

newbie: IPv4 NAT and Unreal Tournament

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From: Me (me_at_localhost.org)

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I've recently setup a RedHat 9 box on my home network to act as a gateway to the net etc.

I'm using iptables for firewalling and have set the machine to act as a NAT'ing firewall using masquerading. I'm using squid for web caching and can pick up mail via POP3.

What I can't seem to get working is Unreal Tournament (as a client – I'm not running a server) from a Windows XP machine behind the firewall. NAT seems to be working ok as I can connect to services on the net just fine from the XP machine, however if I run UT and try to connect to a server, it doesn't work.

I've searched around on the net and everything I've found says that UT should run ok across NAT as a client, with instructions for iptables settings for running a UT server. I just want to play online.

In the past I've played UT with a Microsoft ISA server, and that would work fine so long as I was running the Microsoft Firewall Client which does suggest that UT doesn't like pure NAT but needs some form of port forwarding.

Anybody have a similar setup working and what did you do to make it work?