

# 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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