

# Re: DirectPlay troubleshooting

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*Source:* <http://www.tech-archive.net/Archive/Games/microsoft.public.games/2006-01/msg00062.html>

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- *From:* "Jimmy S." <nosp@xxxxx>
  - *Date:* Wed, 18 Jan 2006 13:02:16 -0500
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Hi Sudz,

Number 6 does indeed recommend \*disabling\* that feature of your router as it is a troubleshooting step which has solved LAN gaming issues in some cases. For now however, there is no need to upload the diagnostics log. :-)

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Cheers, \*Windows\_XP\_MVP\_Shell/User\*  
Jimmy S. <http://mvp.support.microsoft.com>

Visit my MSN Zone.com and Gaming Help Site: <http://mvps.org/nibblesnbits>  
MS Games Help and Support Center: <http://support.microsoft.com/?pr=gms>  
My advice is donated "AS IS" without warranty; nor do I confer any rights.

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Sudz Wrote:

=====  
| Hey Jimmy, thanks for respoding. Did I read #6 correctly? To DIS-able the  
| UPnP on my router? I thought the whole point of UPnP was to help with  
| problems such as these, and keep us from having to manually open specific  
| ports in a router? I can certainly give it a try, I just wanted to make sure  
| that wasn't a typo first.  
| As a side note on the rest, thus far as pertaining to #1 the only firewall I  
| have running is Windows firewall (disabled now, for testing purposes, but  
| without success), #4 I have done, #5 I just did last night, #8 hasn't worked  
| (specifying other machine's IP address), and for #9 I am in fact using  
| private addresses (192.168.1.x). I will try the other this evening and let  
| you know. Let me know if you think it would help for me to upload my dxdiag  
| log.  
| Sudz  
|  
| "Jimmy S." wrote:  
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|| Hi Sudz,  
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||  
|| When LAN games don't connect, there are a few variables to consider, for  
|| example check for a patch at: [www.avault.com/pcri/patches\\_list.asp?letter=a](http://www.avault.com/pcri/patches_list.asp?letter=a)  
||

Re: DirectPlay troubleshooting

- || 1. Disconnect from the Internet by physically unplugging the cable or DSL  
|| line, and then since there's no longer danger of outside attacks, turn off  
|| your software firewall (Norton's, McAfee, Zone Alarm, Outpost, ICF,  
|| etc.) as these firewalls could be blocking data to and from your system.  
||
- || 2. If you use a router, it could be blocking you as well:  
|| Routers have built-in port blocking firewalls based on NAT technology.  
|| DirectX games require that ports be open in order for the data packets  
|| to be able to travel from one system to another. Here's How to Configure  
|| a router for Multiplayer: <http://mvps.org/nibblesnbits/PortRoute.html#howto>  
||
- || 3. If Step 1 applies to you, but you want an alternative solution, pick up a cross-  
|| over cable from your local supply shop to directly connect one computer to  
|| the other on a 2 player LAN, especially if both computers are close together.  
||
- || 4. If you have multiple network adapters, the game might be using the wrong one  
|| To verify this behaviour, click Start / Control Panel / System / Hardware Tab  
|| / Device Manager, click the + next to Network Adapters, right click the adapter  
|| which accesses the Internet, and "Disable" it from the right-click menu. If that  
|| works, open Control Panel / Network Connections, click Advanced / Advance  
|| Settings / click the LAN Connection and then the UP arrow to change it's priority  
|| so it's at the top of the list. Test your Internet games to see if they work this way.  
||
- || 5. DirectX may need to be upgraded on both systems:  
|| <http://www.microsoft.com/windows/directx/default.aspx>  
||
- || 6. Universal PnP might need to be disabled in your router, or in Windows XP:  
|| a) To enable or disable UPnP in XP, click Start / Run / type: services.msc  
|| and you can then right-click Universal Plug and Play on the list to Start it.  
|| b) Consult your router manual for the UPnP instructions for your model.  
||
- || 7. Network Adapter drivers may need to be updated on one or all machines.  
||
- || 8. You may need to specify the target IP using a game specific method.  
|| Consult your game manual or readme file in the game directory. For MS  
|| games: <http://support.microsoft.com/default.aspx?scid=fh:EN-US:gmsnetw>  
||
- || 9. You might be specifying the Public IP instead of the Private (LAN) IP.  
|| To easily find the Public and Private IP numbers of the computer you  
|| are using, visit: [http://www.u.arizona.edu/~trw/games/nat\\_or\\_not.php](http://www.u.arizona.edu/~trw/games/nat_or_not.php)  
||
- || For more in depth troubleshooting, try this MS Network Troubleshooting article:  
|| <http://www.microsoft.com/windowsxp/expertzone/columns/russel/02april08.asp>  
||
- || .... and this exceptional Windows XP MVP Network Troubleshooter:  
|| <http://www.michna.com/kb/wxnet.htm>  
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- || --  
|| Cheers, \*Windows\_XP\_MVP\_Shell/User\*  
|| Jimmy S. <http://mvp.support.microsoft.com>  
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|| Sudz Wrote:

|| =====

|| I've been having an issue trying to get various games to work properly on my  
|| LAN for months, and I think what it all boils down to can be tied to  
|| DirectPlay. When I run 'DXDIAG' on both of my workstations and try to test  
|| out directplay by establishing a 'chat' session, they cannot see each other.  
|| I don't get any kind of error message though or anything else that might tell  
|| me WHY my testing is not working. Any helpful hints on troubleshooting  
|| DirectPlay? I went ahead last night and downloaded the most recent version  
|| of DirectX and installed on both machines, but still no dice. Aside from the  
|| LAN gaming and DirectPlay issue, both computers seem to be able to 'see' each  
|| other just fine (share files without problems, ping each other, etc.) so I  
|| can't imagine what the problem is with DirectPlay.  
|| Thanks!  
|| Sudz

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• *Follow-Ups:*

- ◆ **[Re: DirectPlay troubleshooting](#)**  
    ◇ *From: Sudz*
- ◆ **[Re: DirectPlay troubleshooting](#)**  
    ◇ *From: Sudz*

• *References:*

- ◆ **[Re: DirectPlay troubleshooting](#)**  
    ◇ *From: Jimmy S.*
- ◆ **[Re: DirectPlay troubleshooting](#)**  
    ◇ *From: Sudz*

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