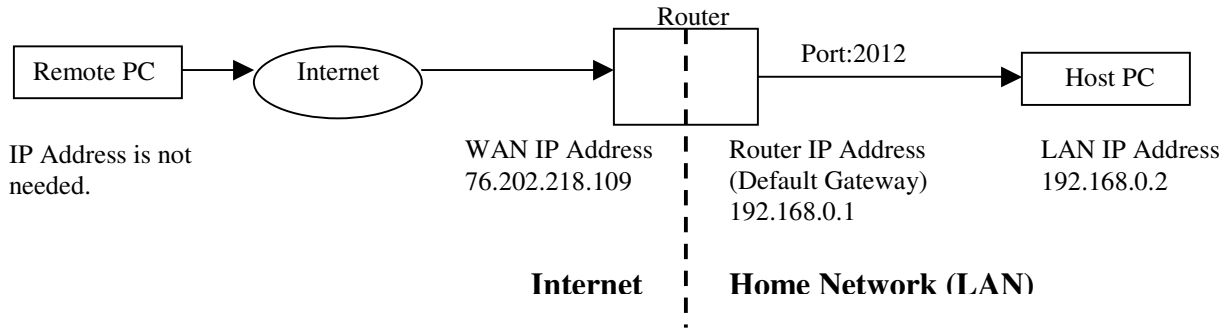


The typical remote configuration is a user with a home Internet connection using a DSL or cable modem (Router) and this write up is written for these types of users. Your company network or local bar configuration may be more complicated with additional layers of routers and security and is beyond the scope of this document but the general concepts still apply. Sorry, but Microsoft and all the hackers in the world do not make this easy for us all.

Here is the typical layout.



All computers have an IP address. Routers connect different computer networks together. The router is the split between the Internet and your home network. From the Internet, your host pc is seen as the WAN (Wide Area Network) IP address. On your home network, your host pc has a LAN (Local Area Network) IP address. The router decides which computers on the LAN to send data since there can be multiple computers on the LAN side and they all share the same WAN IP address. When data from the Internet comes to the router at the WAN IP address, the router uses the Port Forwarding tables to determine which computer to send the data.

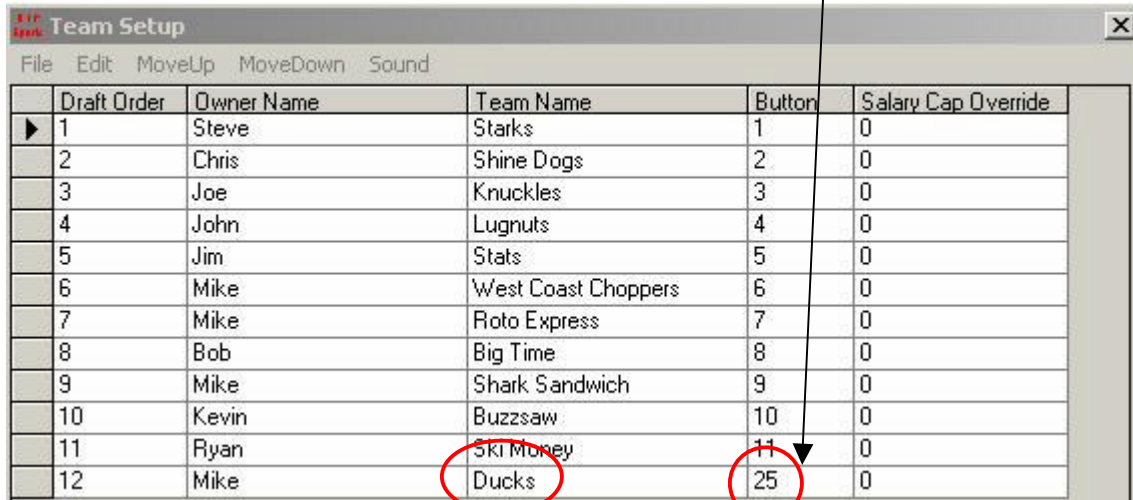
Host (Commissioner) Setup Steps.

1. Setup teams for remote connection. (FAQ #1)
2. Determine your WAN IP address. (FAQ 2, 3, 4 & 5)
3. Decide on a Port to use. (FAQ 6 & 7)
4. Setup the port forwarding on the router. (FAQ #8)
5. Configure firewall on router or Host PC to allow connections on the selected port. (FAQ #9)
6. Start hosting on the Player Auction software. (FAQ #10)
7. Tell remote users the WAN IP address, Port, Team Name & Password. (FAQ #11)

Frequently Asked Questions

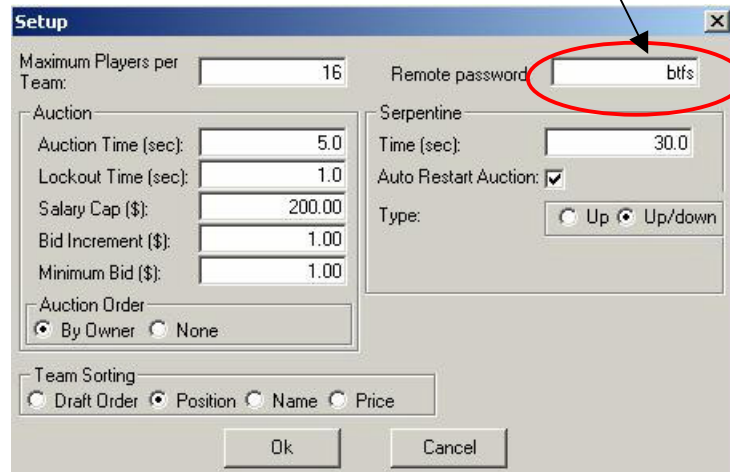
1. How do I setup a team to connect remotely?

Add the team to the Team Setup like all the other teams. The only difference is the button number. Button numbers 1-18 are for pushbuttons on the FATBox and button numbers 25-32 are for remote connections. Use any number just as long as each team has a unique number.



	Draft Order	Owner Name	Team Name	Button	Salary Cap Override
▶	1	Steve	Starks	1	0
	2	Chris	Shine Dogs	2	0
	3	Joe	Knuckles	3	0
	4	John	Lugnuts	4	0
	5	Jim	Stats	5	0
	6	Mike	West Coast Choppers	6	0
	7	Mike	Roto Express	7	0
	8	Bob	Big Time	8	0
	9	Mike	Shark Sandwich	9	0
	10	Kevin	Buzzsaw	10	0
	11	Ryan	SKI Money	11	0
	12	Mike	Ducks	25	0

Also, the remote teams will need to know their team name and the password when they want to connect.



Setup

Maximum Players per Team: 16 Remote password: btfs

Auction

Auction Time (sec): 5.0
Lockout Time (sec): 1.0
Salary Cap (\$): 200.00
Bid Increment (\$): 1.00
Minimum Bid (\$): 1.00

Auction Order
 By Owner None

Serpentine

Time (sec): 30.0
Auto Restart Auction:
Type: Up Up/down

Team Sorting
 Draft Order Position Name Price

Ok Cancel

2. How do I find my Host IP address (or WAN IP address)?

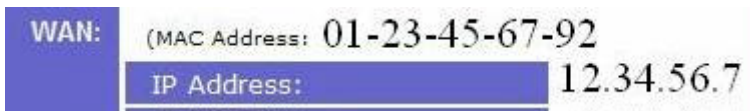
This is not quite as easy as looking on the side of the box to get the information. The Host IP address can usually be found in your router. It will be listed as the WAN IP address. To find it, you will need to get the router IP address (Item #2) and then log into the router (Item #3) to view it. Please consult your router user manual or just search around the router web page until you find something like the WAN IP address.

On a Netgear router as shown below it is 76.202.218.109



WAN Port :
IP Address : **76.202.218.109**

On a LinkSys router as shown below it is 12.34.56.7.



WAN: (MAC Address: 01-23-45-67-92)
IP Address: 12.34.56.7

There are also a handful of sites that can automatically check for you such as the following:

<http://www.whatismyipaddress.com>

<http://www.ipaddressworld.com>

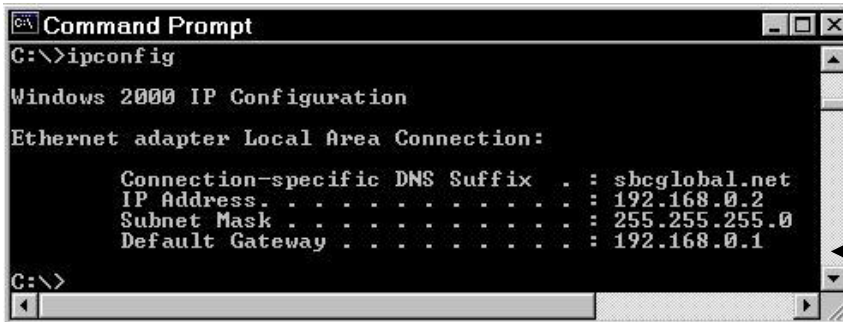
<http://www.whatismyip.com>

<http://www.myipaddress.com/show-my-ip-address>

<http://www.whatsmyip.org>

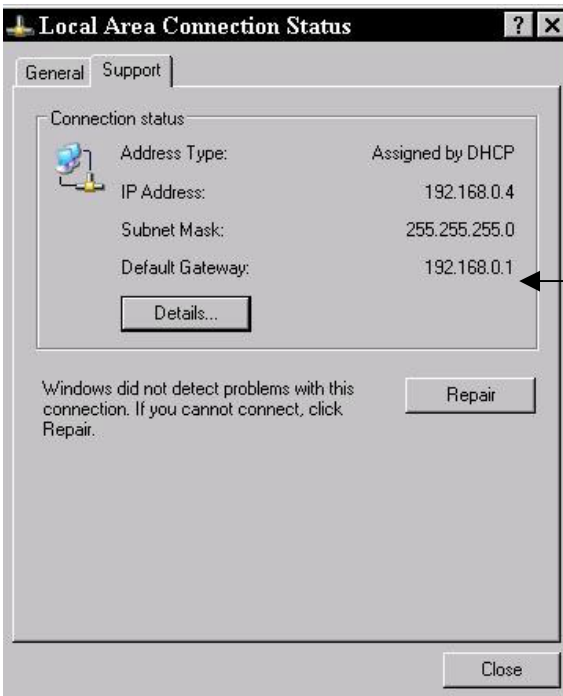
3. How do I find my router IP address?

Typically, the router IP address is the “Default Gateway” address of your computer. Run the command prompt program (Start>Programs> Accessories>Command Prompt) and type ipconfig at the prompt to see the following.



Router IP address is the default gateway.

Or, find the network properties (Start>Control Panel>Network Connections>Local Area Connection>Support) as shown in Windows XP.



Router IP address is the default gateway.

4. How do I log into my router to view or change my router settings?

You will need to log into your router to change the settings. Most routers have a web page to access the settings. From Internet Explorer, type in the router IP address as shown below.



This will usually bring up a login screen and you will need to type in a user name and password. Hopefully, you will know this if you had setup the router yourself. If not, most routers are still setup with the manufacturer defaults. This is typically found in the router manual. The user name is often simply the word **admin** or **administrator**. The password is typically empty (blank), the words **admin**, **public** or **password**. Some specific ones are:

Netgear MR314

User – **admin**

Password – **1234**

Most LinkSys routers

User – empty (blank)

Password – **admin**

A nice reference on typical router user names and passwords is:

<http://www.routerpasswords.com>

5. What Host IP address does the remote user need to know?

The remote user needs the IP address of the host computer as seen from the Internet. This is referred to as the WAN IP address.

6. What Port number should I use?

Usually, the default port of 2012 should be fine. Just as long as the same port number is used on both the host and remote sides any number should be fine. Stick with numbers in the range of 1024 – 49151.

7. What is a Port?

A Port is essentially a communications channel between the two IP addresses of the computers. It is an integer from 0-65535. The port numbers are divided into three ranges: the Well Known Ports, the Registered Ports, and the Dynamic and/or Private Ports. The Well Known Ports are those from 0 through 1023. The Registered Ports are those from 1024 through 49151. The Dynamic and/or Private Ports are those from 49152 through 65535. For example, the port for the World Wide Web protocol HTTP is 80.

8. What is Port Forwarding?

Port forwarding is the act of forwarding a network port from one network node to another. Port forwarding allows remote computers (Computers on the Internet) to connect to a specific computer on a private LAN. Port Forwarding needs to be setup on your router.

On a Netgear router as shown below, any data coming in on Port 2001 will be sent to the computer at the LAN IP address of 192.168.0.2

#	Start Port	End Port	Server IP Address
1	2001	2001	192.168.0.2

On a LinkSys router as shown below, any data coming in on Port 2001 will be sent to the computer at the LAN IP address of 123.45.67.102.

Ext.Port	Protocol TCP	Protocol UDP	IP Address	Enable
2001 To 2001	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	123.45.67.102	<input checked="" type="checkbox"/>

Some good references are:
<http://www.canyouseeme.org>
<http://www.portforward.com>

9. What if I have a firewall on my pc?

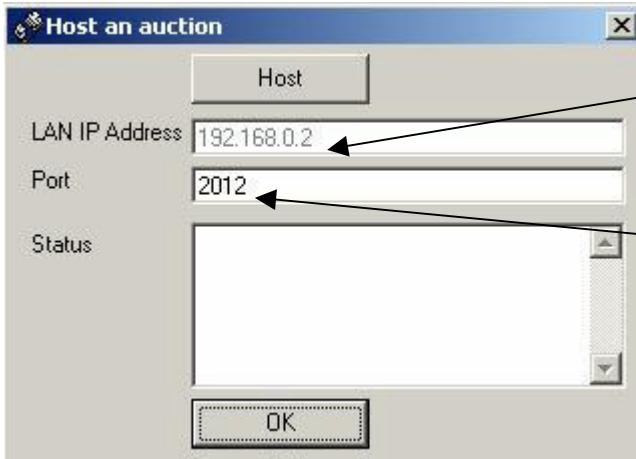
The first time the software accesses the Internet most firewalls will ask if you would like to allow the connections. Go ahead and allow the connections.



If they do not automatically ask, then you may have to manually configure them to allow these programs to have access and allow the selected ports to go through.

10. How do I run hosting in player auction software?

In the Player Auction software, press the Setup tab and then Host to bring up the “Host an auction” popup. Set the Port you are going to use then press the Host button. That’s it.



This just shows your LAN IP address, not the WAN IP address. You need to figure out your WAN IP address first to give to your remote users.

The Port is the only item to setup in the software if it needs to be changed.

11. How do I connect with the remote player auction software to the host PC?

Enter the Team name and password (FAQ #1). Enter Host IP address (FAQ #2-5) and port (FAQ #6&7)



Enter the Host WAN IP address.