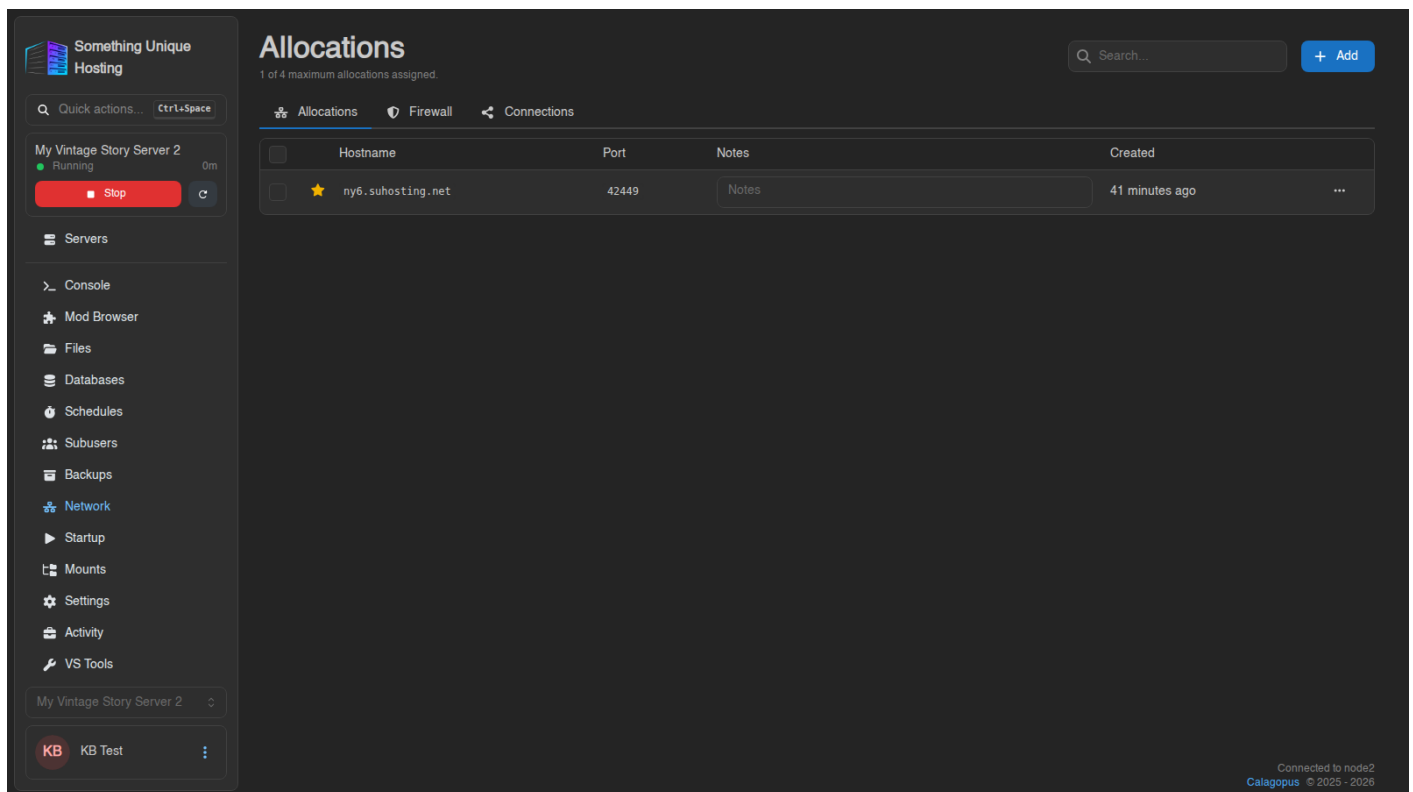


Network: your server's address and ports

What this is about

The **Network** tab lists the address and ports your server uses. Each address and port pair is called an **allocation**. The one with the ★ star is your **primary** port, the one players connect to.



The screenshot shows the 'Something Unique Hosting' dashboard. On the left is a sidebar with navigation options: Servers, Console, Mod Browser, Files, Databases, Schedules, Subusers, Backups, Network (highlighted), Startup, Mounts, Settings, Activity, and VS Tools. The main area is titled 'Allocations' and shows '1 of 4 maximum allocations assigned'. Below this is a table with columns: Hostname, Port, Notes, and Created. The table contains one entry: a star icon, 'ny6.suhosting.net', '42449', 'Notes', and '41 minutes ago'. A search bar and an '+ Add' button are at the top right of the table.

Allocation	Hostname	Port	Notes	Created
★	ny6.suhosting.net	42449	Notes	41 minutes ago

Your full server address is the **Hostname** and **Port** together, e.g. `ny6.suhosting.net:42449`. The same address is shown on the Console.

Want a nicer address like `mytribe.suhosting.net` with no port to remember? See [Giving your server a custom address](#).

Notes

Click into the **Notes** box on a row to label a port, e.g. "web map" or "voice chat". It saves automatically.

Need another port?

Some mods (web maps, voice chat, metrics) need an extra port. The top of the page shows how many your plan allows, e.g. "*1 of 4 maximum allocations assigned.*" You can't add ports yourself, and the **Add** button will show an error. **Open a support ticket** and tell us what the port is for, and we'll add it for you.

Primary port

Use the ... menu on a row to **Set Primary**. Only change this if you know your game should run on a different port: players will need the new address.

Firewall and Connections (advanced)

Two more tabs are there for advanced setups. Most servers never need them.

- **Firewall** lets you allow or block specific IP addresses from reaching your ports. Rules are checked top to bottom and the first match wins. Anything that matches no rule is **allowed**. Nothing changes until you click **Save**.
- **Connections** creates a private link between two of *your* servers, so they can talk to each other without going over the public internet. This is useful for things like a proxy in front of several game servers.

A wrong firewall rule can lock your players (or you) out. If people suddenly can't connect after you changed the firewall, delete the rules and click **Save**.

Revision #3

Created 2026-10-23 15:18:43 UTC by Brandon F

Updated 2026-10-23 15:21:43 UTC by Brandon F