

How to Open a Port

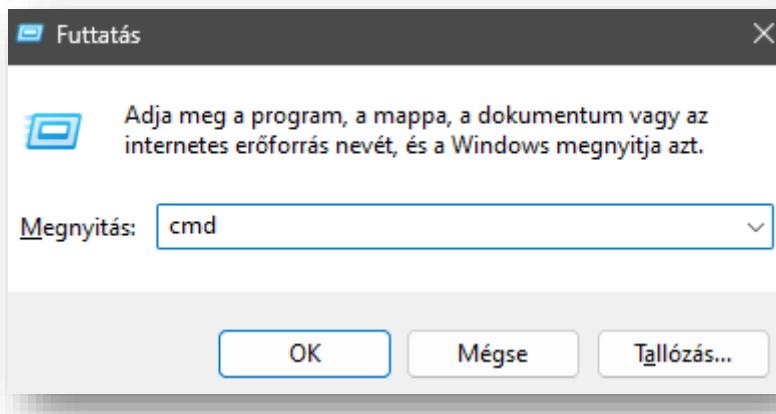
A Simple Guide *from the Dev*

Note:

If your network provider puts you behind NAT, this may not work. You must have a public IP address first.

1. Entering the Router Menu

- Press **Win + R**, type `cmd`, and press OK.



2. Finding Your Router IP

- In the command prompt, run the command `ipconfig`.
- Choose the network adapter you are using:
 - If you play only on LAN, choose the adapter used by all players.
 - If you need external connections, choose the one connected to the internet.
- Find the **IPv4 Default Gateway** (example: 192.168.1.1) and paste it into your browser's address bar.

```
Ethernet adapter Ethernet:

Connection-specific DNS Suffix . :
IPv6 Address . . . . . : [REDACTED]
Temporary IPv6 Address . . . . . : [REDACTED]
Link-local IPv6 Address . . . . . :
IPv4 Address . . . . . : 192.168.100.?
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 192.168.100.1
```

3. Entering the Router

- Login with your router username and password (usually on the bottom of the router).
- Locate **Port Forwarding** in the router menu (location and name may vary depending on the manufacturer).



4. Applying a New Port Forward Rule

- Create a new rule to forward your chosen port (default Minecraft port: **25565**) from your router to your PC.
- **Protocol:** Select TCP/UDP. If the router does not support both in one rule, create two rules (one for TCP, one for UDP).
- **Internal IP:** Use your PC's IPv4 address from ipconfig. If your gateway is 192.168.1.1, your PC is often something like 192.168.1.2.
- **Port:** Use the port you want to run the server on (usually 25565).
- **Internal/External Port:** If asked, set them to the same value.

The screenshot shows a router's web interface with a navigation bar at the top containing links for Status, WAN, LAN, WLAN, Security, Forward Rules (which is highlighted in red), and System Tools. Below the navigation bar, a breadcrumb trail reads "Forward Rules > Port Mapping Configuration". The main content area contains a note about configuring port mapping parameters to set up virtual servers on the LAN network. At the bottom right of this area, there is a "New" button, which is also circled in red. Below the note, there is a table with columns for Mapping Name, WAN Name, Internal Host, External Host, and Enable.

	Mapping Name	WAN Name	Internal Host	External Host	Enable

5. Apply and Test

- Apply the rule.
- Open the program and navigate to:
MENU → IP CONTROL SETTINGS → Is Port Open
- After selecting the correct port, the check should succeed.
- If it does not, you may be behind a NAT network. In this case, port forwarding will not work.

Alternatives:

- Use a VPN (may be slower)
- Use a third-party tunnel service (may require payment), for example:
Minekube Connect – The Ingress Tunnel for Minecraft Servers