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Kevin Tyle's DMB NetPlay Hosting Made Easy Primer
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For whomever is *hosting* the session:

Be sure you give the remote player your *real* IP #. Not the *internal* one that is typically set if you are using a router. Internal IP#'s start with either 192.168. or 10. You can determine your "real" IP# by opening up a web browser and going to: **https://www.iplocation.net/find-ip-address**.

The next thing I would check is to see if your *internal* IP # (i.e., the one that is assigned to you by your internet router) has changed. By default, most routers dynamically assign an IP # to an internet-capable device (be that a computer, laptop, tablet, iPhone, whatever) ... so the IP # can change. In Windows, the easiest way to do this is to go to Start, then in the search window, type "cmd" which brings up an old-style DOS command line window. Type "ipconfig" and you should see your internal IP # ... which typically begins with 192.168 or 10.

Then, if you use a router, you need to go into the router's web interface and check the "port forwarding" settings. You need to forward all traffic which comes in on port **32158** (which is the port DMB uses for NetPlay) to whatever internal IP # your host computer (i.e. the one you are hosting the NetPlay session on)is.
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