keep running when you want to host a game, when you close this program, the port will close.apparently it will actually keep the port open even after the program has been closed.if you have any problems, add them and I'll try to help as best I can! Good luck, and have fun!just tried this program as a test, the program crashes when trying to map the port, but when I finish the task it actually does map port as it closes and remains mapped, can connect to its own server without any problem, so just have to run the program one more time to remove the mapping manually for people who can not connect to their own dedicated server , have you tried direct ip connect using your internal ip instead of the server browser, the server browser will use your external ip, if you use your internal ip port mapping should not be a factor so there should be something to stop it connecting through it does not crash on my system (Windows 8 release preview) it does not seem to be much of a problem if the program crashes , as knapman has confirmed, it will still do its job. startxkdm Guest Oh sure, I just went through 3 days of pulling my hair out trying to get port forwarding setup on my internet gateway computer, to get goes about the same time this post is being made. Lol. Thanks for the link and will definitely check it out! sorry I didn't find out until anyway, port forwarding is better, this is more for people who just Sometimes I dream of Oh yes, I just went through 3 days of pulling my hair out trying to get port forwarding setup on my internet gateway computer, to make it go about the same time this post is being made. Lol. Thanks for the link and will definitely check it out! sorry I didn't find out until anyway, port forwarding is better, this is more for people who just can't, reason port forwarding is better using this method seems to bug dedi out.. everyone can join and use it just not you, although you can host inside the game and everything will work perfectly ... it's weird lol asskickluter Duke Fatdog Sometimes I dream of PhaseShift.. Do you really see any big difference between Vista and 7? When a software is Vista-capable, there is no way it can not work on 7.Meh, it may be incompatibilities.. But in general, it's true. To answer your question, yes it works just fine on seven knapman [FD] Administrator just tried this program as a test, the program crashes when trying to map the port, but when I finish the task it actually makes the map port as it closes and remains mapped, can connect to its own server without any problem, so just have to run the program one more time to remove mapping manually for people who can not connect to their own dedicated server , you have tried direct ip connect using your internal ip instead of the server browser, the server browser will use your external ip, if you use your internal ip port mapping should not be a factor so there should be nothing to stop the connect asskickluter Duke Fatdog Sometimes I dream of PhaseShift.. just tried this program as a test, the program crashes when trying to map the port, but when I finish the task it actually does map port as it closes and remains mapped, can connect to its own server without any problem, so just have to run the program one more time to remove the mapping manually for people who can not connect to their own dedicated server , you have tried direct ip connect using your internal ip instead of the server browser, the server browser will use your external ip, if you use your internal ip port mapping should not be a factor so there should be nothing to stop it koblehmm I do not get any kind of crash, although I can not join my own dedicated server using this. I'm not sure I ever tried a direct IP connection on my own dedi.. I'll try the knapman [FD] Administrator a little more on the subject, if this seems to do the job for most I can connect this on the download page, maybe with a slightly streamlined quick guide on how to use it with some photoshave u tried to connect to your own server using your internal ip yet as it would be good to know if this is a problem or not for a while now , I have considered port-forwarding a DarkRP server Garry's Mod. Now that I'm on the edge of doing it, I thought it would be a safe move to get some answers to some questions I had: 1) Make faster faster speeds reduce layers on my server? (I used to have 3 megabits p/s, now I have 95, will it make a difference though?) It depends, if the server you are hosting is closer or longer so who joins, if someone in Finland joins a server on the east coast, they are going to have lag anyway it depends entirely on ping. Also going from a 3 mbit to a 95 mbit can actually make lag worse. If you went from a wired connection to a settile connection, you just added a ton of pings. As the signal now must reach a settile then be beamed down again etc But generally more mb is good, maybe look into a little more ram too if a bunch of people join or you want to have more props. Maybe even a beefier cpu would help quite a bit too. 2) Does a Gmod server use my internet speed? (Say if it were to be 95 mb p / s before port-forwarding, would the speed decrease by a significant amount?) No, and yes it depends on the volume of people joining, but only hosting a server when you have so much extra space should not kill your download frequencies by too much if the servers up and no one on it so less so. I would say that you should have a good time as long as hundreds of people do not join. 3) Consumer port-forwarding / requires hardware? (When I port-forward, it would soak up my computer's hardware and would I need good hardware in the first place?) No, it uses hardware, but only your modems, or most likely routers hardware no longer have modems anymore, You just add a few extra exceptions to routers firmware it does not come to task computer others then for the time you have your browser open to actually change tcp connections 4) Is it worth it? (Should I only port-forward when the server is in development and rent a server when it is open to the public? Or should I always port-forward?) If people can join the server using ports that are already open, then no you don't need to port forward unless, you want them to use a specific port in which case would be smart as it can narrow down places you can be attacked, and you can monitor it closely, but chances are if someone really wanted to make getting into your local network they can it's not difficult, but it requires some knowledge, just be vigilant, and if you notice the thing a miss then be on top of it I would equate it to a gamble, you gamble your life when you go outside or inside your home I'd say the odds are similar so you should be fine Really much of this would be irrelevant if you just rented a server , for one there would be much less stress, but you will lose a lot of personal maintenance which can be a problem when the server you paid for is down which in turn can be a plus if it goes down on their equipment you don't have to mess with it 5) Can people DDOS my server? (Or more importantly, it is a probable that someone will easily happen to my DDOS server?) Yes everyone can someone if their massive idiots, but it's not something you should actively worry about, people treat it like this great bogeyman it's just a buzzword more than anything. Also it would take quite a few PCs to actually do a subsequent ddos and then to just target you and your server, why? If people do, they most likely go for big companies, but be careful with jerks the way it works is as if you're in a zombie apocalypse and you have an electric fence, if a couple of zombies come and hit it's not a problem the fence will zap them dead, but if you get a whole horde of them then the fence won't produce enough juice to get them all and it will fall, and that's why I say there's nothing worrying about who would go through really the problems. But again people are idiots so meh. Thank you for your time, the answers are highly appreciated. Anyway gl with the server. Thanks a bunch for the answers Oh, and 1 more question: If I were to rent a server, would it be best to choose a server host in my region or does it matter? Page 2 Hi There, This is my first time post. We have a feature that was set up with Ethernet cables in about 1998-1999. Since then, all the wires have been enclosed by sheetrock, etc. and I actually have no idea specifically where each wire is in what part of the wall, etc. That said, I was told on another forum that our network setup was bad and that I was going to update / fix it, but was not given many advice on proposed hardware models and what really should be fixed other than maybe try to run more cables everywhere (which really isn't too much of an option). ALL wireless routers, switches, etc. (with the exception of the main switch), I estimate I am probably at least 8-10 years old. I would like to show a chart I made up quickly that shows you how the network is configured, but since this is my first time posting here, I'm not sure how to attach/upload my file? If someone could tell me it quickly, then I can post a picture = to a thousand words! What I hope for is constructive, easy to follow suggestions on how to make your network stronger/safer, easier to manage (for a person with limited technical skills). I would like to know what wireless routers (make, model, etc.) and what network switches (make, model, etc.) you think I should buy to start replacing some of these dinosaurs.) And/ or if you think it is even necessary. The MAIN switch has 7 Ethernet wires connected to it and is a netgear fs116. I would also like to get at least one or two external hard drives on the network so that they can be accessed from one of the 3 buildings. I currently have a Toshiba 2TB usb connected external hard drive, but no hardware that I can connect it to so right now there is only a backup for one of the PC's on the property. http:// 0 It's not hope for upgrading wiring. Upgrade wireless access points to 802.11ac dual bands and finally the switches. Switches. It looks like what was stressed is what you have. You may have gigabit, but chances are all 100mbit. 100mbit is probably okay for office PCs. 0 Unless you specifically stated what the problems might be, I was told on another forum that our network setup was bad is simply bad advice. Now... network wiring that is 10-15 years old may well be bad. But without eyes on and some actual performance testing, it's impossible for anyone out here to say. It could be OK, it can be bad. There may still be good wires, only slow parts from 1999. I lean to bad, but who knows. And without a good site survey, and know exactly what you already have and what it's going to be used for.... suggestions for specific hardware are off limits. Assuming this is a business, I would seriously consider hiring a local, reliable network guy to look around and see what you might need. It's easy to buy a bunch of things. It's even easier to get the whole reconstruction very, very wrong. 0 Woo-wee! You need professional help. Minimal qualification really, able to post link / pictures here. Save drawings, image, hopefully in the default jpg pdf format to a hosting site, like Google, and then post your message with a LINK to the jpg pdf. There is a button on top for link. 1998/99 should be 100 mbit ethernet CAT5/e. How they ran the cables, well we are waiting for drawings / pictures. 0 Unless you specifically stated what the problems might be, I was told on another forum that our network setup was bad is simply bad advice. Now... network wiring that is 10-15 years old may well be bad. But without eyes on and some actual performance testing, it's impossible for anyone out here to say. It could be OK, it can be bad. There may still be good wires, only slow parts from 1999. I lean to bad, but who knows. And without a good site survey, and know exactly what you already have and what it's going to be used for.... suggestions for specific hardware are off limits. Assuming this is a business, I would seriously consider hiring a local, reliable network guy to look around and see what you might need. It's easy to buy a bunch of things. It's even easier to get the whole reconstruction very, very wrong. Thank you, Jsmith. I was hoping I wouldn't have to host a photo and just lacked something. Every forum is different, but I think I've got it up now. Thank you all you who have answered! I think I was told that it was a bad network because they said that it was not coherent and stated that pretty much whatever it took, I should not have so many switches / wireless routers and should have everything wired to a switch. To answer all: each wireless router and switch is 10/100 mbps. (I have wondered if getting gigabit switch (es) and wireless routers would increase on things or not based on what does / use. No video streaming, no large/large files shared that I can think of, etc.) As far as the internet is concerned, I did a speed test directly on the satellite modem and everywhere in between, all the way to the farthest point, and I get the speeds guaranteed / suggested by Exede Internet: 12-15 mbps upload and 3-5mbps download. I do not know how to test something else in terms of communication / data transfer between other devices on the network. For example, we have 2 computer registers and 2 more office computers that have access to it recording software/data. 1 computer is the main. If that doesn't work, the entire registry program doesn't work on any other PC, and we can't get to any of the back office data. So I guess this is probably called something like master and slave pc's? We are a business, but a micro business, we have maybe 5 employees maximum at any time of the year, and so not a big budget for network. That said, I would hire a network guy if I could, but since we're out in the middle of nowhere, no one will drive that far to help. Even if we're small, I don't want anything to fail/crash or be much slower than it should be because I didn't take care of anything I could have in advance. I forgot to show in the picture that the corporate phone is VOIP SO for it to work, Exede has stated that we have to go from modem directly to the VOIP box, and then to the router so that it is missing in the picture. I think all wires are CAT 5 because I tried to look up on the net what CAT 3 looked like and from what I can see, we have CAT 5. I wondered if you're trying to replace CAT 5 with CAT 6 by attaching CAT 6 to an end of CAT 5 (on each switch, etc.) and then just pulling that heck at the other end where I know a cable ends, but from what I've understood CAT 5 can not be worth all that stresses and the risk of cables coming undone, not quite pulling through, etc. Any thoughts on this? Hopefully, this extra info. will help and you can give me more details / advice. 0 I know you're small, I know you're out in the middle of nowhere.... But.... You can pay to get it done once, Once = you do it or pay a professional to do it (1) or you can pay to get it done 3 times 3 times = you do it (1), then, after it fails, pay a professional to undo it (2) and then do it properly (3). There are some things that are a good learning experience. Winging it with an entire business network rebuild is not one of them. 0 If there was a network guy who would come here, I would consider it, but since there is no alternative here. I have to get through it myself. No other advice / suggestions on how to go about doing it and what hardware I should or should not buy? 0 Thanks, I had put the url or my picture in my first post when someone else told me I had to do photo hosting so that everyone new looking at my post so hopefully, you can see it up there where it says http / at the bottom of my first post. Posts. your picture: This is why a good site survey is required. You process credit cards and have a significant wireless component. That's how BestBuy was hacked a few years ago. Distance between buildings 1 and 2 and 3? You need more than just a recommendation for that switch in the middle. There are a number of switches that can work. TrendNet, D-Link, Netgear.... 0 I agree that you should look a little harder for a network professional. You don't want holes in the network. Whatever parts you're going to want to use some industry-class components, no consumer class components. On my work we use Extreme Network switches with Dell Sonicwalls for our firewalls (I noticed that you don't even have a firewall in the chart) and currently Aruba Wireless APs. We set up ports on the firewall for the wired network and for WiFi and Guest WiFi. Depending on the distance from each building you can use Nanbeams to push traffic over them wirelessly (unless they are very close to no AP will be able to send data much longer than 100 feet). But the main priority is security since you're going to process credit and debit cards, which is why it's suggested having a professional do what's supposed to help make it as secure as possible. 0 I agree that you should look a little harder for a network professional. You don't want holes in the network. Whatever parts you're going to want to use some industry-class components, no consumer class components. On my work we use Extreme Network switches with Dell Sonicwalls for our firewalls (I noticed that you don't even have a firewall in the chart) and currently Aruba Wireless APs. We set up ports on the firewall for the wired network and for WiFi and Guest WiFi. Depending on the distance from each building you can use Nanbeams to push traffic over them wirelessly (unless they are very close to no AP will be able to send data much longer than 100 feet). But the main priority is security since you're going to process credit and debit cards, which is why it's suggested having a professional do what's supposed to help make it as secure as possible. Thank you guys. The nearest network person would be about 3 hours travel time away. (I'm not kidding. We've looked at this/for this probably at least once a year for the last 5 years.) Building 1 is about 800' above a field (with some trees) to building 2. (It's a potential line of sight, and I've learned a little about NanoBeams and make a wireless bridge instead of continuing to use the old wired connection down the road, but want to focus on fixing things with Building 1, most only if I'm the one who has to do this in stages.) Building 1 has public access. Building 2 actually shares an adjacent wall with Building 3, so no real distance between them, but too large of an area to just broadcast a wireless AP for everyone to get wireless internet access and a switch OR router would not work for both sides to connect since they are separated by a complete wall. Buildings 2 and 3 are private/no public access. When it comes to needing more than a trade proposal in the center, I would love a lot more help. I just tried to choose a starting point and then get subsequent advice on the rest as well. (Basically hoping for a proposed plan broken down into steps I can start working on.) @jimmysmitty, you're right. I don't have a firewall. The original installer years ago, never done anything like that, and I've just replaced things/slapped band aids at keeping things up and running when I've done some research here or there to the best of my limited knowledge/ability. I know this is not good and know that there are things (like credit card / wireless security issues) that I do not even know is a problem that should be solved / solved. That's why I'm here. ANY advice you can give me about improving this is so appreciated! If you do not want to fully explain something but know about an article, tutorial, etc. please feel free to send me to them too. I don't want to waste anyone's time, but really appreciate the expertise! @USAFret, I definitely have questions about credit cards.... I have several companies trying to get me to go to Ipad based sales systems (obviously an IPAD running off wireless completely vs. being connected via Ethernet as our machines are currently) and these systems are set to run credit cards just about them so how is it acceptable? [I'm literally asking, not trying to just challenge you at all.] Examples: Square POS, Bindo POS, PayPal, ShopKeep POS, etc. Also, I've wondered about security and wireless. The wireless router is password protected, but I know that it is only for low-tech people like myself ... not real security against a hacker ... so how do I make INTERNET available to all business units that need it wirelessly but not access the credit card terminals wirelessly? (in reality, I don't really care if the Internet devices even access the network at all wirelessly if it matters in the setup with guys' suggestions.) I guess a site survey is still in relation to having a professional come here and investigate the whole thing, right? (I don't mean to be stupid, just making sure I don't miss anything.) something.)

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