

Help with Routing and Remote Access (Win2K)

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impugn_at_comcast.net

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I have set up Routing and Remote Access (w/ NAT) on my dual-homed Win2K server. One NIC points to the Internet, the other to a local LAN of a few PC's.

I recently connected a Playstation 2 to my network...it was incredibly simple...DHCP and off-and-running in no time.

It appears, however, that some PS2 games require certain TCP/UDP ports to be forwarded in order to function correctly. For instance, I can play SOCOM2, but the headset doesn't work. It turns out the headset utilizes certain ports that are, apparently, not being forwarded.

All of the various tech articles seem centered around people with hardware router/hubs/firewalls and indicate that certain ports should be "opened" and/or the PS2 put into the "DMZ" (outside the "wall", I suppose).

The long and short of the "fix" includes (quoting):

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Port Forwarding:

Next, you will need to find a tab along the lines of "Virtual Servers", or "Port

Forwarding" in the router setup page. Here, you will need to enable and define the

following ports:

10070-10080 TCP

10070 UDP

6000-6999 UDP

6869 TCP

3000-4000 TCP and UDP UPDATE - Mikeablah, moderator on this forum, says the mic uses 3658 UDP

443 TCP and UDP

80 TCP and UDP

53 TCP and UDP

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I have created a DHCP reservation for the PS2 for the LAN at 192.168.0.20.

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How do I accomplish this within "Routing and Remote Access"?

I see a "Translation" tab under Network Address Translation (NAT) properties and other place to specify "Special Ports" under my "Internet Properties" (the node connected to the Internet).

But I'm lost. This "fix" seems simple enough for people to do with very pedestrian hardware routers...but how can I do this on my Win2K server?

I appreciate your help!