Network Terms

As modern gaming is very often also about multi player via a network (be it the internet or a LAN), here is a selection of terms, that can be important to a gamer.

- Broadcast
- Client
- DHCP
- Firewall
- Host
- IPX
- Loss
- Network Address
- Network Address Translation (NAT)
- Network
- Peer_to_peer
- Port
- Port Forwarding
- Protocol
- Server
- Subnet
- Subnet Mask
- TCP
- UDP
- VPN
- Zero Conf

[Games Database] [Game Related Terms]

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