

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
- NAT
- Network
- peer_to_peer
- port
- port_forwarding
- Protocol
- server
- subnet
- subnet_mask
- tcp
- udp
- zero_conf

[[Games Database](#)] [[Game Related Terms](#)]

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