

ZT Gamer, have you received this error on playing via internet issue? Jerome has a work-around. Look on page 2+ for the work around 😊

This is what comes up on my screen: After I click on the "Host" popup I see the problem "?" in the red text instead of my address:

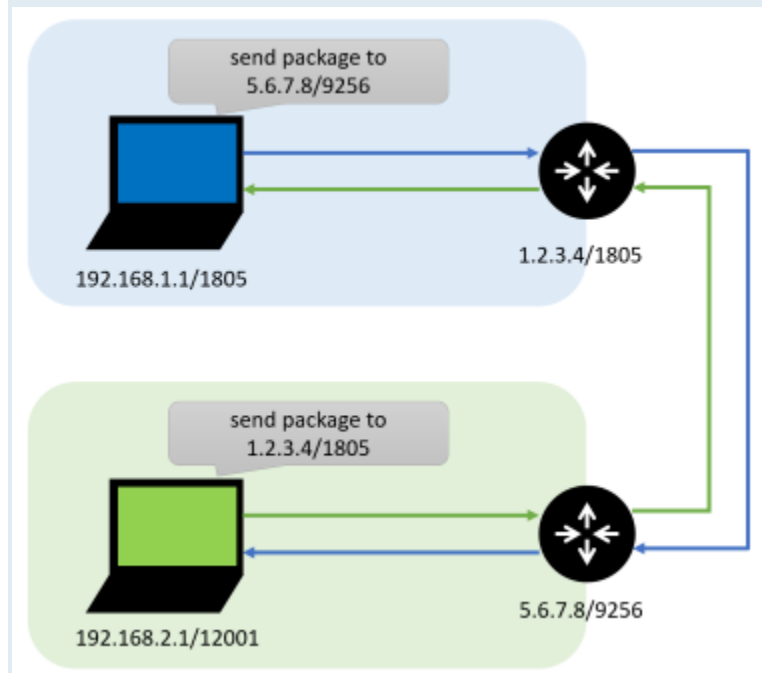


Here's hoping yours is good.

Here is the workaround:

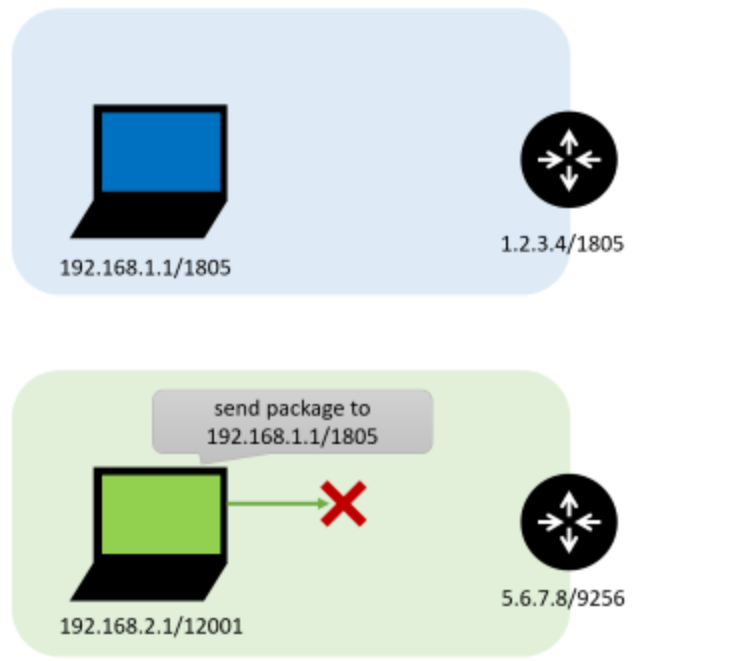
Hi !

Here is a guide about how to setup your home network to play with a friend. The explanation is a bit technical, but don't worry if you don't grok everything. Just follow the steps in **bold**.



Above is the ideal situation: Blue is hosting the game, Green has joined, and both computers are sending and receiving data through the Internet.

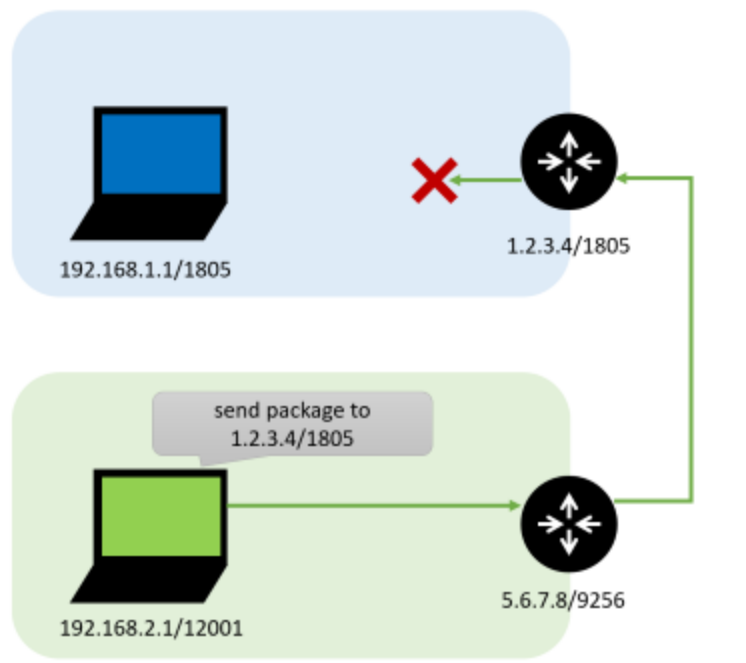
Now, Blue and Green are probably in this situation:



Here is why. Blue is connected to the Internet through a router provided by his Internet Service Provider. As a consequence, the address of Blue 192.168.1.1/1805 is only valid within Blue's home. Green should be using Blue's **public** address, not its private address. How can Green get Blue's public address? Blue can obtain his public address by googling "whatsmyip". That address changes from time to time so it must be checked before every game session.

Before every game session, Blue (the hosting player) googles "whatsmyip", copies his public address, and sends it as a text message to Green.

Now, Blue and Green are probably in this situation:



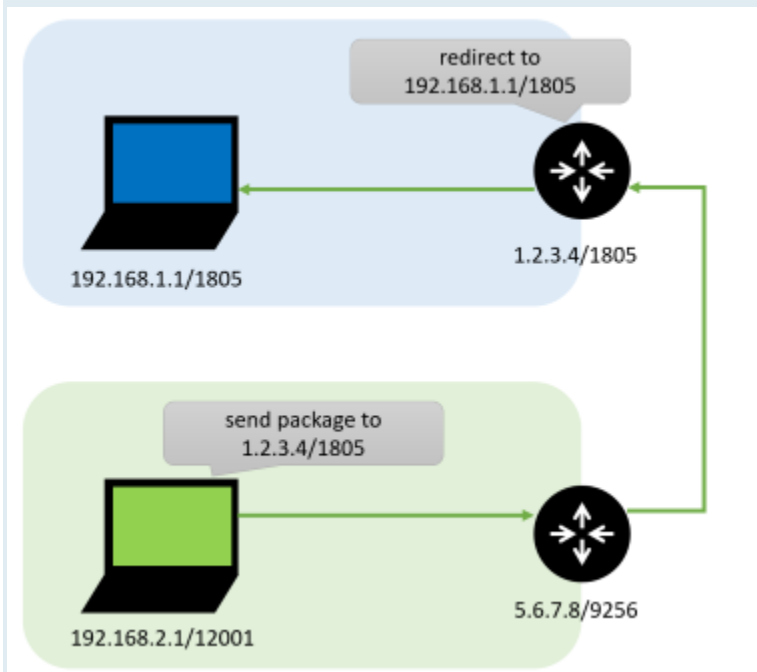
Green's data is received by the router at Blue's home. But Blue's router does not know what to do with the data. Blue probably owns several devices connected to the Internet. Which one is expecting this data? Blue has to tell his router to redirect any data received on port 1805 to his computer (that's the port used by ZunTzu). That can be done by accessing the administration web page of the router, and going to the "port forwarding" settings. Port forwarding can be set up independently for protocol TCP and protocol UDP. ZunTzu uses protocol UDP.

To be done once: Blue (the hosting player) accesses his router administration page and adds a port forwarding entry for port UDP/1805 to the private address of his computer (192.168.1.1 in the example), obtained by running "ipconfig" in a command line.

Note: The router will remember the port forwarding. Blue just has to set it up once. However, if the private address of Blue's computer changes, the router settings will have to be changed accordingly. Blue can make sure that doesn't happen by using a

fixed address instead of a dynamic address, but this is beyond the scope of this post.

Hurray! It's working.



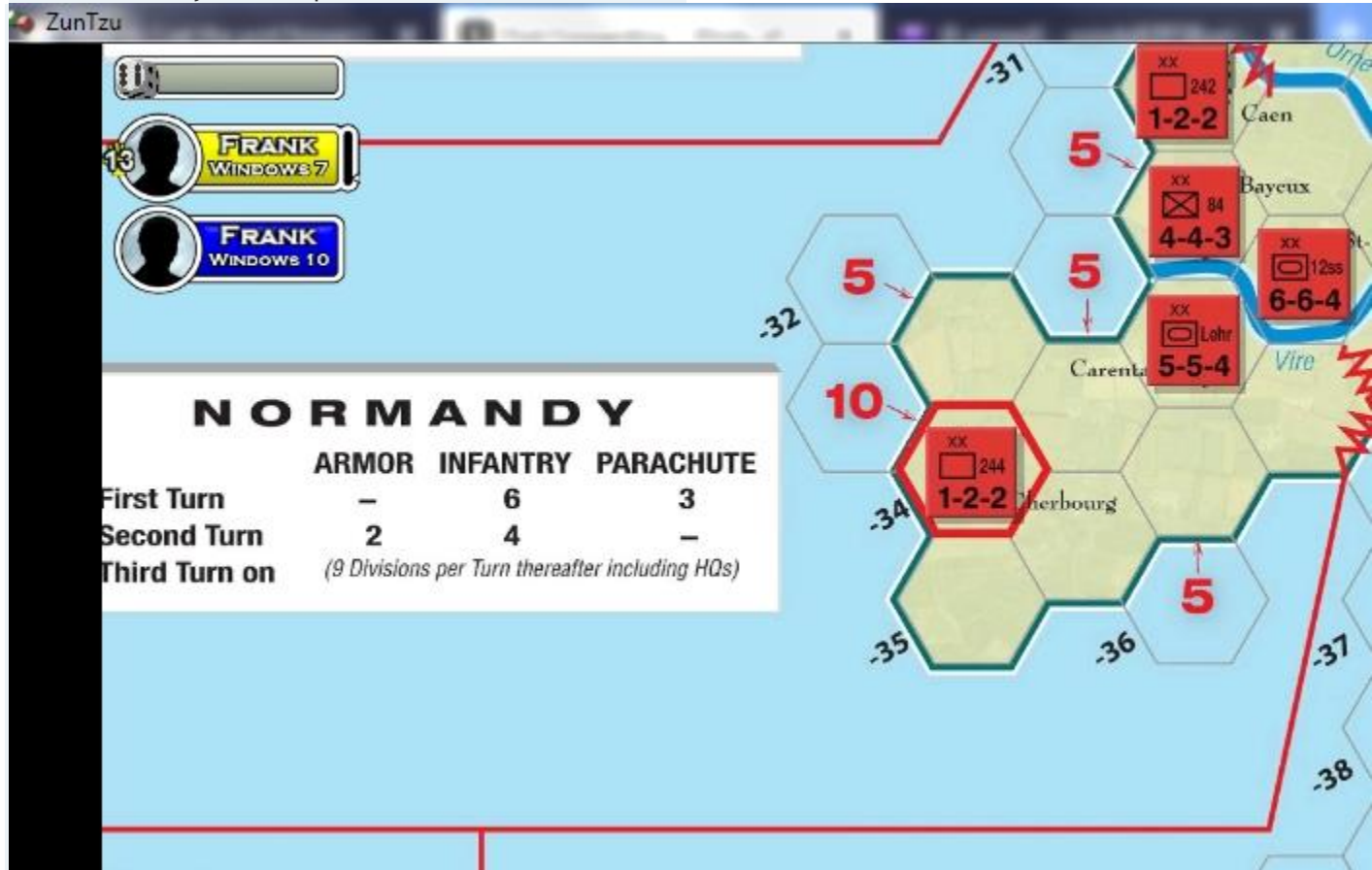
If your network is more complicated you may have several layers of routers (for instance a main router and a separate wifi router). Port forwarding must be set up for each router.
Jerome, ZunTzu developer.

Thanks, Jerome, for the help!!

See the ZT forums, "Networking instructions needed" for this successful workaround!

Find below Woody8297's response. He got to play a game via the internet!

Thank you for monitoring the discussion and posting a solution. I tried it and IT WORKS! Here is a screenshot of my two computers on two different routers:



ZunTzu multiplayer success 1-26-21.jpg (160.5 KiB) Viewed 156 times
Your instructions were very good. I especially liked the overview of the different components and your explanation of the difference between private and public addresses and how using the wrong address was a dead end. For me, the last part--getting my computer to accept the data from Port 1805--was the hardest...and that was only because I couldn't find my "router administrator page." Once I found that, I was able to select my computer and create Port 1805 using my private address of 10.0.0.224.

Hearing that little bugle call with the display: "Player Win 10 has joined the game!" was a real treat.

Thank you Jerome!

ZT is not dead, just in transition - - Keep the faith, and enjoy online gaming with ZunTzu!