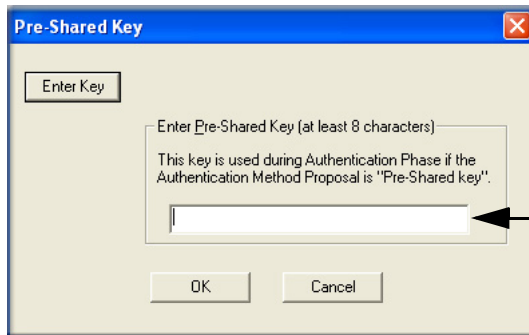


- b. Click **Pre-Shared Key**.



In this example, enter this pre-shared key in this field:
hr5xb84l6aa9r6

Figure 8-29: Connection Identity Pre-Shared Key

- c. Enter **hr5xb84l6aa9r6**, which is the same Pre-Shared Key entered in the FWG114P.
d. Click **OK**.

4. Configure the Connection Identity Settings.

- a. In the Network Security Policy list, click the Security Policy subheading.

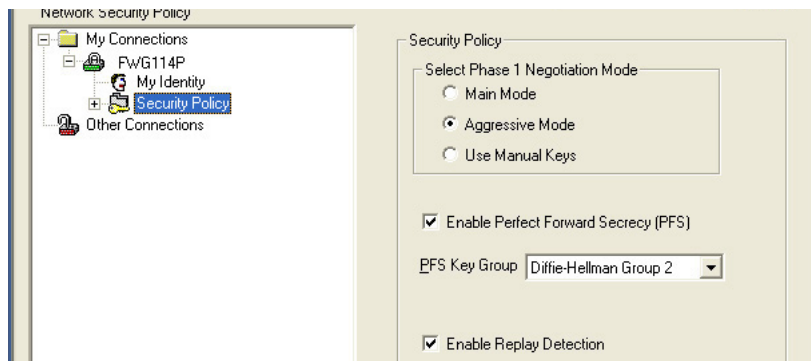


Figure 8-30: Security Policy

- b. For this example, ensure that the following settings are configured:
- In the Select Phase 1 Negotiation Mode menu, select **Aggressive Mode**.
 - Select the **Enable Perfect Forward Secrecy (PFS)** check box.
 - In the PFS Key Group drop-down list, **Diffie-Hellman Group 2**.
 - Select the Enable Replay Detection check box.

5. Configure the Connection Security Policy

In this step, you will provide the authentication (IKE Phase 1) settings, and the key exchange (Phase 2) settings. The setting choices in this procedure follow the VPNC guidelines.

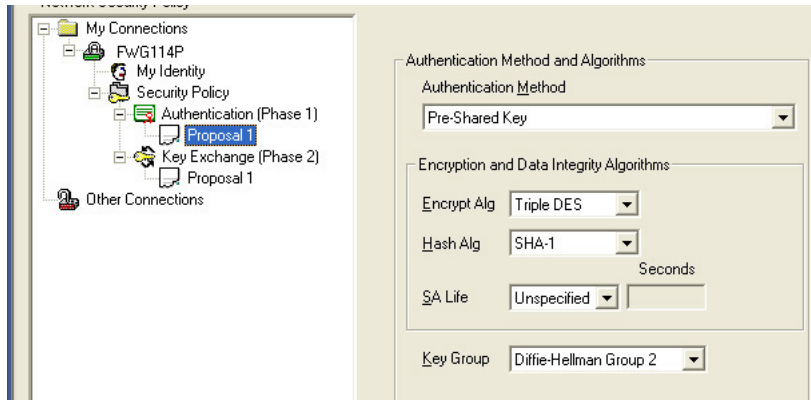


Figure 8-31: Connection Security Policy Authentication (Phase 1)

- a. Configure the Authentication (Phase 1) Settings.
 - Expand the Security Policy heading, then expand the Authentication (Phase 1) heading, and click on Proposal 1.
 - For this example, ensure that the following settings are configured:
 - In the Encrypt Alg menu, select **Triple DES**.
 - In the Hash Alg, select **SHA-1**.
 - In the SA Life, select Unspecified.
 - In the Key Group menu, select **Diffie-Hellman Group 2**.

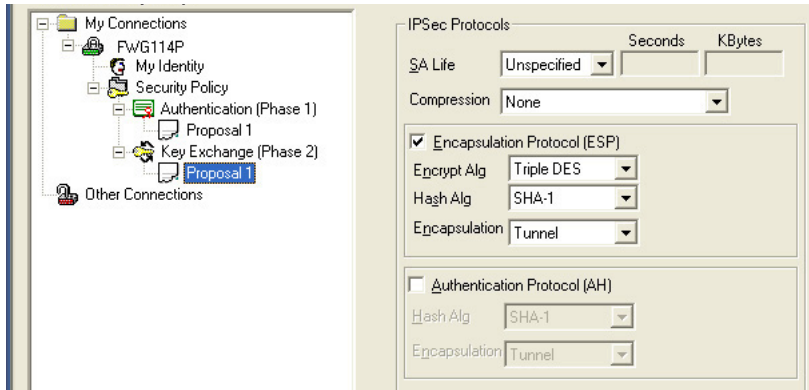


Figure 8-32: Connection Security Policy Key Exchange (Phase 2)

- b. Configure the Key Exchange (Phase 2).
- Expand the Key Exchange (Phase 2) heading, and click on Proposal 1.
 - For this example, ensure that the following settings are configured:
 - In the SA Life menu, select **Unspecified**.
 - In the Compression menu, select **None**.
 - Check the **Encapsulation Protocol (ESP)** check box.
 - In the Encrypt Alg menu, select **Triple DES**.
 - In the Hash Alg, select **SHA-1**.
 - In the Encapsulation menu, select **Tunnel**.

6. Configure the Global Policy Settings.

- a. From the Options menu at the top of the Security Policy Editor window, select **Global Policy Settings**.

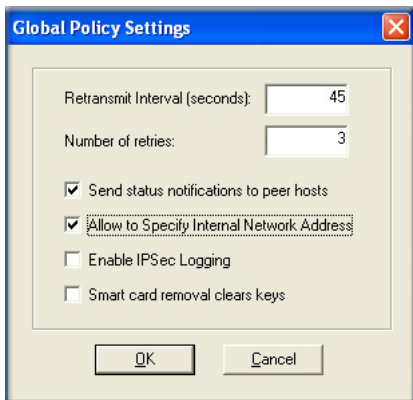


Figure 8-33: Security Policy Editor Global Policy Options

- b. Increase the Retransmit Interval period to **45** seconds.
- c. Select the Allow to Specify Internal Network Address check box and click **OK**.

7. Save the VPN Client Settings.

From the File menu at the top of the Security Policy Editor window, select Save.

After you have configured and saved the VPN client information, your PC will automatically open the VPN connection when you attempt to access any IP addresses in the range of the remote VPN router's LAN.



Note: Whenever you make changes to a Security Policy, save them first, then deactivate the security policy, reload the security policy, and finally activate the security policy. This ensures that your new settings will take effect.

Testing the VPN Connection

You can test the VPN connection in several ways:

- From the client PC to the FWG114P
- From the FWG114P to the client PC

These procedures are explained below.



Note: Virus protection or firewall software can interfere with VPN communications. Be sure such software is not running on the remote PC with the Netgear ProSafe VPN Client and that the firewall features of the FWG114P are not set in such a way as to prevent VPN communications.

From the Client PC to the FWG114P

To check the VPN Connection, you can initiate a request from the remote PC to the FWG114P by using the “Connect” option of the FWG114P Wireless Firewall/Print Server popup menu.

1. Open the popup menu by right-clicking on the system tray icon.
2. Select **Connect** to open the My Connections list.
3. Choose **FWG114P**.

The FWG114P Wireless Firewall/Print Server will report the results of the attempt to connect.

Once the connection is established, you can access resources of the network connected to the FWG114P.

Another method is to ping from the remote PC to the LAN IP address of the FWG114P. To perform a ping test using our example, start from the remote PC:

1. Establish an Internet connection from the PC.
2. On the Windows taskbar, click the Start button, and then click Run.
3. Type `ping -t 192.168.0.1` and click OK.

This will cause a continuous ping to be sent to the first FWG114P. After a period of up to two minutes, the ping response should change from “timed out” to “reply.”

To test the connection to a computer connected to the FWG114P, simply ping the IP address of that computer.

Once connected, you can open a browser on the remote PC and enter the LAN IP Address of the FWG114P, which is `http://192.168.0.1` in this example. After a short wait, you should see the login screen of the FWG114P.

From the FWG114P to the Client PC

You can use the FWG114P Diagnostic utilities to test the VPN connection from the FWG114P to the client PC. Run ping tests from the Diagnostics link of the FWG114P main menu.

Monitoring the PC VPN Connection

Information on the progress and status of the VPN client connection can be viewed by opening the Netgear ProSafe VPN Client Connection Monitor or Log Viewer. To launch these functions, click on the Windows Start button, then select Programs, then Netgear ProSafe VPN Client, then either the Connection Monitor or Log Viewer.

The Log Viewer screen for a successful connection is similar to the one shown below:

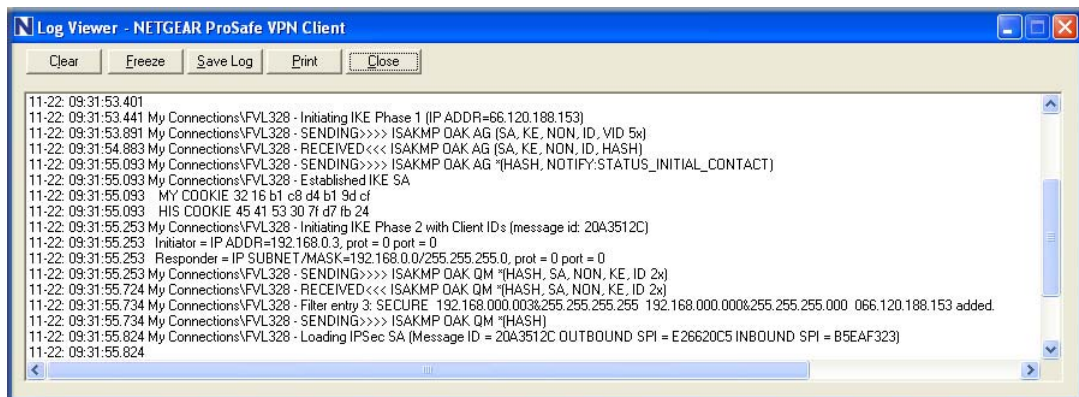


Figure 8-34: Log Viewer screen

A sample Connection Monitor screen for a different connection is shown below:

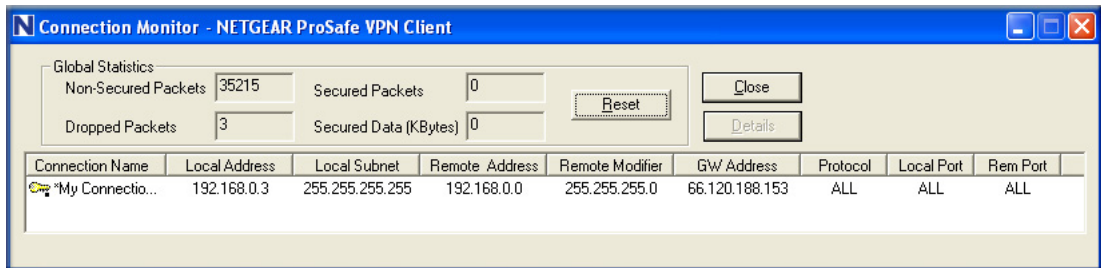


Figure 8-35: Connection Monitor screen

In this example the following connection options apply:

- The FWG114P has a public IP WAN address of 66.120.188.153
- The FWG114P has a LAN IP address of 192.168.0.1
- The VPN client PC is behind a home NAT router and has a dynamically assigned address of 192.168.0.3

While the connection is being established, the Connection Name field in this menu will say “SA” before the name of the connection. When the connection is successful, the “SA” will change to the yellow key symbol shown in the illustration above.

Viewing the FWG114P VPN Status and Log Information

Information on the status of the VPN client connection can be viewed by opening the FWG114P VPN Status screen. To view this screen, click the VPN Status link on the FWG114P main menu.

The FWG114P VPN Status screen for a successful connection is shown below:

VPN Status/Log

```
[2003-11-22 09:39:44]**** SENT OUT SECOND MESSAGE OF AGGR MODE ****
[2003-11-22 09:39:45]**** RECEIVED THIRD MESSAGE OF AGGR MODE ****
[2003-11-22 09:39:45]<POLICY: VPNclient> PAYLOADS: HASH,NOTIFY
[2003-11-22 09:39:45]**** AGGR MODE COMPLETED ****
[2003-11-22 09:39:45][==== IKE PHASE 1 ESTABLISHED====]
[2003-11-22 09:39:45][==== IKE PHASE 2(from 64.175.249.42) START (responder) ===
[2003-11-22 09:39:45]**** RECEIVED FIRST MESSAGE OF QUICK MODE ****
[2003-11-22 09:39:45]**** FOUND ID,EXTRACE ID INFO ****
[2003-11-22 09:39:45]<Initiator IPADDR=192.168.0.3>
[2003-11-22 09:39:45]<Responder IPADDR=192.168.0.0 MASK=255.255.255.0>
[2003-11-22 09:39:45]**** SENT OUT SECOND MESSAGE OF QUICK MODE ****
[2003-11-22 09:39:45]**** RECEIVED THIRD MESSAGE OF QUICK MODE ****
[2003-11-22 09:39:45]<POLICY: VPNclient> PAYLOADS: HASH
[2003-11-22 09:39:46]**** QUICK MODE COMPLETED ****
[2003-11-22 09:39:46][==== IKE PHASE 2 ESTABLISHED====]
```

Refresh Clear Log

IPSec SA

#	SPI	Policy Name	Endpoint	Protocol	Tx (KBytes)	HLifeTime	SLifeTime
1	3693815379	c0a80003	64.175.249.42	ESP	0	28760	28670
2	3797946439	INc0a80003	66.120.188.153	ESP	0	28760	0

IKE SA

#	Policy Name	Endpoint	State	LifeTime in Secs
1	VPNclient	64.175.249.42	SA_MATURE	0

Figure 8-36: FWG114P VPN Status screen

Chapter 9 Maintenance

This chapter describes how to use the maintenance features of your ProSafe Wireless 802.11g Firewall/Print Server Model FWG114P. These features are accessed via the Main Menu Maintenance heading.

Viewing Wireless Firewall/Print Server Status Information

The Router Status menu provides status and usage information. From the main menu of the browser interface, click on Maintenance, then select Router Status to view this screen.

The screenshot displays the 'Router Status' page with the following information:

Router Status	
System Name	FWG114P
Firmware Version	Version 1.1 Release 05
Printer Status	Off Line
WAN Port	
MAC Address	00:c0:02:11:4c:69
IP Address	0.0.0.0
DHCP	Dynamic
IP Subnet Mask	0.0.0.0
Domain Name Server	
<input type="button" value="WAN Status"/>	
LAN Port	
MAC Address	00:c0:02:11:4c:68
IP Address	192.168.0.1
DHCP	ON
IP Subnet Mask	255.255.255.0
Wireless Port	
Name (SSID)	NETGEAR
Region	United States
Channel	10
Mode	g and b
Wireless AP	On
Broadcast Name	On
Serial Port	
Modem	Standard Modem
Dial-in	Disable
Internet Access	Disable
LAN-to-LAN	Disable
<input type="button" value="Details"/>	
<input type="button" value="Show Statistics"/>	

Figure 9-1: Router Status screen

The Router Status screen shows the following parameters:

Table 9-1. Status Fields

Field	Description
System Name	The System Name assigned to the router.
Firmware Version	The router firmware version.
Printer Status	The printer status.
WAN Port	These parameters apply to the Internet (WAN) port of the router.
MAC Address	This field displays the MAC address being used by the Internet (WAN) port of the router.
IP Address	This field displays the IP address being used by the Internet (WAN) port of the router. If no address is shown, the router cannot connect to the Internet.
DHCP	This field if the WAN port DHCP settings are dynamic or static.
IP Subnet Mask	This field displays the IP Subnet Mask being used by the Internet (WAN) port of the router.
Domain Name Server	Identifies the IP address of the DNS server(s).
LAN Port	
MAC Address	The Media Access Control address being used by the LAN port of the router.
IP Address	The IP address being used by the Local (LAN) port of the router. The default is 192.168.0.1.
DHCP	Identifies if the router's built-in DHCP server is active for the LAN attached devices.
IP Subnet Mask	The IP Subnet Mask being used by the Local (LAN) port of the router. The default is 255.255.255.0.
Wireless Port	
Name (SSID)	This field displays the wireless network name (SSID) being used by the wireless port of the router. The default is Wireless.
Region	This field displays the MAC address being used by the wireless port of the router.
Channel/Frequency	Identifies the channel the wireless port is using. See " Wireless Channels " on page E-7 for the frequencies used on each channel.
Mode	Identifies if the channel the wireless port is set for 802.11b, 802.11g, or both.
Wireless AP	Identifies if the wireless access point is on or off.

Table 9-1. Status Fields

Field	Description
Broadcast Name	Identifies if the Name (SSID) is being broadcast.
Serial Port	
Status	The status of the serial port. Click the Details button to view the Serial Port Log, Port Status, Physical Link, PPP Link, PPP IP Address, Phone Line Speed, and Serial Line Speed.
Modem	The status of the modem port.
Dial-In	The status of the Dial-In port.
Internet Access	The status of the serial Internet connection.
Lan-to-LAN	The status of the serial LAN-to-LAN connection.

Click “WAN Status” to display the WAN connection status.

Connection Time	00:00:00
Connection Method	DynamicIP
IP Address	0.0.0.0
Network Mask	0.0.0.0
Default Gateway	0.0.0.0

Figure 9-2: Connection Status screen

This screen shows the following statistics:.

Table 9-1. Connection Status Fields

Field	Description
Connection Time	The length of time the router has been connected to your Internet service provider's network.
Connection Method	The method used to obtain an IP address from your Internet service provider.
IP Address	The WAN (Internet) IP Address assigned to the router.

Table 9-1. Connection Status Fields (continued)

Field	Description
Network Mask	The WAN (Internet) Subnet Mask assigned to the router.
Default Gateway	The WAN (Internet) default gateway the router communicates with.

Log action buttons are described in [Table 9-2](#).

Table 9-2. Connection Status action buttons

Field	Description
Renew	Click the Renew button to renew the DHCP lease.

Click “Show Statistics” to display router usage statistics.

The screenshot shows a window titled "System Up Time 30:14:42". It contains a table with the following data:

Port	Status	TxPkts	RxPkts	Collisions	Tx B/s	Rx B/s	Up Time
WAN	---	21736	136179	0	0	0	30:14:42
LAN	10M/100M	15635	55840	0	1171	642	30:14:42
WLAN	11M/54M	10263	0	0	0	0	30:14:42
Serial	Not Connected	0	0	n/a	0	0	0:0:0

Below the table, there is a "Poll Interval:" label, a text input field containing the number "5", and "(secs)" text. To the right are two buttons: "Set Interval" and "Stop".

Figure 9-3: Router Statistics screen

This screen shows the following statistics:

Table 9-1. Router Statistics Fields

Field	Description
interface	The statistics for the WAN (Internet), LAN (local), Wireless, and Serial interfaces. For each interface, the screen displays:
Status	The link status of the interface.
TxPkts	The number of packets transmitted on this interface since reset or manual clear.
RxPkts	The number of packets received on this interface since reset or manual clear.

Table 9-1. Router Statistics Fields (continued)

Field	Description
Collisions	The number of collisions on this interface since reset or manual clear.
Tx B/s	The current transmission (outbound) bandwidth used on the interfaces.
Rx B/s	The current reception (inbound) bandwidth used on the interfaces.
Up Time	The amount of time since the router was last restarted.
Serial Up Time	The time elapsed since this port acquired the link.
Poll Interval	Specifies the intervals at which the statistics are updated in this window. Click on Stop to freeze the display.

WAN Status action buttons are described in [Table 9-2](#).

Table 9-2. Connection Status action buttons

Field	Description
Set Interval	Enter a time and click the button to set the polling frequency.
Stop	Click the Stop button to freeze the polling information.

Viewing a List of Attached Devices

The Attached Devices menu contains a table of all IP devices that the router has discovered on the local network. From the Main Menu of the browser interface, under the Maintenance heading, select Attached Devices to view the table shown below:



The screenshot shows a web interface titled "Attached Devices". Below the title is a section labeled "DHCP Addresses" containing a table with the following data:

#	IP Address	Device Name	MAC Address
1	192.168.0.2	ALSALLETTE-XP2	00:d0:59:d8:10:20

Below the table is a "Refresh" button.

Figure 9-4: Attached Devices menu

For each device, the table shows the IP address, Device Name (if available), and Ethernet MAC address. Note that if the router is rebooted, the table data is lost until the router rediscovers the devices. To force the router to look for attached devices, click the Refresh button.

Upgrading the Router Software

The routing software of the FWG114P Wireless Firewall/Print Server is stored in FLASH memory, and can be upgraded as new software is released by NETGEAR. Upgrade files can be downloaded from Netgear's Web site. If the upgrade file is compressed (.ZIP file), you must first extract the binary file before sending it to the router. The upgrade file can be sent to the router using your browser.

Note: The Web browser used to upload new firmware into the FWG114P Wireless Firewall/Print Server must support HTTP uploads. NETGEAR recommends using Microsoft Internet Explorer or Netscape Navigator 3.0, or above.

From the Main Menu of the browser interface, under the Maintenance heading, select the Router Upgrade heading.

To upload new firmware:

1. Download and unzip the new software file from NETGEAR.
2. In the Router Upgrade menu, click the Browse button and browse to the location of the binary (.IMG) upgrade file.
3. Click Upload.

Note: When uploading software to the FWG114P, it is important not to interrupt the Web browser by closing the window, clicking a link, or loading a new page. If the browser is interrupted, it may corrupt the software. When the upload is complete, your router will automatically restart. The upgrade process will typically take about one minute.

In some cases, you may need to reconfigure the router after upgrading.

Configuration File Management

The configuration settings of the FWG114P Wireless Firewall/Print Server are stored within the router in a configuration file. This file can be saved (backed up) to a user's computer, retrieved (restored) from the user's computer, or cleared to the factory default settings.

From the Main Menu of the browser interface, under the Maintenance heading, select the Settings Backup heading to bring up the menu shown below.

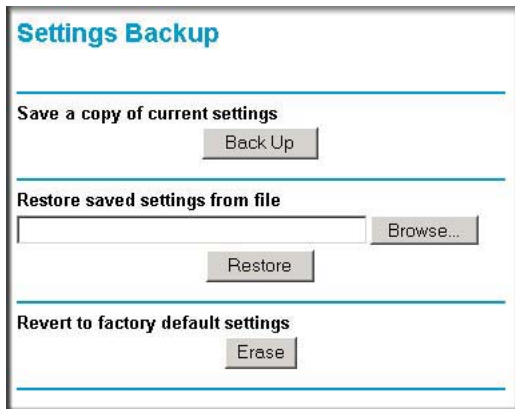


Figure 9-5: Settings Backup menu

Three options are available, and are described in the following sections.

Restoring and Backing Up the Configuration

The Restore and Backup options in the Settings Backup menu allow you to save and retrieve a file containing your router's configuration settings.

To save your settings, click Backup. Your browser will extract the configuration file from the router and will prompt you for a location on your computer to store the file. You can give the file a meaningful name at this time, such as SBC.cfg.

To restore your settings from a saved configuration file, enter the full path to the file on your computer or click the Browse button to locate the file. When you have located it, click the Restore button to send the file to the router. The router will then reboot automatically.

Erasing the Configuration

It is sometimes desirable to restore the router to a known blank condition. This can be done by using the Erase function, which will restore all factory settings. After an erase, the router's password will be **password**, the LAN IP address will be 192.168.0.1, and the router's DHCP client will be enabled.

To erase the configuration, click the Erase button.

To restore the factory default configuration settings without knowing the login password or IP address, you must use the Default Reset button on the rear panel of the router. See [“Restoring the Default Configuration and Password” on page 11-7](#).

Changing the Administrator Password

The default password for the router's Web Configuration Manager is **password**. Netgear recommends that you change this password to a more secure password.

From the main menu of the browser interface, under the Maintenance heading, select Set Password to bring up this menu.



The screenshot shows a web form titled "Set Password". It contains three input fields: "Old Password", "Set Password", and "Repeat New Password". Below these fields is a label "Administrator login times out after idle for" followed by a small input field containing the number "5" and the text "minutes.". At the bottom of the form are two buttons: "Apply" and "Cancel".

Figure 9-6: Set Password menu

To change the password, first enter the old password, and then enter the new password twice. Click Apply. To change the login idle timeout, change the number of minutes and click Apply.

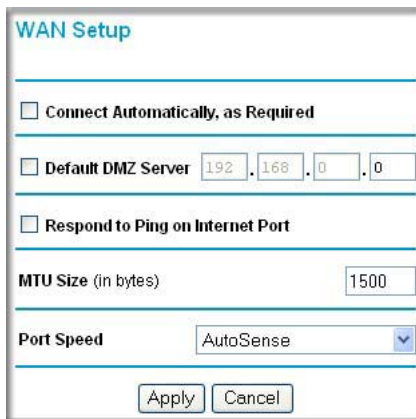
Chapter 10

Advanced Configuration

This chapter describes how to configure the advanced features of your ProSafe Wireless 802.11g Firewall/Print Server Model FWG114P. These features can be found under the Advanced heading in the Main Menu of the browser interface.

Using the WAN Setup Options

The first feature category under the Advanced heading is WAN Setup. This menu allows configuration of a DMZ server, MTU size, port speed, and so on. From the Main Menu of the browser interface, under Advanced, click on WAN IP Setup to view the WAN IP Setup menu, shown below.



The screenshot shows a web browser window titled "WAN Setup". The interface includes several configuration options:

- Connect Automatically, as Required
- Default DMZ Server: 192 . 168 . 0 . 0
- Respond to Ping on Internet Port
- MTU Size (in bytes): 1500
- Port Speed: AutoSense (dropdown menu)

At the bottom of the form are two buttons: "Apply" and "Cancel".

Figure 10-1: WAN Setup Menu


The WAN Setup options let you configure a DMZ server, change the MTU size, and set the WAN port speed. These options are discussed below.

- **Connect Automatically, as Required**

Normally, this option is Enabled, so that an Internet connection will be made automatically whenever Internet-bound traffic is detected. In locations where Internet access is billed by the minute, if this causes high connection costs, you can disable this setting.

If disabled, you must connect manually, using the sub-screen accessed from the Router Status menu “Show WAN Status” screen.

- **Setting Up a Default DMZ Server**

	Note: DMZ servers pose a security risk. A computer designated as the default DMZ server loses much of the protection of the firewall, and is exposed to attacks from the Internet. If compromised, the DMZ server can be used to attack your network.
---	--

The use of the term ‘DMZ’ has become common, although it is a misnomer. In traditional firewalls, a DMZ is actually a separate physical network port. A true DMZ port is for connecting servers that require greater access from the outside, and will therefore be provided with a different level of security by the firewall. A better term for our application is Exposed Host.

The default DMZ server feature is helpful when using some online games and videoconferencing applications that are incompatible with NAT. The router is programmed to recognize some of these applications and to work properly with them, but there are other applications that may not function well. In some cases, one local computer can run the application properly if that computer’s IP address is entered as the default DMZ server.

Incoming traffic from the Internet is normally discarded by the router unless the traffic is a response to one of your local computers or a service that you have configured in the Ports menu. Instead of discarding this traffic, you can have it forwarded to one computer on your network. This computer is called the Default DMZ Server.

The WAN Setup menu lets you configure a Default DMZ Server.

To assign a computer or server to be a Default DMZ server, follow these steps:

1. Click WAN Setup link on the Advanced section of the main menu.
2. Type the IP address for that server. To remove the default DMZ server, replace the IP address numbers with all zeros.
3. Click Apply.

- **Respond to Ping on Internet WAN Port**

If you want the router to respond to a ‘ping’ from the Internet, click the ‘Respond to Ping on Internet WAN Port’ check box. This should only be used as a diagnostic tool, since it allows your router to be discovered. Do not check this box unless you have a specific reason to do so.

- **Setting the MTU Size**

The default MTU size is usually fine. The normal MTU (Maximum Transmit Unit) value for most Ethernet networks is 1500 Bytes. For some ISPs, particularly those using PPPoE, you may need to reduce the MTU. This should not be done unless you are sure it is necessary for your ISP.

Any packets sent through the router that are larger than the configured MTU size will be repackaged into smaller packets to meet the MTU requirement. To change the MTU size, under MTU Size, enter a new size between 64 and 1500. Then, click Apply to save the new configuration.

- **Setting the WAN Port Speed**

In most cases, your router can automatically determine (AutoSense) the connection speed of the Internet (WAN) port. If you cannot establish an Internet connection and the Internet LED blinks continuously, you may need to manually select the port speed.

If you know that the Ethernet port on your broadband modem supports 100BaseT, select 100M; otherwise, select 10M.

How to Configure Dynamic DNS

If your network has a permanently assigned IP address, you can register a domain name and have that name linked with your IP address by public Domain Name Servers (DNS). However, if your Internet account uses a dynamically assigned IP address, you will not know in advance what your IP address will be, and the address can change frequently. In this case, you can use a commercial dynamic DNS service, which will allow you to register your domain to their IP address, and will forward traffic directed to your domain to your frequently-changing IP address.

The router contains a client that can connect to a dynamic DNS service provider. To use this feature, you must select a service provider and obtain an account with them. After you have configured your account information in the router, whenever your ISP-assigned IP address changes, your router will automatically contact your dynamic DNS service provider, log in to your account, and register your new IP address.

1. Log in to the router at its default LAN address of <http://192.168.0.1>, with its default user name of **admin**, default password of **password**, or using whatever password and LAN address you have chosen for the router.
2. From the Main Menu of the browser interface, under Advanced, click on Dynamic DNS.

3. Access the website of one of the dynamic DNS service providers whose names appear in the ‘Select Service Provider’ box, and register for an account.
For example, for dyndns.org, go to www.dyndns.org.
4. Select the “Use a dynamic DNS service” check box.
5. Select the name of your dynamic DNS Service Provider.
6. Type the host name that your dynamic DNS service provider gave you.
The dynamic DNS service provider may call this the domain name. If your URL is myName.dyndns.org, then your host name is “myName.”
7. Type the user name for your dynamic DNS account.
8. Type the password (or key) for your dynamic DNS account.
9. If your dynamic DNS provider allows the use of wildcards in resolving your URL, you may select the Use wildcards check box to activate this feature.
For example, the wildcard feature will cause *.yourhost.dyndns.org to be aliased to the same IP address as yourhost.dyndns.org
10. Click Apply to save your configuration.



Note: If your ISP assigns a private WAN IP address, such as 192.168.x.x or 10.x.x.x, the dynamic DNS service will not work because private addresses will not be routed on the Internet.

Using the LAN IP Setup Options

The second feature category under the Advanced heading is LAN IP Setup. This menu allows configuration of LAN IP services, such as DHCP and RIP. From the Main Menu of the browser interface, under Advanced, click on LAN IP Setup to view the LAN IP Setup menu, shown below.

The screenshot shows the LAN IP Setup configuration page. It is divided into several sections:

- LAN TCP/IP Setup:** Contains fields for IP Address (192.168.0.1), IP Subnet Mask (255.255.255.0), RIP Direction (Both), and RIP Version (RIP-1).
- Use Router As DHCP Server:** A checked checkbox followed by fields for Starting IP Address (192.168.0.2) and Ending IP Address (192.168.0.50).
- Address Reservation:** A table with columns for #, IP Address, Device Name, and MAC Address. Below the table are buttons for Add, Edit, and Delete.
- At the bottom of the form are buttons for Apply and Cancel.

Figure 10-2: LAN IP Setup Menu

Configuring LAN TCP/IP Setup Parameters

The router is shipped preconfigured to use private IP addresses on the LAN side, and to act as a DHCP server. The router's default LAN IP configuration is:

- LAN IP addresses—192.168.0.1
- Subnet mask—255.255.255.0

These addresses are part of the IETF-designated private address range for use in private networks, and should be suitable in most applications. If your network has a requirement to use a different IP addressing scheme, you can make those changes in this menu.

The LAN IP parameters are:

- **IP Address**
This is the LAN IP address of the router.
- **IP Subnet Mask**
This is the LAN Subnet Mask of the router. Combined with the IP address, the IP Subnet Mask allows a device to know which other addresses are local to it, and which must be reached through a gateway or router.
- **RIP Direction**
RIP (Router Information Protocol) allows a router to exchange routing information with other routers. The RIP Direction selection controls how the router sends and receives RIP packets. Both is the default.
 - When set to Both or Out Only, the router will broadcast its routing table periodically.
 - When set to Both or In Only, it will incorporate the RIP information that it receives.
 - When set to None, it will not send any RIP packets and will ignore any RIP packets received.
- **RIP Version**
This controls the format and the broadcasting method of the RIP packets that the router sends. (It recognizes both formats when receiving.) By default, this is set for RIP-1.
 - RIP-1 is universally supported. RIP-1 is probably adequate for most networks, unless you have an unusual network setup.
 - RIP-2 carries more information. RIP-2B uses subnet broadcasting.



Note: If you change the LAN IP address of the router while connected through the browser, you will be disconnected. You must then open a new connection to the new IP address and log in again.

Using the Router as a DHCP server

By default, the router will function as a DHCP (Dynamic Host Configuration Protocol) server, allowing it to assign IP, DNS server, and default gateway addresses to all computers connected to the router's LAN. The assigned default gateway address is the LAN address of the router. IP addresses will be assigned to the attached PCs from a pool of addresses specified in this menu. Each pool address is tested before it is assigned to avoid duplicate addresses on the LAN.

For most applications, the default DHCP and TCP/IP settings of the router are satisfactory. See [“IP Configuration by DHCP”](#) on [page B-10](#) for an explanation of DHCP and information about how to assign IP addresses for your network.

If another device on your network will be the DHCP server, or if you will manually configure the network settings of all of your computers, clear the ‘Use router as DHCP server’ check box. Otherwise, leave it checked.

Specify the pool of IP addresses to be assigned by setting the Starting IP Address and Ending IP Address. These addresses should be part of the same IP address subnet as the router’s LAN IP address. Using the default addressing scheme, you should define a range between 192.168.0.2 and 192.168.0.253, although you may wish to save part of the range for devices with fixed addresses.

The router will deliver the following parameters to any LAN device that requests DHCP:

- An IP Address from the range you have defined.
- Subnet Mask.
- Gateway IP Address (the router’s LAN IP address).
- Primary DNS Server (if you entered a Primary DNS address in the Basic Settings menu; otherwise, the router’s LAN IP address).
- Secondary DNS Server (if you entered a Secondary DNS address in the Basic Settings menu).

Using Address Reservation

When you specify a reserved IP address for a computer on the LAN, that computer will always receive the same IP address each time it access the router’s DHCP server. Reserved IP addresses should be assigned to servers that require permanent IP settings.

To reserve an IP address:

1. Click the Add button.

2. In the IP Address box, type the IP address to assign to the computer or server.
(choose an IP address from the router's LAN subnet, such as 192.168.0.X)
3. Type the MAC Address of the computer or server.
(Tip: If the computer is already present on your network, you can copy its MAC address from the Attached Devices menu and paste it here.)
4. Click Apply to enter the reserved address into the table.

Note: The reserved address will not be assigned until the next time the computer contacts the router's DHCP server. Reboot the computer or access its IP configuration and force a DHCP release and renew.

To edit or delete a reserved address entry:

1. Click the button next to the reserved address you want to edit or delete.
2. Click Edit or Delete.

Configuring Static Routes

Static Routes provide additional routing information to your router. Under normal circumstances, the router has adequate routing information after it has been configured for Internet access, and you do not need to configure additional static routes. You must configure static routes only for unusual cases, such as multiple routers or multiple IP subnets located on your network.

From the Main Menu of the browser interface, under Advanced, click on Static Routes to view the Static Route menu.

To add or edit a Static Route:

1. Click the Add button to open the Static Routes menu.

Static Routes

Route Name: isdn_rtr

Active Private

Destination IP Address: 134 . 177 . 0 . 0

IP Subnet Mask: 255 . 255 . 255 . 0

Gateway IP Address: 192 . 168 . 0 . 100

Metric: 2

Back Apply Cancel

Figure 10-3. Static Route Entry and Edit Menu

2. Type a route name for this static route in the Route Name box. (This is for identification purpose only.)
3. Select Active to make this route effective.
4. Select Private if you want to limit access to the LAN only. The static route will not be reported in RIP.
5. Type the Destination IP Address of the final destination.
6. Type the IP Subnet Mask for this destination.
If the destination is a single host, type 255.255.255.254.
7. Type the Gateway IP Address, which must be a router on the same LAN segment as the router.
8. Type a number between 1 and 15 as the Metric value.
This represents the number of routers between your network and the destination. Usually, a setting of 2 or 3 works, but if this is a direct connection, set it to 1.
9. Click Apply to have the static route entered into the table.

As an example of when a static route is needed, consider the following case:

- Your primary Internet access is through a cable modem to an ISP.
- You have an ISDN router on your home network for connecting to the company where you are employed. This router's address on your LAN is 192.168.0.100.

- Your company's network is 134.177.0.0.

When you first configured your router, two implicit static routes were created. A default route was created with your ISP as the gateway, and a second static route was created to your local network for all 192.168.0.x addresses. With this configuration, if you attempt to access a device on the 134.177.0.0 network, your router will forward your request to the ISP. The ISP forwards your request to the company where you are employed, and the request will likely be denied by the company's firewall.

In this case you must define a static route, telling your router that 134.177.0.0 should be accessed through the ISDN router at 192.168.0.100. The static route would look like [Figure 10-3](#).

In this example:

- The Destination IP Address and IP Subnet Mask fields specify that this static route applies to all 134.177.x.x addresses.
- The Gateway IP Address fields specifies that all traffic for these addresses should be forwarded to the ISDN router at 192.168.0.100.
- A Metric value of 1 will work since the ISDN router is on the LAN.
- Private is selected only as a precautionary security measure in case RIP is activated.

Enabling Remote Management Access

Using the Remote Management page, you can allow a user or users on the Internet to configure, upgrade and check the status of your FWG114P Wireless Firewall/Print Server.



Note: Be sure to change the router's default configuration password to a very secure password. The ideal password should contain no dictionary words from any language, and should be a mixture of letters (both upper and lower case), numbers, and symbols. Your password can be up to 30 characters.

To configure your router for Remote Management:

1. Select the Turn Remote Management On check box.
2. Specify what external addresses will be allowed to access the router's remote management.
Note: For enhanced security, restrict access to as few external IP addresses as practical.
 - a. To allow access from any IP address on the Internet, select Everyone.

- b. To allow access from a range of IP addresses on the Internet, select IP address range. Enter a beginning and ending IP address to define the allowed range.
 - c. To allow access from a single IP address on the Internet, select Only this computer. Enter the IP address that will be allowed access.
3. Specify the Port Number that will be used for accessing the management interface.

Web browser access normally uses the standard HTTP service port 80. For greater security, you can change the remote management Web interface to a custom port by entering that number in the box provided. Choose a number between 1024 and 65535, but do not use the number of any common service port. The default is 8080, which is a common alternate for HTTP.

4. Click Apply to have your changes take effect.

Note: When accessing your router from the Internet, you will type your router's WAN IP address into your browser's Address (in IE) or Location (in Netscape) box, followed by a colon (:) and the custom port number. For example, if your external address is 134.177.0.123 and you use port number 8080, you must enter in your browser: `http://134.177.0.123:8080`

Using Universal Plug and Play (UPnP)

Universal Plug and Play (UPnP) helps devices, such as Internet appliances and computers, access the network and connect to other devices as needed. UPnP devices can automatically discover the services from other registered UPnP devices on the network.

Active	Protocol	Int. Port	Ext. Port	IP Address
Yes	TCP	9198	11913	192.168.0.2
Yes	UDP	5339	7102	192.168.0.2

Figure 10-4. UPnP Menu

Turn UPnP On: UPnP can be enabled or disabled for automatic device configuration. The default setting for UPnP is enabled. If disabled, the router will not allow any device to automatically control the resources, such as port forwarding (mapping), of the router.

Advertisement Period: The Advertisement Period is how often the router will broadcast its UPnP information. This value can range from 1 to 1440 minutes. The default period is 30 minutes. Shorter durations will ensure that control points have current device status at the expense of additional network traffic. Longer durations may compromise the freshness of the device status but can significantly reduce network traffic.

Advertisement Time To Live: The time to live for the advertisement is measured in hops (steps) for each UPnP packet sent. The time to live hop count is the number of steps a broadcast packet is allowed to propagate for each UPnP advertisement before it disappears. The number of hops can range from 1 to 255. The default value for the advertisement time to live is 4 hops, which should be fine for most home networks. If you notice that some devices are not being updated or reached correctly, then it may be necessary to increase this value a little.

UPnP Portmap Table: The UPnP Portmap Table displays the IP address of each UPnP device that is currently accessing the router and which ports (Internal and External) that device has opened. The UPnP Portmap Table also displays what type of port is opened and if that port is still active for each IP address.

Advanced Wireless Settings

Note: Incorrectly changing these settings can prevent the wireless functions from working.

- **RTS Threshold**

Request to Send Threshold. The packet size that is used to determine if it should use the CSMA/CD (Carrier Sense Multiple Access with Collision Detection) mechanism or the CSMA/CA define the mechanism for packet transmission. With the CSMA/CD transmission mechanism, the transmitting station sends out the actual packet as soon as it has waited for the silence period. With the CSMA/CA transmission mechanism, the transmitting station sends out an RTS packet to the receiving station, and waits for the receiving station to send back a CTS (Clear to Send) packet before sending the actual packet data.

- **Fragmentation Length**

This is the maximum packet size used for fragmentation. Packets larger than the size programmed in this field will be fragmented. The Fragment Threshold value must be larger than the RTS Threshold value.

- **Beacon Interval**

Specifies the data beacon rate between 20 and 1000.

- **DTIM**

The Delivery Traffic Indication Message. Specifies the data beacon rate between 1 and 255.

- **Preamble Type**

A long transmit preamble may provide a more reliable connection or slightly longer range. A short transmit preamble gives better performance.

Chapter 11

Troubleshooting

This chapter gives information about troubleshooting your ProSafe Wireless 802.11g Firewall/Print Server Model FWG114P. After each problem description, instructions are provided to help you diagnose and solve the problem.

Basic Functioning

After you turn on power to the router, the following sequence of events should occur:

1. When power is first applied, verify that the PWR LED is on.
2. After approximately 10 seconds, verify that:
 - a. The TEST LED is not lit.
 - b. The LAN port LEDs are lit for any local ports that are connected.
If a port's LED is lit, a link has been established to the connected device. If a LAN port is connected to a 100 Mbps device, verify that the port's LED is green. If the port is 10 Mbps, the LED will be OFF.
 - c. The Internet port LED is lit.

If any of these conditions does not occur, refer to the appropriate following section.

Power LED Not On

If the Power and other LEDs are off when your router is turned on:

- Make sure that the power cord is properly connected to your router and that the power supply adapter is properly connected to a functioning power outlet.
- Check that you are using the 12 V DC power adapter supplied by NETGEAR for this product.

If the error persists, you have a hardware problem and should contact technical support.

LEDs Never Turn Off

When the router is turned on, the LEDs turn on for about 10 seconds and then turn off. If all the LEDs stay on, there is a fault within the router.

If all LEDs are still on one minute after power up:

- Cycle the power to see if the router recovers.
- Clear the router's configuration to the factory defaults. This will set the router's IP address to 192.168.0.1. This procedure is explained in [“Restoring the Default Configuration and Password” on page 11-7](#).

If the error persists, you might have a hardware problem and should contact technical support.

LAN or Internet Port LEDs Not On

If either the LAN LEDs or the Internet LED do not light when the Ethernet connection is made, check the following:

- Make sure that the Ethernet cable connections are secure at the router and at the hub or workstation.
- Make sure that power is turned on to the connected hub or workstation.
- Be sure you are using the correct cable:

When connecting the router's Internet port to a broadband modem, use the cable that was supplied with the broadband modem. This cable could be a standard straight-through Ethernet cable or an Ethernet crossover cable.

Troubleshooting the Web Configuration Interface

If you are unable to access the router's Web Configuration interface from a computer on your local network, check the following:

- Check the Ethernet connection between the computer and the router as described in the previous section.
- Make sure your computer's IP address is on the same subnet as the router. If you are using the recommended addressing scheme, your computer's address should be in the range of 192.168.0.2 to 192.168.0.254. Refer to [“Verifying TCP/IP Properties” on page 3-5](#) or [“Verifying TCP/IP Properties \(Macintosh\)” on page 3-8](#) to find your computer's IP address. Follow the instructions in [Chapter 4](#) to configure your computer.

Note: If your computer's IP address is shown as 169.254.x.x: Recent versions of Windows and MacOS will generate and assign an IP address if the computer cannot reach a DHCP server. These auto-generated addresses are in the range of 169.254.x.x. If your IP address is in this range, check the connection from the computer to the router and reboot your computer.

- If your router's IP address has been changed and you do not know the current IP address, clear the router's configuration to the factory defaults. This will set the router's IP address to 192.168.0.1. This procedure is explained in [“Restoring the Default Configuration and Password” on page 11-7](#).
- Make sure your browser has Java, JavaScript, or ActiveX enabled. If you are using Internet Explorer, click Refresh to be sure the Java applet is loaded.
- Try quitting the browser and launching it again.
- Make sure you are using the correct login information. The factory default login name is **admin** and the password is **password**. Make sure that CAPS LOCK is off when entering this information.

If the router does not save changes you have made in the Web Configuration Interface, check the following:

- When entering configuration settings, be sure to click the APPLY button before moving to another menu or tab, or your changes will be lost.
- Click the Refresh or Reload button in the Web browser. The changes may have occurred, but the Web browser may be caching the old configuration.

Troubleshooting the ISP Connection

If your router is unable to access the Internet, you should first determine whether the router is able to obtain a WAN IP address from the ISP. Unless you have been assigned a static IP address, your router must request an IP address from the ISP. You can determine whether the request was successful using the Web Configuration Manager.

To check the WAN IP address:

1. Launch your browser and select an external site, such as www.netgear.com.
2. Access the Main Menu of the router's configuration at <http://192.168.0.1>.
3. Under the Maintenance heading, select Router Status.
4. Check that an IP address is shown for the WAN Port.
If 0.0.0.0 is shown, your router has not obtained an IP address from your ISP.

If your router is unable to obtain an IP address from the ISP, you may need to force your broadband modem to recognize your new router by performing the following procedure:

1. Turn off power to the broadband modem.
2. Turn off power to your router.
3. Wait five minutes and reapply power to the broadband modem.
4. When the modem's LEDs indicate that it has reacquired sync with the ISP, reapply power to your router.

If your router is still unable to obtain an IP address from the ISP, the problem may be one of the following:

- Your ISP may require a login program.
Ask your ISP whether they require PPP over Ethernet (PPPoE) or some other type of login.
- If your ISP requires a login, you may have incorrectly set the login name and password.
- Your ISP may check for your computer's host name.
Assign the computer Host Name of your ISP account as the Account Name in the Basic Settings menu.
- Your ISP only allows one Ethernet MAC address to connect to Internet, and may check for your computer's MAC address. In this case:

Inform your ISP that you have bought a new network device and ask them to use the router's MAC address.

OR

Configure your router to spoof your computer's MAC address. This can be done in the Basic Settings menu. Refer to [“Manually Configuring Your Internet Connection” on page 3-17](#).

If your router can obtain an IP address, but your computer is unable to load any Web pages from the Internet:

- Your computer may not recognize any DNS server addresses.

A DNS server is a host on the Internet that translates Internet names (such as www addresses) to numeric IP addresses. Typically your ISP will provide the addresses of one or two DNS servers for your use. If you entered a DNS address during the router's configuration, reboot your computer and verify the DNS address as described in [“Verifying TCP/IP Properties” on page 3-5](#). Alternatively, you may configure your computer manually with DNS addresses, as explained in your operating system documentation.

- Your computer may not have the router configured as its TCP/IP gateway.

If your computer obtains its information from the router by DHCP, reboot the computer and verify the gateway address as described in [“Verifying TCP/IP Properties” on page 3-5](#).

Troubleshooting a TCP/IP Network Using a Ping Utility

Most TCP/IP terminal devices and routers contain a ping utility that sends an echo request packet to the designated device. The device then responds with an echo reply. Troubleshooting a TCP/IP network is made very easy by using the ping utility in your computer or workstation.

Testing the LAN Path to Your Router

You can ping the router from your computer to verify that the LAN path to your router is set up correctly.

To ping the router from a computer running Windows 95 or later:

1. From the Windows toolbar, click on the Start button and select Run.
2. In the field provided, type Ping followed by the IP address of the router, as in this example:

```
ping 192.168.0.1
```

3. Click on OK.

You should see a message like this one:

Pinging <IP address> with 32 bytes of data

If the path is working, you see this message:

```
Reply from < IP address >: bytes=32 time=NN ms TTL=xxx
```

If the path is not working, you see this message:

```
Request timed out
```

If the path is not functioning correctly, you could have one of the following problems:

- Wrong physical connections
 - Make sure the LAN port LED is on. If the LED is off, follow the instructions in [“LAN or Internet Port LEDs Not On”](#) on page 11-2.
 - Check that the corresponding Link LEDs are on for your network interface card and for the hub ports (if any) that are connected to your workstation and router.
- Wrong network configuration
 - Verify that the Ethernet card driver software and TCP/IP software are both installed and configured on your computer or workstation.
 - Verify that the IP address for your router and your workstation are correct and that the addresses are on the same subnet.

Testing the Path from Your Computer to a Remote Device

After verifying that the LAN path works correctly, test the path from your computer to a remote device. From the Windows run menu, type:

```
PING -n 10 <IP address>
```

where *<IP address>* is the IP address of a remote device, such as your ISP’s DNS server.

If the path is functioning correctly, replies as in the previous section are displayed. If you do not receive replies:

- Check that your computer has the IP address of your router listed as the default gateway. If the IP configuration of your computer is assigned by DHCP, this information will not be visible in your computer’s Network Control Panel. Verify that the IP address of the router is listed as the default gateway as described in [“Verifying TCP/IP Properties”](#) on page 3-5.
- Check to see that the network address of your computer (the portion of the IP address specified by the netmask) is different from the network address of the remote device.
- Check that your broadband modem is connected and functioning.

- If your ISP assigned a host name to your computer, enter that host name as the Account Name in the Basic Settings menu.
- Your ISP could be rejecting the Ethernet MAC addresses of all but one of your PCs. Many broadband ISPs restrict access by only allowing traffic from the MAC address of your broadband modem, but some ISPs additionally restrict access to the MAC address of a single computer connected to that modem. If this is the case, you must configure your router to “clone” or “spooof” the MAC address from the authorized computer. Refer to [“Manually Configuring Your Internet Connection” on page 3-17](#).

Restoring the Default Configuration and Password

This section explains how to restore the factory default configuration settings, changing the router’s administration password to **password** and the IP address to 192.168.0.1. You can erase the current configuration and restore factory defaults in two ways:

- Use the Erase function of the router (see [“Erasing the Configuration” on page 9-8](#)).
- Use the Default Reset button on the rear panel of the router. Use this method for cases when the administration password or IP address is not known.

To restore the factory default configuration settings without knowing the administration password or IP address, you must use the Default Reset button on the rear panel of the router.

1. Press and hold the Default Reset button until the Test LED turns on (about 10 seconds).
2. Release the Default Reset button and wait for the router to reboot.

Problems with Date and Time

The E-Mail menu in the Content Filtering section displays the current date and time of day. The FWG114P Wireless Firewall/Print Server uses the Network Time Protocol (NTP) to obtain the current time from one of several Network Time Servers on the Internet. Each entry in the log is stamped with the date and time of day. Problems with the date and time function can include:

- Date shown is January 1, 2000. Cause: The router has not yet successfully reached a Network Time Server. Check that your Internet access settings are configured correctly. If you have just completed configuring the router, wait at least five minutes and check the date and time again.
- Time is off by one hour. Cause: The router does not automatically sense Daylight Savings Time. In the E-Mail menu, check or uncheck the box marked “Adjust for Daylight Savings Time”.

Appendix A

Technical Specifications

This appendix provides technical specifications for the ProSafe Wireless 802.11g Firewall/Print Server Model FWG114P.

Network Protocol and Standards Compatibility

Data and Routing Protocols: TCP/IP, RIP-1, RIP-2, DHCP
PPP over Ethernet (PPPoE)

VPN

Protocols: IPSec, SHA-1, MD5, DES, 3DES, ESP, DH1, DH2

Tunnels: 2 IPSec Tunnels

Power Adapter

North America: 120V, 60 Hz, input

United Kingdom, Australia: 240V, 50 Hz, input

Europe: 230V, 50 Hz, input

Japan: 100V, 50/60 Hz, input

All regions (output): 12 V DC @ 1.2 A output, 18W maximum

Physical Specifications

Dimensions: H: 32 x L: 188 x W: 124 mm (1.25 x 7.4 x 4.9 in.)

Weight: 0.64 kg (1.4 lb)

Environmental Specifications

Operating temperature: 0° to 40° C (32° to 104° F)

Operating humidity: 90% maximum relative humidity, noncondensing

Electromagnetic Emissions

For North America and Australia	FCC Part 15 Class B
For Japan	VCCI Class B
For Europe	EN 300 328, EN 301 489-17, EN 301 489-1, EN 60950

Interface Specifications

LAN:	10BASE-T or 100BASE-Tx, RJ-45
WAN:	10BASE-T or 100BASE-Tx
Printer:	USB v1.1
Serial:	RS-232 male DB-9 connector

Wireless

Data Encoding:	802.11b: Direct Sequence Spread Spectrum (DSSS) 802.11g: Orthogonal Frequency Division Multiplexing (OFDM)
Maximum Computers Per Wireless Network:	Limited by the amount of wireless network traffic generated by each node. Typically 30-70 nodes.

802.11b and g Radio Data Rate 1, 2, 5.5, 6, 9, 12, 18, 24, 36, 48, and 54 Mbps (Auto-rate capable)

802.11b and g Transmit Power and Receive Sensitivity	Maximum Transmit Power / Receive Sensitivity	
54 Mbps, 11g	14.5 dBm typical	- 72 dBm typical
48 Mbps, 11g	14.5 dBm typical	- 75 dBm typical
36 Mbps, 11g	15.5 dBm typical	- 80dBm typical
24 Mbps, 11g	15.5 dBm typical	- 82 dBm typical
18Mbps, 11g	16.5 dBm typical	- 84 dBm typical
12 Mbps, 11g	16.5 dBm typical	- 85 dBm typical
6 Mbps, 11g	16.5 dBm typical	- 86 dBm typical
11 Mbps, 11b	17.5 dBm typical	- 83 dBm typical
5.5 Mbps, 11b	17.5 dBm typical	- 86 dBm typical
2 Mbps, 11b	17.5 dBm typical	- 89 dBm typical
1Mbps, 11b	17.5 dBm typical	- 92 dBm typical

Note: For Europe, the maximum transmit power does not exceed +15 dBm

Antenna:	External detachable 5 dBi omnidirectional
802.11 Security	40-bits (also called 64-bits), 128-bits WEP data encryption, and WPA

Appendix B

Networks, Routing, and Firewall Basics

This appendix provides an overview of IP networks, routing, and firewalls.

Related Publications

As you read this document, you may be directed to various RFC documents for further information. An RFC is a Request For Comment (RFC) published by the Internet Engineering Task Force (IETF), an open organization that defines the architecture and operation of the Internet. The RFC documents outline and define the standard protocols and procedures for the Internet. The documents are listed on the World Wide Web at www.ietf.org and are mirrored and indexed at many other sites worldwide.

Basic Router Concepts

Large amounts of bandwidth can be provided easily and relatively inexpensively in a local area network (LAN). However, providing high bandwidth between a local network and the Internet can be very expensive. Because of this expense, Internet access is usually provided by a slower-speed wide-area network (WAN) link, such as a cable or DSL modem. In order to make the best use of the slower WAN link, a mechanism must be in place for selecting and transmitting only the data traffic meant for the Internet. The function of selecting and forwarding this data is performed by a router.

What is a Router?

A router is a device that forwards traffic between networks based on network layer information in the data and on routing tables maintained by the router. In these routing tables, a router builds up a logical picture of the overall network by gathering and exchanging information with other routers in the network. Using this information, the router chooses the best path for forwarding network traffic.

Routers vary in performance and scale, number of routing protocols supported, and types of physical WAN connection they support.

Routing Information Protocol

One of the protocols used by a router to build and maintain a picture of the network is the Routing Information Protocol (RIP). Using RIP, routers periodically update one another and check for changes to add to the routing table.

The FWG114P Wireless Firewall/Print Server supports both the older RIP-1 and the newer RIP-2 protocols. Among other improvements, RIP-2 supports subnet and multicast protocols. RIP is not required for most home applications.

IP Addresses and the Internet

Because TCP/IP networks are interconnected across the world, every machine on the Internet must have a unique address to make sure that transmitted data reaches the correct destination. Blocks of addresses are assigned to organizations by the Internet Assigned Numbers Authority (IANA). Individual users and small organizations may obtain their addresses either from the IANA or from an Internet service provider (ISP). You can contact IANA at www.iana.org.

The Internet Protocol (IP) uses a 32-bit address structure. The address is usually written in dot notation (also called dotted-decimal notation), in which each group of eight bits is written in decimal form, separated by decimal points.

For example, the following binary address:

```
11000011 00100010 00001100 00000111
```

is normally written as:

```
195.34.12.7
```

The latter version is easier to remember and easier to enter into your computer.

In addition, the 32 bits of the address are subdivided into two parts. The first part of the address identifies the network, and the second part identifies the host node or station on the network. The dividing point may vary depending on the address range and the application.

There are five standard classes of IP addresses. These address classes have different ways of determining the network and host sections of the address, allowing for different numbers of hosts on a network. Each address type begins with a unique bit pattern, which is used by the TCP/IP software to identify the address class. After the address class has been determined, the software can correctly identify the host section of the address. The following figure shows the three main address classes, including network and host sections of the address for each address type.

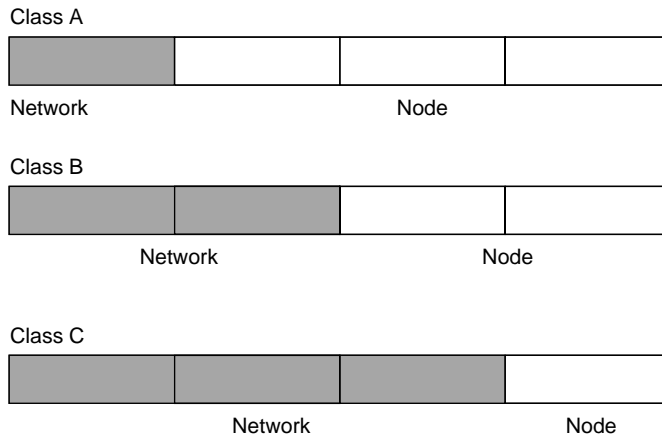


Figure 11-1: Three Main Address Classes

The five address classes are:

- Class A
Class A addresses can have up to 16,777,214 hosts on a single network. They use an eight-bit network number and a 24-bit node number. Class A addresses are in this range:
1.x.x.x to 126.x.x.x.
- Class B
Class B addresses can have up to 65,354 hosts on a network. A Class B address uses a 16-bit network number and a 16-bit node number. Class B addresses are in this range:
128.1.x.x to 191.254.x.x.
- Class C
Class C addresses can have 254 hosts on a network. Class C addresses use 24 bits for the network address and eight bits for the node. They are in this range:
192.0.1.x to 223.255.254.x.
- Class D
Class D addresses are used for multicasts (messages sent to many hosts). Class D addresses are in this range:
224.0.0.0 to 239.255.255.255.
- Class E
Class E addresses are for experimental use.

This addressing structure allows IP addresses to uniquely identify each physical network and each node on each physical network.

For each unique value of the network portion of the address, the base address of the range (host address of all zeros) is known as the network address and is not usually assigned to a host. Also, the top address of the range (host address of all ones) is not assigned, but is used as the broadcast address for simultaneously sending a packet to all hosts with the same network address.

Netmask

In each of the address classes previously described, the size of the two parts (network address and host address) is implied by the class. This partitioning scheme can also be expressed by a netmask associated with the IP address. A netmask is a 32-bit quantity that, when logically combined (using an AND operator) with an IP address, yields the network address. For instance, the netmasks for Class A, B, and C addresses are 255.0.0.0, 255.255.0.0, and 255.255.255.0, respectively.

For example, the address 192.168.170.237 is a Class C IP address whose network portion is the upper 24 bits. When combined (using an AND operator) with the Class C netmask, as shown here, only the network portion of the address remains:

```
11000000 10101000 10101010 11101101 (192.168.170.237)
```

combined with:

```
11111111 11111111 11111111 00000000 (255.255.255.0)
```

Equals:

```
11000000 10101000 10101010 00000000 (192.168.170.0)
```

As a shorter alternative to dotted-decimal notation, the netmask may also be expressed in terms of the number of ones from the left. This number is appended to the IP address, following a backward slash (/), as “/n.” In the example, the address could be written as 192.168.170.237/24, indicating that the netmask is 24 ones followed by 8 zeros.

Subnet Addressing

By looking at the addressing structures, you can see that even with a Class C address, there are a large number of hosts per network. Such a structure is an inefficient use of addresses if each end of a routed link requires a different network number. It is unlikely that the smaller office LANs would have that many devices. You can resolve this problem by using a technique known as subnet addressing.

Subnet addressing allows us to split one IP network address into smaller multiple physical networks known as subnetworks. Some of the node numbers are used as a subnet number instead. A Class B address gives us 16 bits of node numbers translating to 64,000 nodes. Most organizations do not use 64,000 nodes, so there are free bits that can be reassigned. Subnet addressing makes use of those bits that are free, as shown below.



Figure 11-2: Example of Subnetting a Class B Address

A Class B address can be effectively translated into multiple Class C addresses. For example, the IP address of 172.16.0.0 is assigned, but node addresses are limited to 255 maximum, allowing eight extra bits to use as a subnet address. The IP address of 172.16.97.235 would be interpreted as IP network address 172.16, subnet number 97, and node number 235. In addition to extending the number of addresses available, subnet addressing provides other benefits. Subnet addressing allows a network manager to construct an address scheme for the network by using different subnets for other geographical locations in the network or for other departments in the organization.

Although the preceding example uses the entire third octet for a subnet address, note that you are not restricted to octet boundaries in subnetting. To create more network numbers, you need only shift some bits from the host address to the network address. For instance, to partition a Class C network number (192.68.135.0) into two, you shift one bit from the host address to the network address. The new netmask (or subnet mask) is 255.255.255.128. The first subnet has network number 192.68.135.0 with hosts 192.68.135.1 to 129.68.135.126, and the second subnet has network number 192.68.135.128 with hosts 192.68.135.129 to 192.68.135.254.



Note: The number 192.68.135.127 is not assigned because it is the broadcast address of the first subnet. The number 192.68.135.128 is not assigned because it is the network address of the second subnet.

The following table lists the additional subnet mask bits in dotted-decimal notation. To use the table, write down the original class netmask and replace the 0 value octets with the dotted-decimal value of the additional subnet bits. For example, to partition your Class C network with subnet mask 255.255.255.0 into 16 subnets (4 bits), the new subnet mask becomes 255.255.255.240.

Table 11-1. Netmask Notation Translation Table for One Octet

Number of Bits	Dotted-Decimal Value
1	128
2	192
3	224
4	240
5	248
6	252
7	254
8	255

The following table displays several common netmask values in both the dotted-decimal and the masklength formats.

Table 11-2. Netmask Formats

Dotted-Decimal	Masklength
255.0.0.0	/8
255.255.0.0	/16
255.255.255.0	/24
255.255.255.128	/25
255.255.255.192	/26
255.255.255.224	/27
255.255.255.240	/28
255.255.255.248	/29
255.255.255.252	/30
255.255.255.254	/31
255.255.255.255	/32

NETGEAR strongly recommends that you configure all hosts on a LAN segment to use the same netmask for the following reasons:

- So that hosts recognize local IP broadcast packets.

When a device broadcasts to its segment neighbors, it uses a destination address of the local network address with all ones for the host address. In order for this scheme to work, all devices on the segment must agree on which bits comprise the host address.

- So that a local router or bridge recognizes which addresses are local and which are remote.

Private IP Addresses

If your local network is isolated from the Internet (for example, when using NAT), you can assign any IP addresses to the hosts without problems. However, the IANA has reserved the following three blocks of IP addresses specifically for private networks:

10.0.0.0 - 10.255.255.255
172.16.0.0 - 172.31.255.255
192.168.0.0 - 192.168.255.255

NETGEAR recommends that you choose your private network number from this range. The DHCP server of the FWG114P Wireless Firewall/Print Server is preconfigured to automatically assign private addresses.

Regardless of your particular situation, do not create an arbitrary IP address; always follow the guidelines explained here. For more information about address assignment, refer to RFC 1597, *Address Allocation for Private Internets*, and RFC 1466, *Guidelines for Management of IP Address Space*. The Internet Engineering Task Force (IETF) publishes RFCs on its Web site at www.ietf.org.

Single IP Address Operation Using NAT

In the past, if multiple computers on a LAN needed to access the Internet simultaneously, you had to obtain a range of IP addresses from the ISP. This type of Internet account is more costly than a single-address account typically used by a single user with a modem, rather than a router. The FWG114P Wireless Firewall/Print Server employs an address-sharing method called Network Address Translation (NAT). This method allows several networked computers to share an Internet account using only a single IP address, which may be statically or dynamically assigned by your ISP.

The router accomplishes this address sharing by translating the internal LAN IP addresses to a single address that is globally unique on the Internet. The internal LAN IP addresses can be either private addresses or registered addresses. For more information about IP address translation, refer to RFC 1631, *The IP Network Address Translator (NAT)*.

The following figure illustrates a single IP address operation.

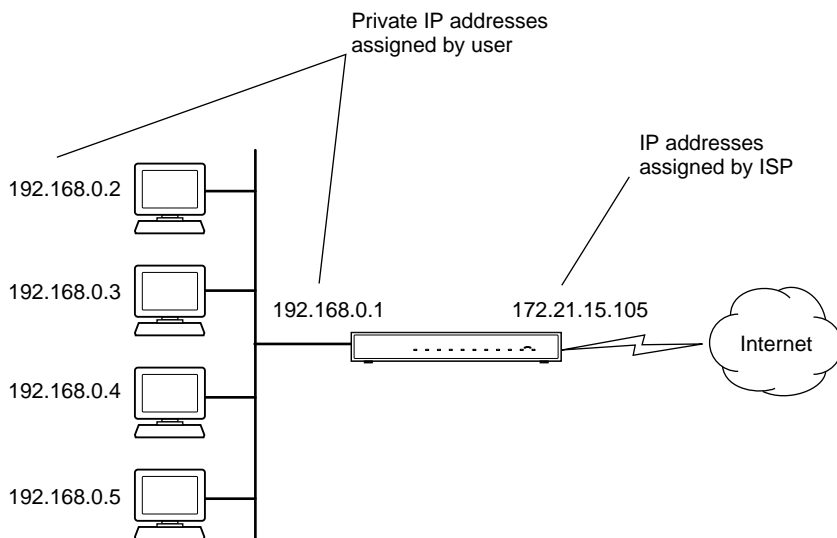


Figure 11-3: Single IP Address Operation Using NAT

This scheme offers the additional benefit of firewall-like protection because the internal LAN addresses are *not* available to the Internet through the translated connection. All incoming inquiries are filtered out by the router. This filtering can prevent intruders from probing your system. However, using port forwarding, you can allow one PC (for example, a Web server) on your local network to be accessible to outside users.

MAC Addresses and Address Resolution Protocol

An IP address alone cannot be used to deliver data from one LAN device to another. To send data between LAN devices, you must convert the IP address of the destination device to its media access control (MAC) address. Each device on an Ethernet network has a unique MAC address, which is a 48-bit number assigned to each device by the manufacturer. The technique that associates the IP address with a MAC address is known as address resolution. Internet Protocol uses the Address Resolution Protocol (ARP) to resolve MAC addresses.

If a device sends data to another station on the network and the destination MAC address is not yet recorded, ARP is used. An ARP request is broadcast onto the network. All stations on the network receive and read the request. The destination IP address for the chosen station is included as part of the message so that only the station with this IP address responds to the ARP request. All other stations discard the request.

Related Documents

The station with the correct IP address responds with its own MAC address directly to the sending device. The receiving station provides the transmitting station with the required destination MAC address. The IP address data and MAC address data for each station are held in an ARP table. The next time data is sent, the address can be obtained from the address information in the table.

For more information about address assignment, refer to the IETF documents RFC 1597, *Address Allocation for Private Internets*, and RFC 1466, *Guidelines for Management of IP Address Space*.

For more information about IP address translation, refer to RFC 1631, *The IP Network Address Translator (NAT)*.

Domain Name Server

Many of the resources on the Internet can be addressed by simple descriptive names, such as *www.NETGEAR.com*. This addressing is very helpful at the application level, but the descriptive name must be translated to an IP address in order for a user to actually contact the resource. Just as a telephone directory maps names to phone numbers, or as an ARP table maps IP addresses to MAC addresses, a domain name system (DNS) server maps descriptive names of network resources to IP addresses.

When a PC accesses a resource by its descriptive name, it first contacts a DNS server to obtain the IP address of the resource. The PC sends the desired message using the IP address. Many large organizations, such as ISPs, maintain their own DNS servers and allow their customers to use the servers to look up addresses.

IP Configuration by DHCP

When an IP-based local area network is installed, each PC must be configured with an IP address. If the computers need to access the Internet, they should also be configured with a gateway address and one or more DNS server addresses. As an alternative to manual configuration, there is a method by which each PC on the network can automatically obtain this configuration information. A device on the network may act as a Dynamic Host Configuration Protocol (DHCP) server. The DHCP server stores a list or pool of IP addresses, along with other information (such as gateway and DNS addresses) that it may assign to the other devices on the network. The FWG114P Wireless Firewall/Print Server has the capacity to act as a DHCP server.

The FWG114P Wireless Firewall/Print Server also functions as a DHCP client when connecting to the ISP. The firewall can automatically obtain an IP address, subnet mask, DNS server addresses, and a gateway address if the ISP provides this information by DHCP.

Internet Security and Firewalls

When your LAN connects to the Internet through a router, an opportunity is created for outsiders to access or disrupt your network. A NAT router provides some protection because by the very nature of the Network Address Translation (NAT) process, the network behind the NAT router is shielded from access by outsiders on the Internet. However, there are methods by which a determined hacker can possibly obtain information about your network or at the least can disrupt your Internet access. A greater degree of protection is provided by a firewall router.

What is a Firewall?

A firewall is a device that protects one network from another, while allowing communication between the two. A firewall incorporates the functions of the NAT router, while adding features for dealing with a hacker intrusion or attack. Several known types of intrusion or attack can be recognized when they occur. When an incident is detected, the firewall can log details of the attempt, and can optionally send e-mail to an administrator notifying them of the incident. Using information from the log, the administrator can take action with the ISP of the hacker. In some types of intrusions, the firewall can fend off the hacker by discarding all further packets from the hacker's IP address for a period of time.

Stateful Packet Inspection

Unlike simple Internet sharing routers, a firewall uses a process called stateful packet inspection to ensure secure firewall filtering to protect your network from attacks and intrusions. Since user-level applications, such as FTP and Web browsers can create complex patterns of network traffic, it is necessary for the firewall to analyze groups of network connection "states." Using stateful packet inspection, an incoming packet is intercepted at the network layer and then analyzed for state-related information associated with all network connections. A central cache within the firewall keeps track of the state information associated with all network connections. All traffic passing through the firewall is analyzed against the state of these connections in order to determine whether or not it will be allowed to pass through or be rejected.

Denial of Service Attack

A hacker may be able to prevent your network from operating or communicating by launching a Denial of Service (DoS) attack. The method used for, such an attack can be as simple as merely flooding your site with more requests than it can handle. A more sophisticated attack may attempt to exploit some weakness in the operating system used by your router or gateway. Some operating systems can be disrupted by simply sending a packet with incorrect length information.

Ethernet Cabling

Although Ethernet networks originally used thick or thin coaxial cable, most installations currently use unshielded twisted pair (UTP) cabling. The UTP cable contains eight conductors, arranged in four twisted pairs, and terminated with an RJ45 type connector. A normal straight-through UTP Ethernet cable follows the EIA568B standard wiring as described below in [Table B-1](#)

Table B-1. UTP Ethernet cable wiring, straight-through

Pin	Wire color	Signal
1	Orange/White	Transmit (Tx) +
2	Orange	Transmit (Tx) -
3	Green/White	Receive (Rx) +
4	Blue	
5	Blue/White	
6	Green	Receive (Rx) -
7	Brown/White	
8	Brown	

Category 5 Cable Quality

Category 5 distributed cable that meets ANSI/EIA/TIA-568-A building wiring standards can be a maximum of 328 feet (ft.) or 100 meters (m) in length, divided as follows:

20 ft. (6 m) between the hub and the patch panel (if used)

295 ft. (90 m) from the wiring closet to the wall outlet

10 ft. (3 m) from the wall outlet to the desktop device

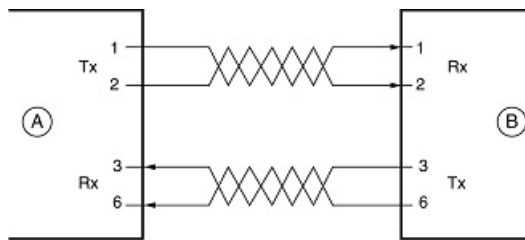
The patch panel and other connecting hardware must meet the requirements for 100 Mbps operation (Category 5). Only 0.5 inch (1.5 cm) of untwist in the wire pair is allowed at any termination point.

A twisted pair Ethernet network operating at 10 Mbits/second (10BASE-T) will often tolerate low quality cables, but at 100 Mbits/second (10BASE-Tx) the cable must be rated as Category 5, or Cat 5, by the Electronic Industry Association (EIA). This rating will be printed on the cable jacket. A Category 5 cable will meet specified requirements regarding loss and crosstalk. In addition, there are restrictions on maximum cable length for both 10 and 100 Mbits/second networks.

Inside Twisted Pair Cables

For two devices to communicate, the transmitter of each device must be connected to the receiver of the other device. The crossover function is usually implemented internally as part of the circuitry in the device. Computers and workstation adapter cards are usually media-dependent interface ports, called MDI or uplink ports. Most repeaters and switch ports are configured as media-dependent interfaces with built-in crossover ports, called MDI-X or normal ports. Auto Uplink technology automatically senses which connection, MDI or MDI-X, is needed and makes the right connection.

Figure B-1 illustrates straight-through twisted pair cable.



Key:

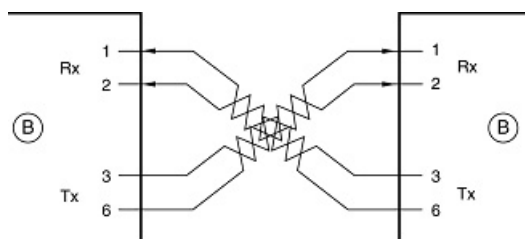
A = UPLINK OR MDI PORT (as on a PC)

B = Normal or MDI-X port (as on a hub or switch)

1, 2, 3, 6 = Pin numbers

Figure B-1: Straight-Through Twisted-Pair Cable

Figure B-2 illustrates crossover twisted pair cable.



Key:

B = Normal or MDI-X port (as on a hub or switch)

1, 2, 3, 6 = Pin numbers

Figure B-2: Crossover Twisted-Pair Cable

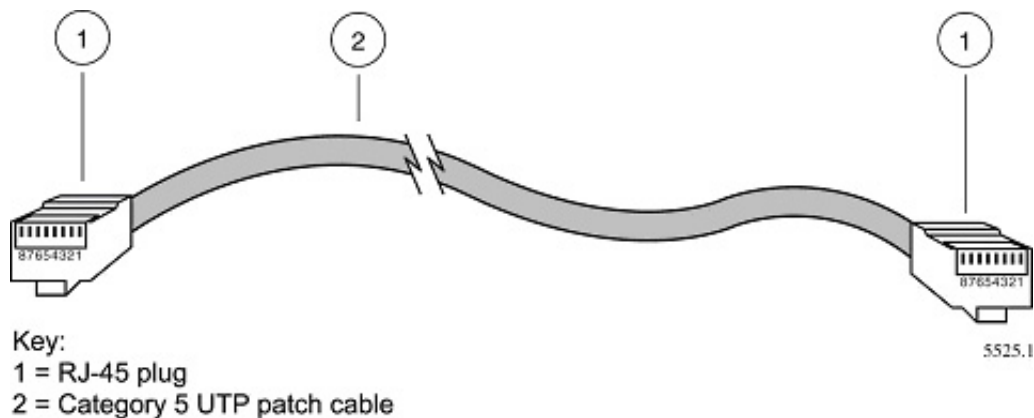


Figure B-3: Category 5 UTP Cable with Male RJ-45 Plug at Each End

Note: Flat “silver satin” telephone cable may have the same RJ-45 plug. However, using telephone cable results in excessive collisions, causing the attached port to be partitioned or disconnected from the network.

Uplink Switches, Crossover Cables, and MDI/MDIX Switching

In the wiring table above, the concept of transmit and receive are from the perspective of the PC, which is wired as Media Dependant Interface (MDI). In this wiring, the PC transmits on pins 1 and 2. At the hub, the perspective is reversed, and the hub receives on pins 1 and 2. This wiring is referred to as Media Dependant Interface - Crossover (MDI-X).

When connecting a PC to a PC, or a hub port to another hub port, the transmit pair must be exchanged with the receive pair. This exchange is done by one of two mechanisms. Most hubs provide an Uplink switch which will exchange the pairs on one port, allowing that port to be connected to another hub using a normal Ethernet cable. The second method is to use a crossover cable, which is a special cable in which the transmit and receive pairs are exchanged at one of the two cable connectors. Crossover cables are often unmarked as such, and must be identified by comparing the two connectors. Since the cable connectors are clear plastic, it is easy to place them side by side and view the order of the wire colors on each. On a straight-through cable, the color order will be the same on both connectors. On a crossover cable, the orange and blue pairs will be exchanged from one connector to the other.

The FWG114P Wireless Firewall/Print Server incorporates Auto Uplink™ technology (also called MDI/MDIX). Each LOCAL Ethernet port will automatically sense whether the Ethernet cable plugged into the port should have a normal connection (e.g. connecting to a PC) or an uplink connection (e.g. connecting to a router, switch, or hub). That port will then configure itself to the correct configuration. This feature also eliminates the need to worry about crossover cables, as Auto Uplink™ will accommodate either type of cable to make the right connection.

Appendix C

Preparing Your Network

This appendix describes how to prepare your network to connect to the Internet through the ProSafe Wireless 802.11g Firewall/Print Server Model FWG114P and how to verify the readiness of broadband Internet service from an Internet service provider (ISP).



Note: If an ISP technician configured your computer during the installation of a broadband modem, or if you configured it using instructions provided by your ISP, you may need to copy the current configuration information for use in the configuration of your firewall. Write down this information before reconfiguring your computers. Refer to [“Obtaining ISP Configuration Information for Windows Computers”](#) on page C-10 or [“Obtaining ISP Configuration Information for Macintosh Computers”](#) on page C-11 for further information.

Preparing Your Computers for TCP/IP Networking

Computers access the Internet using a protocol called TCP/IP (Transmission Control Protocol/Internet Protocol). Each computer on your network must have TCP/IP installed and selected as its networking protocol. If a Network Interface Card (NIC) is already installed in your PC, then TCP/IP is probably already installed as well.

Most operating systems include the software components you need for networking with TCP/IP:

- Windows® 95 or later includes the software components for establishing a TCP/IP network.
- Windows 3.1 does not include a TCP/IP component. You need to purchase a third-party TCP/IP application package, such as NetManage Chameleon.
- Macintosh Operating System 7 or later includes the software components for establishing a TCP/IP network.
- All versions of UNIX® or Linux® include TCP/IP components. Follow the instructions provided with your operating system or networking software to install TCP/IP on your computer.

In your IP network, each PC and the firewall must be assigned unique IP addresses. Each PC must also have certain other IP configuration information, such as a subnet mask (netmask), a domain name server (DNS) address, and a default gateway address. In most cases, you should install TCP/IP so that the PC obtains its specific network configuration information automatically from a DHCP server during bootup. For a detailed explanation of the meaning and purpose of these configuration items, refer to “[Appendix B, “Networks, Routing, and Firewall Basics.”](#)”

The FWG114P Wireless Firewall/Print Server is shipped preconfigured as a DHCP server. The firewall assigns the following TCP/IP configuration information automatically when the computers are rebooted:

- PC or workstation IP addresses—192.168.0.2 through 192.168.0.254
- Subnet mask—255.255.255.0
- Gateway address (the firewall)—192.168.0.1

These addresses are part of the IETF-designated private address range for use in private networks.

Configuring Windows 95, 98, and Me for TCP/IP Networking

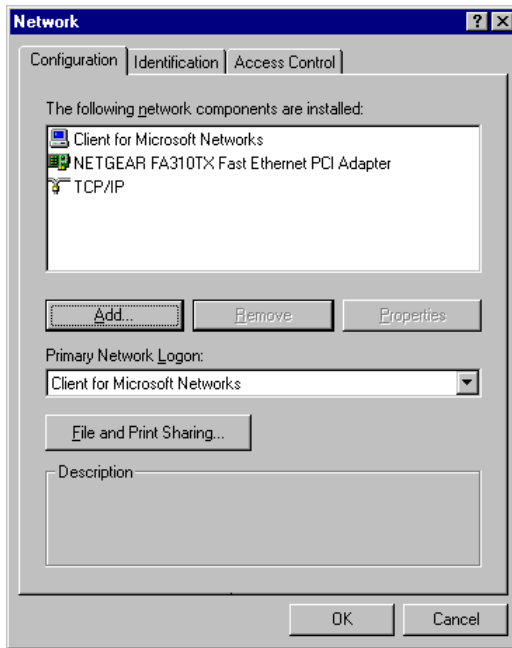
As part of the PC preparation process, you need to manually install and configure TCP/IP on each networked PC. Before starting, locate your Windows CD; you may need to insert it during the TCP/IP installation process.

Install or Verify Windows Networking Components

To install or verify the necessary components for IP networking:

1. On the Windows taskbar, click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Network icon.

The Network window opens, which displays a list of installed components:



You must have an Ethernet adapter, the TCP/IP protocol, and Client for Microsoft Networks.



Note: It is not necessary to remove any other network components shown in the Network window in order to install the adapter, TCP/IP, or Client for Microsoft Networks.

If you need to install a new adapter, follow these steps:

- a. Click the Add button.
- b. Select Adapter, and then click Add.
- c. Select the manufacturer and model of your Ethernet adapter, and then click OK.

If you need TCP/IP:

- a. Click the Add button.
- b. Select Protocol, and then click Add.
- c. Select Microsoft.
- d. Select TCP/IP, and then click OK.

If you need Client for Microsoft Networks:

- a. Click the Add button.
 - b. Select Client, and then click Add.
 - c. Select Microsoft.
 - d. Select Client for Microsoft Networks, and then click OK.
3. Restart your PC for the changes to take effect.

Enabling DHCP to Automatically Configure TCP/IP Settings

After the TCP/IP protocol components are installed, each PC must be assigned specific information about itself and resources that are available on its network. The simplest way to configure this information is to allow the PC to obtain the information from the internal DHCP server of the FWG114P Wireless Firewall/Print Server. To use DHCP with the recommended default addresses, follow these steps:

1. Connect all computers to the firewall, then restart the firewall and allow it to boot.
2. On each attached PC, open the Network control panel (refer to the previous section) and select the Configuration tab.
3. From the components list, select TCP/IP->(your Ethernet adapter) and click Properties.
4. In the IP Address tab, select “Obtain an IP address automatically”.
5. Select the Gateway tab.
6. If any gateways are shown, remove them.
7. Click OK.
8. Restart the PC.

Repeat steps 2 through 8 for each PC on your network.

Selecting Windows' Internet Access Method

1. On the Windows taskbar, click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Internet Options icon.
3. Select “I want to set up my Internet connection manually” or “I want to connect through a Local Area Network” and click Next.
4. Select “I want to connect through a Local Area Network” and click Next.

5. Uncheck all boxes in the LAN Internet Configuration screen and click Next.
6. Proceed to the end of the Wizard.

Verifying TCP/IP Properties

After your PC is configured and has rebooted, you can check the TCP/IP configuration using the utility *winiipcfg.exe*:

1. On the Windows taskbar, click the Start button, and then click Run.
2. Type **winiipcfg**, and then click OK.

The IP Configuration window opens, which lists (among other things), your IP address, subnet mask, and default gateway.

3. From the drop-down box, select your Ethernet adapter.

The window is updated to show your settings, which should match the values below if you are using the default TCP/IP settings that NETGEAR recommends:

- The IP address is between 192.168.0.2 and 192.168.0.254
- The subnet mask is 255.255.255.0
- The default gateway is 192.168.0.1

Configuring Windows NT, 2000 or XP for IP Networking

As part of the PC preparation process, you need to manually install and configure TCP/IP on each networked PC. Before starting, locate your Windows CD; you may need to insert it during the TCP/IP installation process.

Installing or Verifying Windows Networking Components

To install or verify the necessary components for IP networking:

1. On the Windows taskbar, click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Network and Dialup Connections icon.
3. If an Ethernet adapter is present in your PC, you should see an entry for Local Area Connection. Double-click that entry.
4. Select Properties.

5. Verify that 'Client for Microsoft Networks' and 'Internet Protocol (TCP/IP)' are present. If not, select Install and add them.
6. Select 'Internet Protocol (TCP/IP)', click Properties, and verify that "Obtain an IP address automatically" is selected.
7. Click OK and close all Network and Dialup Connections windows.
8. Make sure your PC is connected to the firewall, then reboot your PC.

Verifying TCP/IP Properties

To check your PC's TCP/IP configuration:

1. On the Windows taskbar, click the Start button, and then click Run.

The Run window opens.

2. Type `cmd` and then click OK.

A command window opens

3. Type `ipconfig /all`

Your IP Configuration information will be listed, and should match the values below if you are using the default TCP/IP settings that NETGEAR recommends:

- The IP address is between 192.168.0.2 and 192.168.0.254
- The subnet mask is 255.255.255.0
- The default gateway is 192.168.0.1

4. Type `exit`

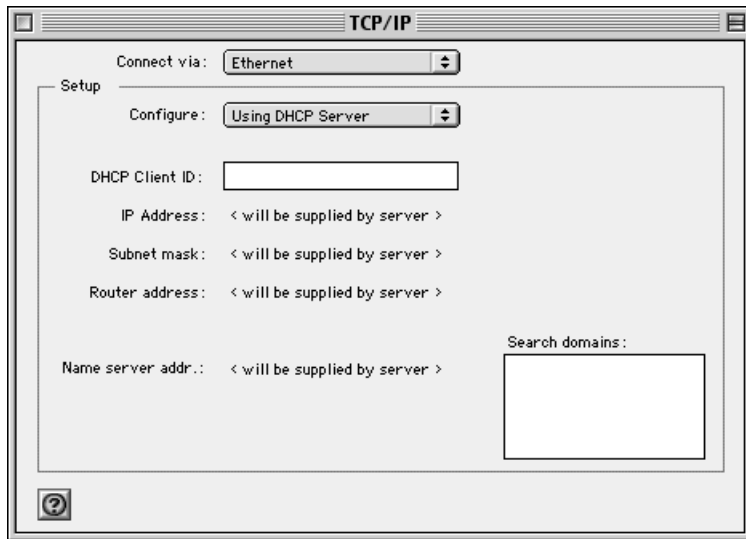
Configuring the Macintosh for TCP/IP Networking

Beginning with Macintosh Operating System 7, TCP/IP is already installed on the Macintosh. On each networked Macintosh, you will need to configure TCP/IP to use DHCP.

MacOS 8.6 or 9.x

1. From the Apple menu, select Control Panels, then TCP/IP.

The TCP/IP Control Panel opens:



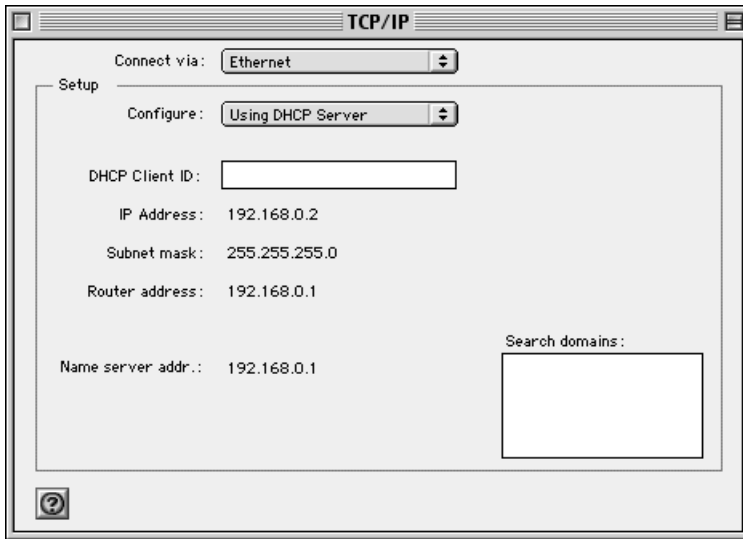
2. From the “Connect via” box, select your Macintosh’s Ethernet interface.
3. From the “Configure” box, select Using DHCP Server.
You can leave the DHCP Client ID box empty.
4. Close the TCP/IP Control Panel.
5. Repeat this for each Macintosh on your network.

MacOS X

1. From the Apple menu, choose System Preferences, then Network.
2. If not already selected, select Built-in Ethernet in the Configure list.
3. If not already selected, Select Using DHCP in the TCP/IP tab.
4. Click Save.

Verifying TCP/IP Properties for Macintosh Computers

After your Macintosh is configured and has rebooted, you can check the TCP/IP configuration by returning to the TCP/IP Control Panel. From the Apple menu, select Control Panels, then TCP/IP.



The panel is updated to show your settings, which should match the values below if you are using the default TCP/IP settings that NETGEAR recommends:

- The IP Address is between 192.168.0.2 and 192.168.0.254
- The Subnet mask is 255.255.255.0
- The Router address is 192.168.0.1

If you do not see these values, you may need to restart your Macintosh or you may need to switch the “Configure” setting to a different option, then back again to “Using DHCP Server”.

Verifying the Readiness of Your Internet Account

For broadband access to the Internet, you need to contract with an Internet service provider (ISP) for a single-user Internet access account using a cable modem or DSL modem. This modem must be a separate physical box (not a card) and must provide an Ethernet port intended for connection to a Network Interface Card (NIC) in a computer. Your firewall does not support a USB-connected broadband modem.

For a single-user Internet account, your ISP supplies TCP/IP configuration information for one computer. With a typical account, much of the configuration information is dynamically assigned when your PC is first booted up while connected to the ISP, and you will not need to know that dynamic information.

In order to share the Internet connection among several computers, your firewall takes the place of the single PC, and you need to configure it with the TCP/IP information that the single PC would normally use. When the firewall's Internet port is connected to the broadband modem, the firewall appears to be a single PC to the ISP. The firewall then allows the computers on the local network to masquerade as the single PC to access the Internet through the broadband modem. The method used by the firewall to accomplish this is called Network Address Translation (NAT) or IP masquerading.

Are Login Protocols Used?

Some ISPs require a special login protocol, in which you must enter a login name and password in order to access the Internet. If you normally log in to your Internet account by running a program, such as WinPOET or EnterNet, then your account uses PPP over Ethernet (PPPoE).

When you configure your router, you will need to enter your login name and password in the router's configuration menus. After your network and firewall are configured, the firewall will perform the login task when needed, and you will no longer need to run the login program from your PC. It is not necessary to uninstall the login program.

What Is Your Configuration Information?

More and more, ISPs are dynamically assigning configuration information. However, if your ISP does not dynamically assign configuration information but instead uses fixed configurations, your ISP should have given you the following basic information for your account:

- An IP address and subnet mask
- A gateway IP address, which is the address of the ISP's router
- One or more domain name server (DNS) IP addresses
- Host name and domain suffix

For example, your account's full server names may look like this:

`mail.xxx.yyy.com`

In this example, the domain suffix is `xxx.yyy.com`.

If any of these items are dynamically supplied by the ISP, your firewall automatically acquires them.

If an ISP technician configured your PC during the installation of the broadband modem, or if you configured it using instructions provided by your ISP, you need to copy the configuration information from your PC's Network TCP/IP Properties window or Macintosh TCP/IP Control Panel before reconfiguring your PC for use with the firewall. These procedures are described next.

Obtaining ISP Configuration Information for Windows Computers

As mentioned above, you may need to collect configuration information from your PC so that you can use this information when you configure the FWG114P Wireless Firewall/Print Server. Following this procedure is only necessary when your ISP does not dynamically supply the account information.

To get the information you need to configure the firewall for Internet access:

1. On the Windows taskbar, click the Start button, point to Settings, and then click Control Panel.
2. Double-click the Network icon.

The Network window opens, which displays a list of installed components.

3. Select TCP/IP, and then click Properties.

The TCP/IP Properties dialog box opens.

4. Select the IP Address tab.

If an IP address and subnet mask are shown, write down the information. If an address is present, your account uses a fixed (static) IP address. If no address is present, your account uses a dynamically-assigned IP address. Click "Obtain an IP address automatically".

5. Select the Gateway tab.

If an IP address appears under Installed Gateways, write down the address. This is the ISP's gateway address. Select the address and then click Remove to remove the gateway address.

6. Select the DNS Configuration tab.

If any DNS server addresses are shown, write down the addresses. If any information appears in the Host or Domain information box, write it down. Click Disable DNS.

7. Click OK to save your changes and close the TCP/IP Properties dialog box.

You are returned to the Network window.

8. Click OK.

9. Reboot your PC at the prompt. You may also be prompted to insert your Windows CD.

Obtaining ISP Configuration Information for Macintosh Computers

As mentioned above, you may need to collect configuration information from your Macintosh so that you can use this information when you configure the FWG114P Wireless Firewall/Print Server. Following this procedure is only necessary when your ISP does not dynamically supply the account information.

To get the information you need to configure the firewall for Internet access:

1. From the Apple menu, select Control Panels, then TCP/IP.

The TCP/IP Control Panel opens, which displays a list of configuration settings. If the "Configure" setting is "Using DHCP Server", your account uses a dynamically-assigned IP address. In this case, close the Control Panel and skip the rest of this section.

2. If an IP address and subnet mask are shown, write down the information.
3. If an IP address appears under Router address, write down the address. This is the ISP's gateway address.
4. If any Name Server addresses are shown, write down the addresses. These are your ISP's DNS addresses.
5. If any information appears in the Search domains information box, write it down.
6. Change the "Configure" setting to "Using DHCP Server".
7. Close the TCP/IP Control Panel.

Restarting the Network

Once you have set up your computers to work with the firewall, you must reset the network for the devices to be able to communicate correctly. Restart any computer that is connected to the firewall.

After configuring all of your computers for TCP/IP networking and restarting them, and connecting them to the local network of your FWG114P Wireless Firewall/Print Server, you are ready to access and configure the firewall.

Appendix D

Firewall Log Formats

Action List

Drop:	Packet dropped by Firewall current inbound or outbound rules.
Reset:	TCP session reset by Firewall.
Forward:	Packet forwarded by Firewall to the next hop based on matching the criteria in the rules table.
Receive:	Packet was permitted by the firewall rules and modified prior to being forwarded and/or replied to.

Field List

<DATE><TIME>:	Log's date and time
<EVENT>:	Event is that access the device or access other host via the device
<PKT_TYPE>:	Packet type pass Firewall
<SRC_IP><DST_IP>:	IP address in the packet
<SRC_PORT><DST_PORT>:	Port in the packet
<SRC_INF><DST_INF>:	Include `LAN` and `WAN` (optional)
<ACTION>:	As `Action List` referenced
<DESCRIPTION>:	A complement to the log (optional)
<DIRECTION>:	Inbound and Outbound
<SERVICE>:	Firewall costumed service

Outbound Log

Outgoing packets that match the Firewall rules are logged.

The format is:

```
<DATE> <TIME> <PKT_TYPE> <SRC_IP> <SRC_INF> <DST_IP > <DST_INF>  
<ACTION><DESCRIPTION>
```

```
[Fri, 2003-12-05 22:19:42] - UDP Packet - Source:172.31.12.233,138 ,WAN -  
Destination:172.31.12.255,138 ,LAN [Drop] - [Inbound Default rule match]  
[Fri, 2003-12-05 22:35:04] - TCP Packet - Source:172.31.12.156,34239 ,WAN -  
Destination:192.168.0.10,21[FTP Control] ,LAN [Forward] - [Inbound Rule(1)  
match]  
[Fri, 2003-12-05 22:35:11] - UDP Packet - Source:172.31.12.200,138 ,WAN -  
Destination:172.31.12.255,138 ,LAN [Forward] - [Inbound Rule(1) not match]
```

Notes:

SRC_INF = WAN

DST_INF = LAN

DESCRIPTION = "Inbound rule match", "Inbound Default rule match"

PKT_TYPE = "UDP packet", "TCP connection", "ICMP packet"

Inbound Log

Incoming packets that match the Firewall rules are logged.

The format is:

```
<DATE> <TIME> <PKT_TYPE> <SRC_IP> <SRC_INF> <DST_IP > <DST_INF>  
<ACTION><DESCRIPTION>
```

```
[Fri, 2003-12-05 22:59:56] - ICMP Packet [Echo Request] - Source:192.168.0.10,LAN  
- Destination:192.168.0.1,WAN [Forward] - [Outbound Default rule match]
```

```
[Fri, 2003-12-05 23:00:58] - ICMP Packet [Echo Request] - Source:192.168.0.10,LAN  
- Destination:172.31.12.200,WAN [Forward] - [Outbound Default rule match]
```

```
[Fri, 2003-12-05 23:02:30] - TCP Packet - Source:192.168.0.10,3472 ,LAN -  
Destination:216.239.39.99,80[HTTP] ,WAN [Forward] - [Outbound Default rule  
match]
```

Notes:

SRC_INF = LAN

DST_INF = WAN

DESCRIPTION = "Outbound rule match", "Outbound Default rule match"

PKT_TYPE = "UDP packet", "TCP connection", "ICMP packet"

Other IP Traffic

Some special packets matching the Firewall rules, like VPN connection, etc. are logged.

The format is:

```
<DATE><TIME><PKT_TYPE>< SRC_IP><SRC_PORT ><SRC_INF>< DST_IP><DST_PORT  
><DST_PORT><ACTION><DESCRIPTION>
```

```
<DATE><TIME> <PKT_TYPE> <SRC_IP> <SRC_INF> <DST_IP> <DST_INF> <ACTION>  
<DESCRIPTION>
```

```
[Wed, 2003-07-30 17:43:28] - IPSEC Packet - Source: 64.3.3.201, 37180 WAN -  
Destination: 10.10.10.4,80[HTTP] LAN - [Drop] [VPN Packet]
```

```
[Wed, 2003-07-30 18:44:50] - IP Packet [Type Field: 321] - Source 18.7.21.69  
192.168.0.3 - [Drop]
```

Notes:

DESCRIPTION = "VPN Packet"

PKT_TYPE = "GRE", "AH", "ESP", "IP packet [Type Field: Num]", "IPSEC"

ACTION = "Forward", "Drop"

Router Operation

Operations that the router initiates are logged.

The format is:

```
<DATE><TIME><EVENT>
```

```
[Wed, 2003-07-30 16:30:59] - Log emailed
```

```
[Wed, 2003-07-30 13:38:31] - NETGEAR activated
```

```
[Wed, 2003-07-30 13:42:01] - NTP Reply Invalid
```

The format is:

```
<DATE><TIME><EVENT><DST_IP>
```

```
<DATE><TIME><EVENT><SRC_IP>
```

```
[Wed, 2003-07-30 16:32:33] - Send out NTP Request to 207.46.130.100
```

```
[Wed, 2003-07-30 16:35:27] - Receive NTP Reply from 207.46.130.100
```

Other Connections and Traffic to this Router

The format is:

```
<DATE><TIME>< PKT_TYPE ><SRC_IP><DST_IP><ACTION>
```

```
[Fri, 2003-12-05 22:31:27] - ICMP Packet[Echo Request] - Source: 192.168.0.10 -  
Destination: 192.168.0.1 - [Receive]  
[Wed, 2003-07-30 16:34:56] - ICMP Packet[Type: 238] - Source: 64.3.3.201 -  
Destination: 192.168.0.3 - [Drop]  
[Fri, 2003-12-05 22:59:56] - ICMP Packet[Echo Request] - Source:192.168.0.10 -  
Destination:192.168.0.1 - [Receive]
```

The format is:

```
<DATE><TIME><EVENT>< SRC_IP><SRC_PORT ><SRC_INF><  
DST_IP><DST_PORT><DST_INF><ACTION>
```

```
[Wed, 2003-07-30 16:24:23] - UDP Packet - Source: 207.46.130.100 WAN -  
Destination: 10.10.10.4,1234 LAN - [Drop]  
[Wed, 2003-07-30 17:48:09] - TCP Packet[SYN] - Source: 64.3.3.201,65534 WAN -  
Destination: 10.10.10.4,1765 LAN - [Receive]  
[Fri, 2003-12-05 22:07:11] - IP Packet [Type Field:8], from 20.97.173.18 to  
172.31.12.157 - [Drop]
```

Notes:

ACTION = "Drop", "Receive"

EVENT = "ICMP Packet", "UDP Packet", "TCP Packet", "IP Packet"

DoS Attack/Scan

Common attacks and scans are logged.

The format is:

```
<DATE><TIME><PKT_TYPE>< SRC_IP><SRC_PORT ><SRC_INF>< DST_IP><DST_PORT
><DST_PORT><ACTION><DESCRIPTION>
<DATE> <TIME> <PKT_TYPE> <SRC_IP> <SRC_INF> <DST_IP> <DST_INF> <ACTION>
<DESCRIPTION>
```

```
[Fri, 2003-12-05 21:22:07] - TCP Packet - Source:172.31.12.156,54611 ,WAN -
Destination:172.31.12.157,134 ,LAN [Drop] - [FIN Scan]
[Fri, 2003-12-05 21:22:38] - TCP Packet - Source:172.31.12.156,59937 ,WAN -
Destination:172.31.12.157,670 ,LAN [Drop] - [Nmap Xmas Scan]
[Fri, 2003-12-05 21:23:06] - TCP Packet - Source:172.31.12.156,39860 ,WAN -
Destination:172.31.12.157,18000 ,LAN [Drop] - [Null Scan]
[Fri, 2003-12-05 21:27:55] - TCP Packet - Source:172.31.12.156,38009 ,WAN -
Destination:172.31.12.157,15220 ,LAN [Drop] - [Full Sapu Scan]
[Fri, 2003-12-05 21:28:56] - TCP Packet - Source:172.31.12.156,35128 ,WAN -
Destination:172.31.12.157,38728 ,LAN [Drop] - [Full Xmas Scan]
[Fri, 2003-12-05 21:30:30] - IP Packet - Source:227.113.223.77,WAN -
Destination:172.31.12.157,LAN [Drop] - [Fragment Attack]
[Fri, 2003-12-05 21:30:30] - IP Packet - Source:20.97.173.18,WAN -
Destination:172.31.12.157,LAN [Drop] - [Targa3 Attack]
[Fri, 2003-12-05 21:30:30] - TCP Packet - Source:3.130.176.84,37860 ,WAN -
Destination:172.31.12.157,63881 ,LAN [Drop] - [Vecna Scan]
[Fri, 2003-12-05 21:30:31] - ICMP Packet [Type 238] - Source:100.110.182.63,WAN
- Destination:172.31.12.157,LAN [Drop] - [ICMP Flood]
[Fri, 2003-12-05 21:33:52] - UDP Packet - Source:127.0.0.1,0 ,WAN -
Destination:172.31.12.157,0 ,LAN [Drop] - [Fragment Attack]
[Fri, 2003-12-05 19:20:00] - TCP Session - Source:54.148.179.175,58595 ,LAN -
Destination:192.168.0.1,20[FTP Data] ,WAN [Reset] - [SYN Flood]
[Fri, 2003-12-05 19:21:22] - UDP Packet - Source:172.31.12.156,7 ,LAN -
Destination:172.31.12.157,7 ,WAN [Drop] - [UDP Flood]
[Fri, 2003-12-05 20:59:08] - ICMP Echo Request packet - Source:192.168.0.5,LAN -
Destination:172.31.12.99,WAN [Drop] - [ICMP Flood]
[Fri, 2003-12-05 18:07:29] - TCP Packet - Source:192.168.0.10,1725 ,LAN -
Destination:61.177.58.50,1352 ,WAN [Drop] - [TCP incomplete sessions overflow]
[Fri, 2003-12-05 21:11:24] - TCP Packet - Source:192.168.0.10,2342 ,LAN -
Destination:61.177.58.50,1352 ,WAN [Drop] - [First TCP Packet not SYN]
```

Notes:

```
DESCRIPTION = "SYN Flood", "UDP Flood", "ICMP Flood", "IP Spoofing", "TearDrop",
"Brute Force", "Ping of Death", "Fragment Attack", "Targa3 Attack", "Big Bomb"
"SYN with Data", "Full Xmas Scan", "Full Head Scan", "Full Sapu Scan", "FIN
Scan", "SYN FIN Scan", "Null Scan", "Nmap Xmas Scan", "Vecna Scan", "Tcp SYN RES
Set", "Other Scan"
"TCP incomplete sessions overflow", "TCP preconnect traffic", "TCP invalid
traffic", "First TCP Packet not SYN", "First TCP Packet with no SYN"
```

```
<DATE><TIME><PKT_TYPE>< SRC_IP >< DST_IP><ACTION>
```

```
[Wed, 2003-07-30 17:45:17] - TCP Packet [Malformed, Length=896] - Source:
64.3.3.201 - Destination: 10.10.10.4 - [Drop]
[Wed, 2003-07-30 17:45:17] - TCP Packet [Malformed, Length=1000] - Source:
64.3.3.201- Destination: 10.10.10.4 - [Forward]
```

Notes:

```
PKT_TYPE = "TCP", "UDP", "ICMP", "Proto: Number"
```

Access Block Site

If keyword blocking is enabled and a keyword is specified, attempts to access a site whose URL contains a specified keyword are logged.

The format is

```
<DATE> <TIME> <EVENT> <SRC_IP> <SRC_INF> <DST_IP> <DST_INF> <ACTION>
```

```
[Fri, 2003-12-05 23:01:47] - Attempt to access blocked sites -  
Source:192.168.0.10,LAN - Destination:www.google.com/,WAN - [Drop]
```

Notes:

EVENT = Attempt to access blocked sites

SRC_INF = LAN

DST_INF = WAN

All Web Sites and News Groups Visited

All Web sites and News groups that you visit are logged.

The format is

```
<DATE> <TIME> <EVENT> <SRC_IP> <SRC_INF> <DST_IP> <DST_INF> <ACTION>
```

```
[Fri, 2003-12-05 23:03:49] - Access site - Source:192.168.0.10,LAN -  
Destination:euro.allyes.com,WAN - [Forward]
```

Notes:

EVENT = Attempt to access blocked sites

SRC_INF = LAN or WAN

DST_INF = WAN or LAN

System Admin Sessions

Administrator session logins and failed attempts are logged, as well as manual or idle-time logouts.

The format is:

```
<DATE><TIME><EVENT ><SRC_IP>
<DATE><TIME><EVENT ><SRC_IP><SRC_PORT><DST_IP><DST_PORT><ACTION>

[Fri, 2003-12-05 21:07:43] - Administrator login successful - IP:192.168.0.10
[Fri, 2003-12-05 21:09:16] - Administrator logout - IP:192.168.0.10
[Fri, 2003-12-05 21:09:31] - Administrator login fail, Username error -
IP:192.168.0.10
[Fri, 2003-12-05 21:09:25] - Administrator login fail, Password error -
IP:192.168.0.10
[Fri, 2003-12-05 21:16:15] - Login screen timed out - IP:192.168.0.10
[Fri, 2003-12-05 21:07:43] - Administrator Interface Connecting[TCP] - Source
192.168.0.10,2440 - Destination 192.168.0.1,80 - [Receive]
```

Notes:

ACTION: Receive or Drop

Policy Administration LOG

```
<DATE> <TIME> <EVENT> <DIRECTION> <SERVICE>< DESCRIPTION >

[Fri, 2003-12-05 21:48:41] - Administrator Action - Inbound Policy to Service
[BGP] is Added
[Fri, 2003-12-05 21:49:41] - Administrator Action - Outbound Policy to Service
[BGP] is Added
[Fri, 2003-12-05 21:50:14] - Administrator Action - Inbound Policy to Service
[BGP] is Modified
[Fri, 2003-12-05 21:50:57] - Administrator Action - Outbound Policy to Service
[BGP] is Modified
[Fri, 2003-12-05 21:51:14] - Administrator Action - Inbound Policy to Service
[BGP] is Deleted
[Fri, 2003-12-05 21:52:12] - Administrator Action - Inbound Policy to Service
[BGP] is Moved to Index [0]
[Fri, 2003-12-05 21:54:41] - Administrator Action - Outbound Policy to Service
[FTP] is Moved to Index [1]
[Fri, 2003-12-05 22:01:47] - Administrator Action - Inbound Policy to Service
[BGP] is changed to Disable
[Fri, 2003-12-05 22:02:14] - Administrator Action - Inbound Policy to Service
[BGP] is changed to Enable
[Fri, 2003-12-05 22:02:35] - Administrator Action - Outbound Policy to Service
[NFS] is changed to Disable
[Fri, 2003-12-05 22:02:52] - Administrator Action - Outbound Policy to Service
[NFS] is changed to Enable
```

Notes:

DIRECTION: Inbound or Outbound

SERVICE: Supported service name

Appendix E

Wireless Networking Basics

This chapter provides an overview of Wireless networking.

Wireless Networking Overview

The FWG114P Wireless Firewall/Print Server conforms to the Institute of Electrical and Electronics Engineers (IEEE) 802.11b and 802.11g standards for wireless LANs (WLANs). On an 802.11b or g wireless link, data is encoded using direct-sequence spread-spectrum (DSSS) technology and is transmitted in the unlicensed radio spectrum at 2.5GHz. The maximum data rate for the 802.11b wireless link is 11 Mbps, but it will automatically back down from 11 Mbps to 5.5, 2, and 1 Mbps when the radio signal is weak or when interference is detected. The 802.11g auto rate sensing rates are 1, 2, 5.5, 6, 9, 12, 18, 24, 36, 48, and 54 Mbps.

The 802.11 standard is also called Wireless Ethernet or Wi-Fi by the Wireless Ethernet Compatibility Alliance (WECA, see <http://www.wi-fi.net>), an industry standard group promoting interoperability among 802.11 devices. The 802.11 standard offers two methods for configuring a wireless network - ad hoc and infrastructure.

Infrastructure Mode

With a wireless Access Point, you can operate the wireless LAN in the infrastructure mode. This mode provides wireless connectivity to multiple wireless network devices within a fixed range or area of coverage, interacting with wireless nodes via an antenna.

In the infrastructure mode, the wireless access point converts airwave data into wired Ethernet data, acting as a bridge between the wired LAN and wireless clients. Connecting multiple Access Points via a wired Ethernet backbone can further extend the wireless network coverage. As a mobile computing device moves out of the range of one access point, it moves into the range of another. As a result, wireless clients can freely roam from one Access Point domain to another and still maintain seamless network connection.

Ad Hoc Mode (Peer-to-Peer Workgroup)

In an ad hoc network, computers are brought together as needed; thus, there is no structure or fixed points to the network - each node can generally communicate with any other node. There is no Access Point involved in this configuration. This mode enables you to quickly set up a small wireless workgroup and allows workgroup members to exchange data or share printers as supported by Microsoft networking in the various Windows operating systems. Some vendors also refer to ad hoc networking as peer-to-peer group networking.

In this configuration, network packets are directly sent and received by the intended transmitting and receiving stations. As long as the stations are within range of one another, this is the easiest and least expensive way to set up a wireless network.

Network Name: Extended Service Set Identification (ESSID)

The Extended Service Set Identification (ESSID) is one of two types of Service Set Identification (SSID). In an ad hoc wireless network with no access points, the Basic Service Set Identification (BSSID) is used. In an infrastructure wireless network that includes an access point, the ESSID is used, but may still be referred to as SSID.

An SSID is a thirty-two character (maximum) alphanumeric key identifying the name of the wireless local area network. Some vendors refer to the SSID as network name. For the wireless devices in a network to communicate with each other, all devices must be configured with the same SSID.

The ESSID is usually broadcast in the air from an access point. The wireless station sometimes can be configured with the ESSID **ANY**. This means the wireless station will try to associate with whichever access point has the stronger radio frequency (RF) signal, providing that both the access point and wireless station use Open System authentication.

Authentication and WEP Data Encryption

The absence of a physical connection between nodes makes the wireless links vulnerable to eavesdropping and information theft. To provide a certain level of security, the IEEE 802.11 standard has defined these two types of authentication methods:

- **Open System.** With Open System authentication, a wireless computer can join any network and receive any messages that are not encrypted.

- **Shared Key.** With Shared Key authentication, only those PCs that possess the correct authentication key can join the network. By default, IEEE 802.11 wireless devices operate in an Open System network.

Wired Equivalent Privacy (WEP) data encryption is used when the wireless devices are configured to operate in Shared Key authentication mode.

802.11 Authentication

The 802.11 standard defines several services that govern how two 802.11 devices communicate. The following events must occur before an 802.11 Station can communicate with an Ethernet network through an access point, such as the one built in to the FWG114P:

1. Turn on the wireless station.
2. The station listens for messages from any access points that are in range.
3. The station finds a message from an access point that has a matching SSID.
4. The station sends an authentication request to the access point.
5. The access point authenticates the station.
6. The station sends an association request to the access point.
7. The access point associates with the station.
8. The station can now communicate with the Ethernet network through the access point.

An access point must authenticate a station before the station can associate with the access point or communicate with the network. The IEEE 802.11 standard defines two types of authentication: Open System and Shared Key.

- Open System Authentication allows any device to join the network, assuming that the device SSID matches the access point SSID. Alternatively, the device can use the “ANY” SSID option to associate with any available Access Point within range, regardless of its SSID.
- Shared Key Authentication requires that the station and the access point have the same WEP Key to authenticate. These two authentication procedures are described below.

Open System Authentication

The following steps occur when two devices use Open System Authentication:

1. The station sends an authentication request to the access point.

2. The access point authenticates the station.
3. The station associates with the access point and joins the network.

This process is illustrated below.

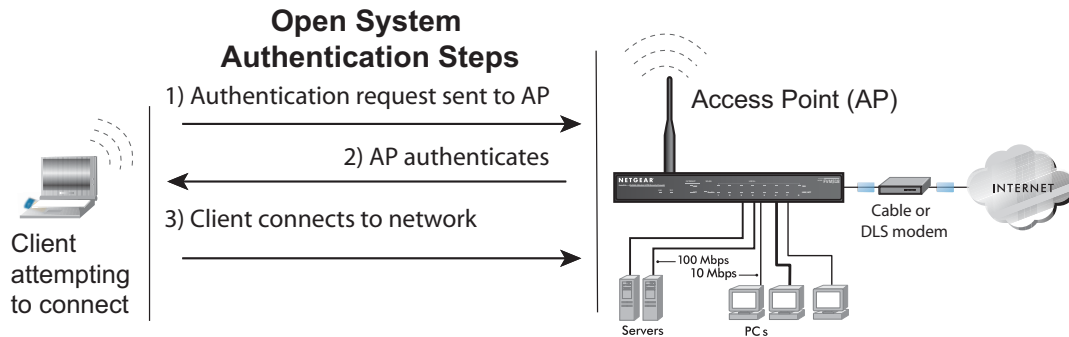


Figure E-1: Open system authentication

Shared Key Authentication

The following steps occur when two devices use Shared Key Authentication:

1. The station sends an authentication request to the access point.
2. The access point sends challenge text to the station.
3. The station uses its configured 64-bit or 128-bit default key to encrypt the challenge text, and sends the encrypted text to the access point.
4. The access point decrypts the encrypted text using its configured WEP Key that corresponds to the station's default key. The access point compares the decrypted text with the original challenge text. If the decrypted text matches the original challenge text, then the access point and the station share the same WEP Key and the access point authenticates the station.
5. The station connects to the network.

If the decrypted text does not match the original challenge text (the access point and station do not share the same WEP Key), then the access point will refuse to authenticate the station and the station will be unable to communicate with either the 802.11 network or Ethernet network.

This process is illustrated below.

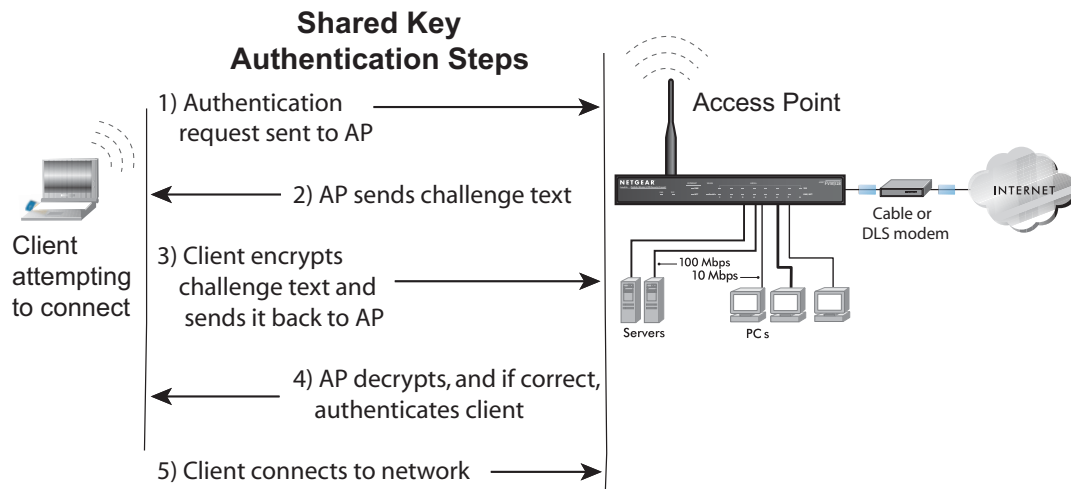


Figure E-2: Shared key authentication

Overview of WEP Parameters

Before enabling WEP on an 802.11 network, you must first consider what type of encryption you require and the key size you want to use. Typically, there are three WEP Encryption options available for 802.11 products:

1. **Do Not Use WEP:** The 802.11 network does not encrypt data. For authentication purposes, the network uses Open System Authentication.
2. **Use WEP for Encryption:** A transmitting 802.11 device encrypts the data portion of every packet it sends using a configured WEP Key. The receiving device decrypts the data using the same WEP Key. For authentication purposes, the network uses Open System Authentication.
3. **Use WEP for Authentication and Encryption:** A transmitting 802.11 device encrypts the data portion of every packet it sends using a configured WEP Key. The receiving device decrypts the data using the same WEP Key. For authentication purposes, the wireless network uses Shared Key Authentication.

Note: Some 802.11 access points also support **Use WEP for Authentication Only** (Shared Key Authentication without data encryption).

Key Size

The IEEE 802.11 standard supports two types of WEP encryption: 40-bit and 128-bit.

The 64-bit WEP data encryption method allows for a five-character (40-bit) input. Additionally, 24 factory-set bits are added to the forty-bit input to generate a 64-bit encryption key. The 24 factory-set bits are not user-configurable). This encryption key will be used to encrypt/decrypt all data transmitted via the wireless interface. Some vendors refer to the 64-bit WEP data encryption as 40-bit WEP data encryption since the user-configurable portion of the encryption key is 40 bits wide.

The 128-bit WEP data encryption method consists of 104 user-configurable bits. Similar to the forty-bit WEP data encryption method, the remaining 24 bits are factory set and not user configurable. Some vendors allow passphrases to be entered instead of the cryptic hexadecimal characters to ease encryption key entry.

128-bit encryption is stronger than 40-bit encryption, but 128-bit encryption may not be available outside of the United States due to U.S. export regulations.

When configured for 40-bit encryption, 802.11 products typically support up to four WEP Keys. Each 40-bit WEP Key is expressed as 5 sets of two hexadecimal digits (0-9 and A-F). For example, “12 34 56 78 90” is a 40-bit WEP Key.

When configured for 128-bit encryption, 802.11 products typically support four WEP Keys but some manufacturers support only one 128-bit key. The 128-bit WEP Key is expressed as 13 sets of two hexadecimal digits (0-9 and A-F). For example, “12 34 56 78 90 AB CD EF 12 34 56 78 90” is a 128-bit WEP Key.

Table E-1: Encryption Key Sizes

Encryption Key Size	# of Hexadecimal Digits	Example of Hexadecimal Key Content
64-bit (24+40)	10	4C72F08AE1
128-bit (24+104)	26	4C72F08AE19D57A3FF6B260037

Note: Typically, 802.11 access points can store up to four 128-bit WEP Keys but some 802.11 client adapters can only store one. Therefore, make sure that your 802.11 access and client adapters' configurations match.

WEP Configuration Options

The WEP settings must match on all 802.11 devices that are within the same wireless network as identified by the SSID. In general, if your mobile clients will roam between access points, then all of the 802.11 access points and all of the 802.11 client adapters on the network must have the same WEP settings.

Note: Whatever keys you enter for an AP, you must also enter the same keys for the client adapter in the same order. In other words, WEP key 1 on the AP must match WEP key 1 on the client adapter, WEP key 2 on the AP must match WEP key 2 on the client adapter, and so on.

Note: The AP and the client adapters can have different default WEP Keys as long as the keys are in the same order. In other words, the AP can use WEP key 2 as its default key to transmit while a client adapter can use WEP key 3 as its default key to transmit. The two devices will communicate as long as the AP's WEP key 2 is the same as the client's WEP key 2 and the AP's WEP key 3 is the same as the client's WEP key 3.

Wireless Channels

The wireless frequencies used by 802.11b/g networks are discussed below.

IEEE 802.11b/g wireless nodes communicate with each other using radio frequency signals in the ISM (Industrial, Scientific, and Medical) band between 2.4 GHz and 2.5 GHz. Neighboring channels are 5 MHz apart. However, due to spread spectrum effect of the signals, a node sending signals using a particular channel will utilize frequency spectrum 12.5 MHz above and below the center channel frequency. As a result, two separate wireless networks using neighboring channels (for example, channel 1 and channel 2) in the same general vicinity will interfere with each other. Applying two channels that allow the maximum channel separation will decrease the amount of channel cross-talk, and provide a noticeable performance increase over networks with minimal channel separation.

The radio frequency channels used in 802.11b/g networks are listed in [Table E-2](#):

Table E-2: 802.11b/g Radio Frequency Channels

Channel	Center Frequency	Frequency Spread
1	2412 MHz	2399.5 MHz - 2424.5 MHz
2	2417 MHz	2404.5 MHz - 2429.5 MHz
3	2422 MHz	2409.5 MHz - 2434.5 MHz

Table E-2: 802.11b/g Radio Frequency Channels

Channel	Center Frequency	Frequency Spread
4	2427 MHz	2414.5 MHz - 2439.5 MHz
5	2432 MHz	2419.5 MHz - 2444.5 MHz
6	2437 MHz	2424.5 MHz - 2449.5 MHz
7	2442 MHz	2429.5 MHz - 2454.5 MHz
8	2447 MHz	2434.5 MHz - 2459.5 MHz
9	2452 MHz	2439.5 MHz - 2464.5 MHz
10	2457 MHz	2444.5 MHz - 2469.5 MHz
11	2462 MHz	2449.5 MHz - 2474.5 MHz
12	2467 MHz	2454.5 MHz - 2479.5 MHz
13	2472 MHz	2459.5 MHz - 2484.5 MHz

Note: The available channels supported by the wireless products in various countries are different. For example, Channels 1 to 11 are supported in the U.S. and Canada, and Channels 1 to 13 are supported in Europe and Australia.

The preferred channel separation between the channels in neighboring wireless networks is 25 MHz (5 channels). This means that you can apply up to three different channels within your wireless network. There are only 11 usable wireless channels in the United States. It is recommended that you start using channel 1 and grow to use channel 6, and 11 when necessary, as these three channels do not overlap.

WPA Wireless Security

Wi-Fi Protected Access (WPA) is a specification of standards-based, interoperable security enhancements that increase the level of data protection and access control for existing and future wireless LAN systems.

The IEEE introduced the WEP as an optional security measure to secure 802.11b (Wi-Fi) WLANs, but inherent weaknesses in the standard soon became obvious. In response to this situation, the Wi-Fi Alliance announced a new security architecture in October 2002 that remedies the shortcomings of WEP. This standard, formerly known as Safe Secure Network (SSN), is designed to work with existing 802.11 products and offers forward compatibility with 802.11i, the new wireless security architecture being defined in the IEEE.

WPA offers the following benefits:

- Enhanced data privacy
- Robust key management
- Data origin authentication
- Data integrity protection

The Wi-Fi Alliance is now performing interoperability certification testing on Wi-Fi Protected Access products. Starting August of 2003, all new Wi-Fi certified products will have to support WPA. NETGEAR will implement WPA on client and access point products and make this available in the second half of 2003. Existing Wi-Fi certified products will have one year to add WPA support or they will lose their Wi-Fi certification.

The 802.11i standard is currently in draft form, with ratification due at the end of 2003. While the new IEEE 802.11i standard is being ratified, wireless vendors have agreed on WPA as an interoperable interim standard.

How Does WPA Compare to WEP?

WEP is a data encryption method and is not intended as a user authentication mechanism. WPA user authentication is implemented using 802.1x and the Extensible Authentication Protocol (EAP). Support for 802.1x authentication is required in WPA. In the 802.11 standard, 802.1x authentication was optional. For details on EAP specifically, refer to IETF's RFC 2284.

With 802.11 WEP, all access points and client wireless adapters on a particular wireless LAN must use the same encryption key. A major problem with the 802.11 standard is that the keys are cumbersome to change. If you do not update the WEP keys often, an unauthorized person with a sniffing tool can monitor your network for less than a day and decode the encrypted messages. Products based on the 802.11 standard alone offer system administrators no effective method to update the keys.

For 802.11, WEP encryption is optional. For WPA, encryption using Temporal Key Integrity Protocol (TKIP) is required. TKIP replaces WEP with a new encryption algorithm that is stronger than the WEP algorithm, but that uses the calculation facilities present on existing wireless devices to perform encryption operations. TKIP provides important data encryption enhancements including a per-packet key mixing function, a message integrity check (MIC) named Michael, an extended initialization vector (IV) with sequencing rules, and a re-keying mechanism. Through these enhancements, TKIP addresses all of known WEP vulnerabilities.

How Does WPA Compare to IEEE 802.11i?

WPA will be forward compatible with the IEEE 802.11i security specification currently under development. WPA is a subset of the current 802.11i draft and uses certain pieces of the 802.11i draft that are ready to bring to market today, such as 802.1x and TKIP. The main pieces of the 802.11i draft that are not included in WPA are secure IBSS (Ad-Hoc mode), secure fast handoff (for specialized 802.11 VoIP phones), as well as enhanced encryption protocols, such as AES-CCMP. These features are either not yet ready for market or will require hardware upgrades to implement.

What are the Key Features of WPA Security?

The following security features are included in the WPA standard:

- WPA Authentication
- WPA Encryption Key Management
 - Temporal Key Integrity Protocol (TKIP)
 - Michael message integrity code (MIC)
 - AES Support (to be phased in)
- Support for a Mixture of WPA and WEP Wireless Clients, but mixing WEP and WPA is discouraged

These features are discussed below.

WPA addresses most of the known WEP vulnerabilities and is primarily intended for wireless infrastructure networks as found in the enterprise. This infrastructure includes stations, access points, and authentication servers (typically RADIUS servers). The RADIUS server holds (or has access to) user credentials (for example, user names and passwords) and authenticates wireless users before they gain access to the network.

The strength of WPA comes from an integrated sequence of operations that encompass 802.1X/EAP authentication and sophisticated key management and encryption techniques. Its major operations include:

- Network security capability determination. This occurs at the 802.11 level and is communicated through WPA information elements in Beacon, Probe Response, and (Re) Association Requests. Information in these elements includes the authentication method (802.1X or Pre-shared key) and the preferred cipher suite (WEP, TKIP, or AES).

The primary information conveyed in the Beacon frames is the authentication method and the cipher suite. Possible authentication methods include 802.1X and Pre-shared key. Pre-shared key is an authentication method that uses a statically configured pass phrase on both the stations and the access point. This obviates the need for an authentication server, which in many home and small office environments will not be available nor desirable. Possible cipher suites include: WEP, TKIP, and AES (Advanced Encryption Standard). We talk more about TKIP and AES when addressing data privacy below.

- Authentication. EAP over 802.1X is used for authentication. Mutual authentication is gained by choosing an EAP type supporting this feature and is required by WPA. 802.1X port access control prevents full access to the network until authentication completes. 802.1X EAPOL-Key packets are used by WPA to distribute per-session keys to those stations successfully authenticated.

The supplicant in the station uses the authentication and cipher suite information contained in the information elements to decide which authentication method and cipher suite to use. For example, if the access point is using the pre-shared key method then the supplicant need not authenticate using full-blown 802.1X. Rather, the supplicant must simply prove to the access point that it is in possession of the pre-shared key. If the supplicant detects that the service set does not contain a WPA information element then it knows it must use pre-WPA 802.1X authentication and key management in order to access the network.

- Key management. WPA features a robust key generation/management system that integrates the authentication and data privacy functions. Keys are generated after successful authentication and through a subsequent 4-way handshake between the station and Access Point (AP).
- Data Privacy (Encryption). Temporal Key Integrity Protocol (TKIP) is used to wrap WEP in sophisticated cryptographic and security techniques to overcome most of its weaknesses.
- Data integrity. TKIP includes a message integrity code (MIC) at the end of each plaintext message to ensure messages are not being spoofed.

WPA Authentication: Enterprise-level User Authentication via 802.1x/EAP and RADIUS

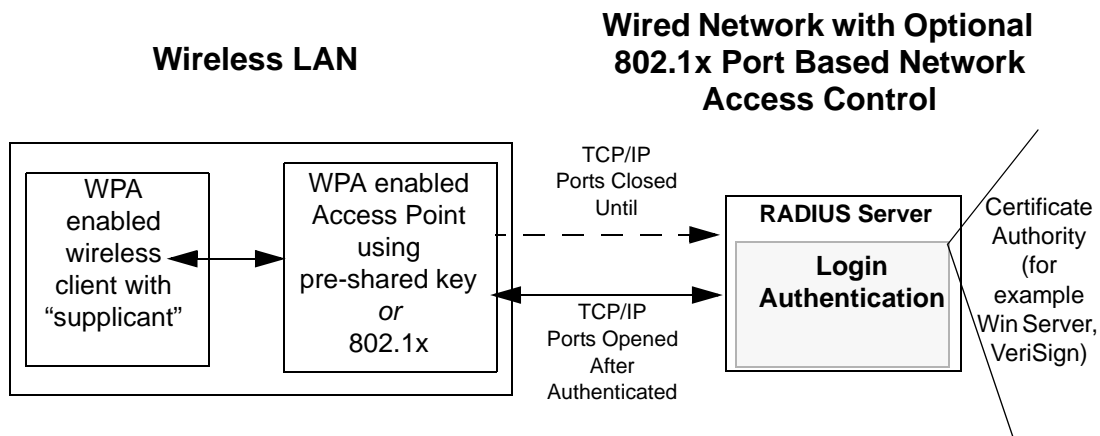


Figure E-3: WPA Overview

IEEE 802.1x offers an effective framework for authenticating and controlling user traffic to a protected network, as well as providing a vehicle for dynamically varying data encryption keys via EAP from a RADIUS server, for example. This framework enables using a central authentication server, which employs mutual authentication so that a rogue wireless user does not join the network.

It is important to note that 802.1x does not provide the actual authentication mechanisms. When using 802.1x, the EAP type, such as Transport Layer Security (EAP-TLS), or EAP Tunneled Transport Layer Security (EAP-TTLS), defines how the authentication takes place.

Note: For environments with a Remote Authentication Dial-In User Service (RADIUS) infrastructure, WPA supports Extensible Authentication Protocol (EAP). For environments without a RADIUS infrastructure, WPA supports the use of a pre-shared key.

Together, these technologies provide a framework for strong user authentication.

Windows XP implements 802.1x natively, and several NETGEAR switch and wireless access point products support 802.1x.

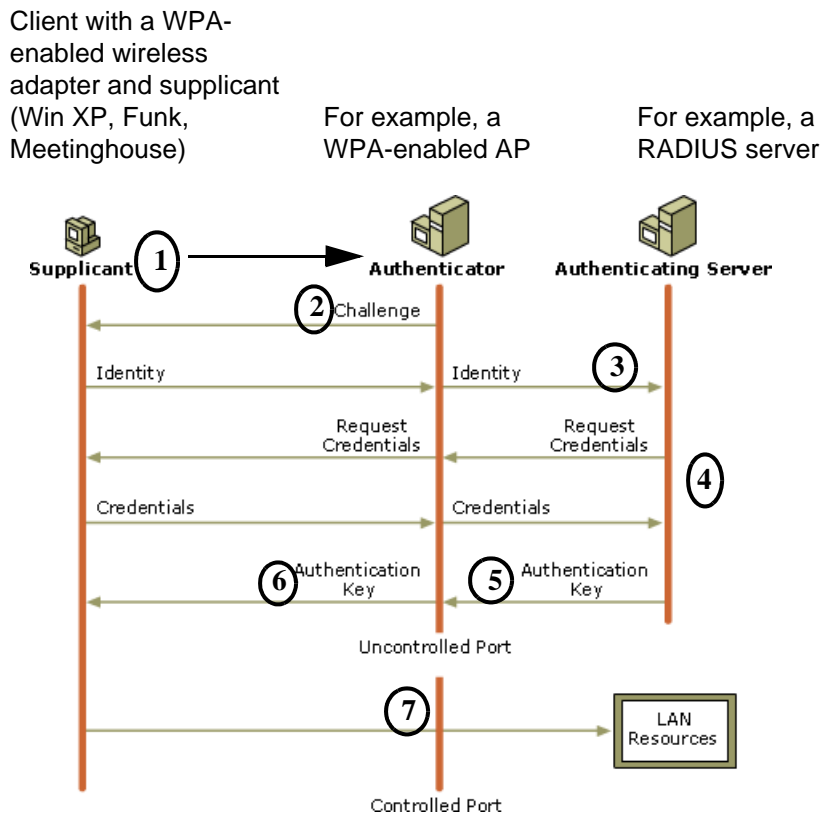


Figure E-4: 802.1x Authentication Sequence

The AP sends Beacon Frames with WPA information element to the stations in the service set. Information elements include the required authentication method (802.1x or Pre-shared key) and the preferred cipher suite (WEP, TKIP, or AES). Probe Responses (AP to station) and Association Requests (station to AP) also contain WPA information elements.

1. Initial 802.1x communications begin with an unauthenticated supplicant (client device) attempting to connect with an authenticator (802.11 access point). The client sends an EAP-start message. This begins a series of message exchanges to authenticate the client.
2. The access point replies with an EAP-request identity message.

3. The client sends an EAP-response packet containing the identity to the authentication server. The access point responds by enabling a port for passing only EAP packets from the client to an authentication server located on the wired side of the access point. The access point blocks all other traffic, such as HTTP, DHCP, and POP3 packets, until the access point can verify the client's identity using an authentication server (for example, RADIUS).
4. The authentication server uses a specific authentication algorithm to verify the client's identity. This could be through the use of digital certificates or some other EAP authentication type.
5. The authentication server will either send an accept or reject message to the access point.
6. The access point sends an EAP-success packet (or reject packet) to the client.
7. If the authentication server accepts the client, then the access point will transition the client's port to an authorized state and forward additional traffic.

The important part to know at this point is that the software supporting the specific EAP type resides on the authentication server and within the operating system or application “supplicant” software on the client devices. The access point acts as a “pass through” for 802.1x messages, which means that you can specify any EAP type without needing to upgrade an 802.1x-compliant access point. As a result, you can update the EAP authentication type to such devices as token cards (Smart Cards), Kerberos, one-time passwords, certificates, and public key authentication, or as newer types become available and your requirements for security change.

WPA Data Encryption Key Management

With 802.1x, the rekeying of unicast encryption keys is optional. Additionally, 802.11 and 802.1x provide no mechanism to change the global encryption key used for multicast and broadcast traffic. With WPA, rekeying of both unicast and global encryption keys is required.

For the unicast encryption key, the Temporal Key Integrity Protocol (TKIP) changes the key for every frame, and the change is synchronized between the wireless client and the wireless access point (AP). For the global encryption key, WPA includes a facility (the Information Element) for the wireless AP to advertise the changed key to the connected wireless clients.

If configured to implement dynamic key exchange, the 802.1x authentication server can return session keys to the access point along with the accept message. The access point uses the session keys to build, sign and encrypt an EAP key message that is sent to the client immediately after sending the success message. The client can then use contents of the key message to define applicable encryption keys. In typical 802.1x implementations, the client can automatically change encryption keys as often as necessary to minimize the possibility of eavesdroppers having enough time to crack the key in current use.

Temporal Key Integrity Protocol (TKIP)

WPA uses TKIP to provide important data encryption enhancements including a per-packet key mixing function, a message integrity check (MIC) named Michael, an extended initialization vector (IV) with sequencing rules, and a re-keying mechanism. TKIP also provides for the following:

- The verification of the security configuration after the encryption keys are determined.
- The synchronized changing of the unicast encryption key for each frame.
- The determination of a unique starting unicast encryption key for each preshared key authentication.

Michael

With 802.11 and WEP, data integrity is provided by a 32-bit *integrity check value* (ICV) that is appended to the 802.11 payload and encrypted with WEP. Although the ICV is encrypted, you can use cryptanalysis to change bits in the encrypted payload and update the encrypted ICV without being detected by the receiver.

With WPA, a method known as *Michael* specifies a new algorithm that calculates an 8-byte message integrity check (MIC) using the calculation facilities available on existing wireless devices. The MIC is placed between the data portion of the IEEE 802.11 frame and the 4-byte ICV. The MIC field is encrypted together with the frame data and the ICV.

Michael also provides replay protection. A new frame counter in the IEEE 802.11 frame is used to prevent replay attacks.

Optional AES Support to be Phased In

One of the encryption methods supported by WPA, besides TKIP, is the advanced encryption standard (AES), although AES support will not be required initially for Wi-Fi certification. This is viewed as the optimal choice for security conscience organizations, but the problem with AES is that it requires a fundamental redesign of the NIC's hardware in both the station and the access point. TKIP is a pragmatic compromise that allows organizations to deploy better security while AES capable equipment is being designed, manufactured, and incrementally deployed.

Is WPA Perfect?

WPA is not without its vulnerabilities. Specifically, it is susceptible to denial of service (DoS) attacks. If the access point receives two data packets that fail the message integrity code (MIC) within 60 seconds of each other, then the network is under an active attack, and as a result, the access point employs counter measures, which include disassociating each station using the access point. This prevents an attacker from gleaning information about the encryption key and alerts administrators, but it also causes users to lose network connectivity for 60 seconds. More than anything else, this may just prove that no single security tactic is completely invulnerable. WPA is a definite step forward in WLAN security over WEP and has to be thought of as a single part of an end-to-end network security strategy.

Product Support for WPA

Starting in August, 2003, NETGEAR, Inc. wireless Wi-Fi certified products will support the WPA standard. NETGEAR, Inc. wireless products that had their Wi-Fi certification approved before August, 2003 will have one year to add WPA so as to maintain their Wi-Fi certification.

WPA requires software changes to the following:

- Wireless access points
- Wireless network adapters
- Wireless client programs

Supporting a Mixture of WPA and WEP Wireless Clients is Discouraged

To support the gradual transition of WEP-based wireless networks to WPA, a wireless AP can support both WEP and WPA clients at the same time. During the association, the wireless AP determines which clients use WEP and which clients use WPA. The disadvantage to supporting a mixture of WEP and WPA clients is that the global encryption key is not dynamic. This is because WEP-based clients cannot support it. All other benefits to the WPA clients, such as integrity, are maintained.

However, a mixed mode supporting WPA and non-WPA clients would offer network security that is no better than that obtained with a non-WPA network, and thus this mode of operation is discouraged.

Changes to Wireless Access Points

Wireless access points must have their firmware updated to support the following:

- **The new WPA information element**
To advertise their support of WPA, wireless APs send the beacon frame with a new 802.11 WPA information element that contains the wireless AP's security configuration (encryption algorithms and wireless security configuration information).
- **The WPA two-phase authentication**
Open system, then 802.1x (EAP with RADIUS or preshared key).
- **TKIP**
- **Michael**
- **AES** (optional)

To upgrade your wireless access points to support WPA, obtain a WPA firmware update from your wireless AP vendor and upload it to your wireless AP.

Changes to Wireless Network Adapters

Wireless networking software in the adapter, and possibly in the OS or client application, must be updated to support the following:

- **The new WPA information element**
Wireless clients must be able to process the WPA information element and respond with a specific security configuration.
- **The WPA two-phase authentication**
Open system, then 802.1x supplicant (EAP or preshared key).
- **TKIP**
- **Michael**
- **AES** (optional)

To upgrade your wireless network adapters to support WPA, obtain a WPA update from your wireless network adapter vendor and update the wireless network adapter driver.

For Windows wireless clients, you must obtain an updated network adapter driver that supports WPA. For wireless network adapter drivers that are compatible with Windows XP (Service Pack 1) and Windows Server 2003, the updated network adapter driver must be able to pass the adapter's WPA capabilities and security configuration to the Wireless Zero Configuration service.

Microsoft has worked with many wireless vendors to embed the WPA firmware update in the wireless adapter driver. So, to update your Microsoft Windows wireless client, all you have to do is obtain the new WPA-compatible driver and install the driver. The firmware is automatically updated when the wireless network adapter driver is loaded in Windows.

Changes to Wireless Client Programs

Wireless client programs must be updated to permit the configuration of WPA authentication (and preshared key) and the new WPA encryption algorithms (TKIP and the optional AES component).

To obtain the Microsoft WPA client program, visit the Microsoft Web site.

Appendix F

Virtual Private Networking

There have been many improvements in the Internet, including Quality of Service, network performance, and inexpensive technologies, such as DSL. But one of the most important advances has been in Virtual Private Networking (VPN) Internet Protocol security (IPSec). IPSec is one of the most complete, secure, and commercially available, standards-based protocols developed for transporting data.

What is a VPN?

A VPN is a shared network, where private data is segmented from other traffic, so that only the intended recipient has access. The term VPN was originally used to describe a secure connection over the Internet. Today, however, VPN is also used to describe private networks, such as Frame Relay, Asynchronous Transfer Mode (ATM), and Multiprotocol Label Switching (MPLS).

A key aspect of data security is that the data flowing across the network is protected by encryption technologies. Private networks lack data security, which allows data attackers to tap directly into the network and read the data. IPSec-based VPNs use encryption to provide data security, which increases the network's resistance to data tampering or theft.

IPSec-based VPNs can be created over any type of IP network, including the Internet, Frame Relay, ATM, and MPLS, but only the Internet is ubiquitous and inexpensive.

VPNs are traditionally used for:

- **Intranets:** Intranets connect an organization's locations. These locations range from the headquarters offices, to branch offices, to a remote employee's home. Often this connectivity is used for e-mail and for sharing applications and files. While Frame Relay, ATM, and MPLS accomplish these tasks, the shortcomings of each limits connectivity. The cost of connecting home users is also very expensive compared to Internet-access technologies, such as DSL or cable. Because of this, organizations are moving their networks to the Internet, which is inexpensive, and using IPSec to create these networks.

- **Remote Access:** Remote access enables telecommuters and mobile workers to access e-mail and business applications. A dial-up connection to an organization's modem pool is one method of access for remote workers, but is expensive because the organization must pay the associated long distance telephone and service costs. Remote access VPNs greatly reduce expenses by enabling mobile workers to dial a local Internet connection and then set up a secure IPSec-based VPN communications to their organization.
- **Extranets:** Extranets are secure connections between two or more organizations. Common uses for extranets include supply-chain management, development partnerships, and subscription services. These undertakings can be difficult using legacy network technologies due to connection costs, time delays, and access availability. IPSec-based VPNs are ideal for extranet connections. IPSec-capable devices can be quickly and inexpensively installed on existing Internet connections.

What is IPSec and How Does It Work?

IPSec is an Internet Engineering Task Force (IETF) standard suite of protocols that provides data authentication, integrity, and confidentiality as data is transferred between communication points across IP networks. IPSec provides data security at the IP packet level. A packet is a data bundle that is organized for transmission across a network, and includes a header and payload (the data in the packet). IPSec emerged as a viable network security standard because enterprises wanted to ensure that data could be securely transmitted over the Internet. IPSec protects against possible security exposures by protecting data while in transit.

IPSec Security Features

IPSec is the most secure method commercially available for connecting network sites. IPSec was designed to provide the following security features when transferring packets across networks:

- **Authentication:** Verifies that the packet received is actually from the claimed sender.
- **Integrity:** Ensures that the contents of the packet did not change in transit.
- **Confidentiality:** Conceals the message content through encryption.

IPSec Components

IPSec contains the following elements:

- **Encapsulating Security Payload (ESP):** Provides confidentiality, authentication, and integrity.
- **Authentication Header (AH):** Provides authentication and integrity.
- **Internet Key Exchange (IKE):** Provides key management and Security Association (SA) management.

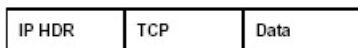
Encapsulating Security Payload (ESP)

ESP provides authentication, integrity, and confidentiality, which protect against data tampering and, most importantly, provides message content protection.

IPSec provides an open framework for implementing industry standard algorithms, such as SHA and MD5. The algorithms IPSec uses produce a unique and unforgeable identifier for each packet, which is a data equivalent of a fingerprint. This fingerprint allows the device to determine if a packet has been tampered with. Furthermore, packets that are not authenticated are discarded and not delivered to the intended receiver.

ESP also provides all encryption services in IPSec. Encryption translates a readable message into an unreadable format to hide the message content. The opposite process, called decryption, translates the message content from an unreadable format to a readable message. Encryption/decryption allows only the sender and the authorized receiver to read the data. In addition, ESP has an option to perform authentication, called ESP authentication. Using ESP authentication, ESP provides authentication and integrity for the payload and not for the IP header.

Original Packet



Packet with IPSec Encapsulating Security Payload (ESP)

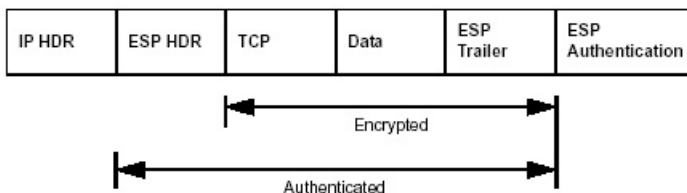


Figure F-1: Original packet and packet with IPSec Encapsulated Security Payload

The ESP header is inserted into the packet between the IP header and any subsequent packet contents. However, because ESP encrypts the data, the payload is changed. ESP does not encrypt the ESP header, nor does it encrypt the ESP authentication.

Authentication Header (AH)

AH provides authentication and integrity, which protect against data tampering, using the same algorithms as ESP. AH also provides optional anti-replay protection, which protects against unauthorized retransmission of packets. The authentication header is inserted into the packet between the IP header and any subsequent packet contents. The payload is not touched.

Although AH protects the packet's origin, destination, and contents from being tampered with, the identity of the sender and receiver is known. In addition, AH does not protect the data's confidentiality. If data is intercepted and only AH is used, the message contents can be read. ESP protects data confidentiality. For added protection in certain cases, AH and ESP can be used together. In the following table, IP HDR represents the IP header and includes both source and destination IP addresses.

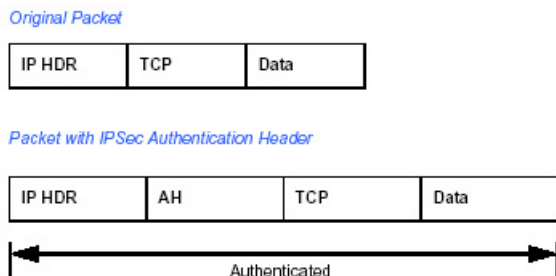


Figure F-2: Original packet and packet with IPSec Authentication Header

IKE Security Association

IPSec introduces the concept of the Security Association (SA). An SA is a logical connection between two devices transferring data. An SA provides data protection for unidirectional traffic by using the defined IPSec protocols. An IPSec tunnel typically consists of two unidirectional SAs, which together provide a protected, full-duplex data channel.

The SAs allow an enterprise to control exactly what resources may communicate securely, according to security policy. To do this an enterprise can set up multiple SAs to enable multiple secure VPNs, as well as define SAs within the VPN to support different departments and business partners.

Mode

SAs operate using modes. A mode is the method in which the IPSec protocol is applied to the packet. IPSec can be used in tunnel mode or transport mode. Typically, the tunnel mode is used for gateway-to-gateway IPSec tunnel protection, while transport mode is used for host-to-host IPSec tunnel protection. A gateway is a device that monitors and manages incoming and outgoing network traffic and routes the traffic accordingly. A host is a device that sends and receives network traffic.

- Transport Mode:** The transport mode IPSec implementation encapsulates only the packet's payload. The IP header is not changed. After the packet is processed with IPSec, the new IP packet contains the old IP header (with the source and destination IP addresses unchanged) and the processed packet payload. Transport mode does not shield the information in the IP header; therefore, an attacker can learn where the packet is coming from and where it is going to. The previous packet diagrams show a packet in transport mode.
- Tunnel Mode:** The tunnel mode IPSec implementation encapsulates the entire IP packet. The entire packet becomes the payload of the packet that is processed with IPSec. A new IP header is created that contains the two IPSec gateway addresses. The gateways perform the encapsulation/decapsulation on behalf of the hosts. Tunnel mode ESP prevents an attacker from analyzing the data and deciphering it, as well as knowing who the packet is from and where it is going.

Note: AH and ESP can be used in both transport mode or tunnel mode.

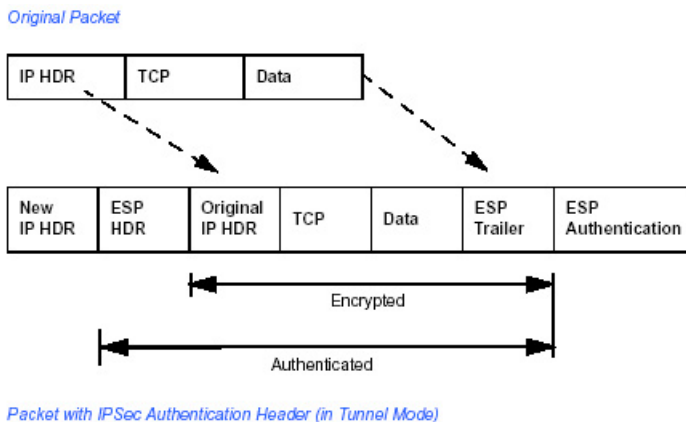


Figure F-3: Original packet and packet with IPSec ESP in Tunnel mode

Key Management

IPSec uses the Internet Key Exchange (IKE) protocol to facilitate and automate the SA setup and the exchange of keys between parties transferring data. Using keys ensures that only the sender and receiver of a message can access it.

IPSec requires that keys be re-created, or refreshed, frequently, so that the parties can communicate securely with each other. IKE manages the process of refreshing keys; however, a user can control the key strength and the refresh frequency. Refreshing keys on a regular basis ensures data confidentiality between sender and receiver.

Understand the Process Before You Begin

This document provides case studies on how to configure secure IPSec VPN tunnels. This document assumes the reader has a working knowledge of NETGEAR management systems.

NETGEAR is a member of the VPN Consortium, a group formed to facilitate IPSec VPN vendor interoperability. The VPN Consortium has developed specific scenarios to aid system administrators in the often confusing process of connecting two different vendor implementations of the IPSec standard. The case studies in this appendix follow the addressing and configuration mechanics defined by the VPN Consortium. Additional information regarding inter-vendor interoperability may be found at <http://www.vpnc.org/interop.html>.

It is a good idea to gather all the necessary information required to establish a VPN before you begin the configuration process. You should understand whether the firmware is up to date, all of the addresses that will be necessary, and all of the parameters that need to be set on both sides. Try to understand any incompatibilities before you begin, so that you minimize any potential complications which may arise from normal firewall or WAN processes.

If you are not a full-time system administrator, it is a good idea to familiarize yourself with the mechanics of a VPN. The brief description in this appendix will help. Other good sources include:

- The NETGEAR VPN Tutorial – http://www.netgear.com/planetvpn/pyvpn_2.html
- The VPN Consortium – <http://www.vpnc.org/>
- The VPN bibliography in “Additional Reading“ on page F-11.

VPN Process Overview

Even though IPsec is standards-based, each vendor has its own set of terms and procedures for implementing the standard. Because of these differences, it may be a good idea to review some of the terms and the generic processes for connecting two gateways before diving into the specifics.

Network Interfaces and Addresses

The VPN gateway is aptly named because it functions as a “gatekeeper” for each of the computers connected on the Local Area Network behind it.

In most cases, each Gateway will have a “public” facing address (WAN side) and a “private” facing address (LAN side). These addresses are referred to as the “network interface” in documentation regarding the construction of VPN communication. Please note that the addresses used in the example do not use full TCP/IP notation.

Interface Addressing

This TechNote uses example addresses provided the VPN Consortium. It is important to understand that you will be using addresses specific to the devices that you are attempting to connect via IPsec VPN.

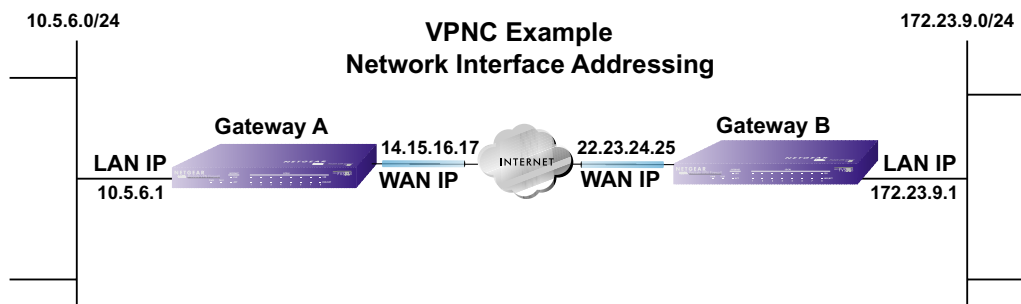


Figure F-4: VPNC Example Network Interface Addressing

It is also important to make sure the addresses do not overlap or conflict. That is, each set of addresses should be separate and distinct.

Table 5-3. WAN (Internet/Public) and LAN (Internal/Private) Addressing

Gateway	LAN or WAN	VPNC Example Address
Gateway A	LAN (Private)	10.5.6.1
Gateway A	WAN (Public)	14.15.16.17
Gateway B	LAN (Private)	22.23.24.25
Gateway B	WAN (Public)	172.23.9.1

It will also be important to know the subnet mask of both gateway LAN Connections.

Table 5-4. Subnet Addressing

Gateway	LAN or WAN	Interface Name	Example Subnet Mask
Gateway A	LAN (Private)	Subnet Mask A	255.255.255.0
Gateway B	LAN (Private)	Subnet Mask B	255.255.255.0

Firewalls

It is important to understand that many gateways are also firewalls. VPN tunnels cannot function properly if firewall settings disallow all incoming traffic. Please refer to the firewall instructions for both gateways to understand how to open specific protocols, ports, and addresses that you intend to allow.

Setting Up a VPN Tunnel Between Gateways

An SA, frequently called a tunnel, is the set of information that allows two entities (networks, PCs, routers, firewalls, gateways) to “trust each other” and communicate securely as they pass information over the Internet.

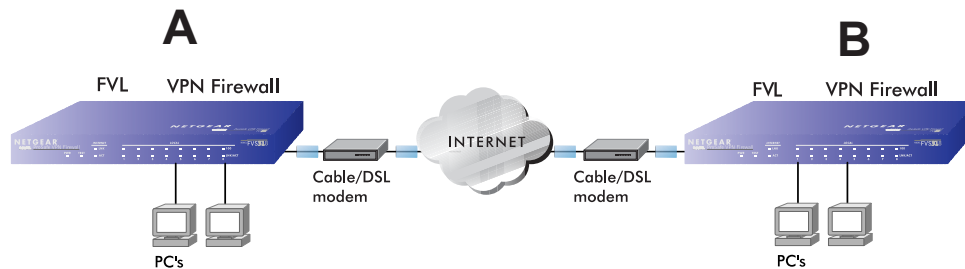


Figure F-5: VPN Tunnel SA

The SA contains all the information necessary for gateway A to negotiate a secure and encrypted communication stream with gateway B. This communication is often referred to as a “tunnel.” The gateways contain this information so that it does not have to be loaded onto every computer connected to the gateways.

Each gateway must negotiate its Security Association with another gateway using the parameters and processes established by IPSec. As illustrated below, the most common method of accomplishing this process is via the Internet Key Exchange (IKE) protocol which automates some of the negotiation procedures. Alternatively, you can configure your gateways using manual key exchange, which involves manually configuring each parameter on both gateways.

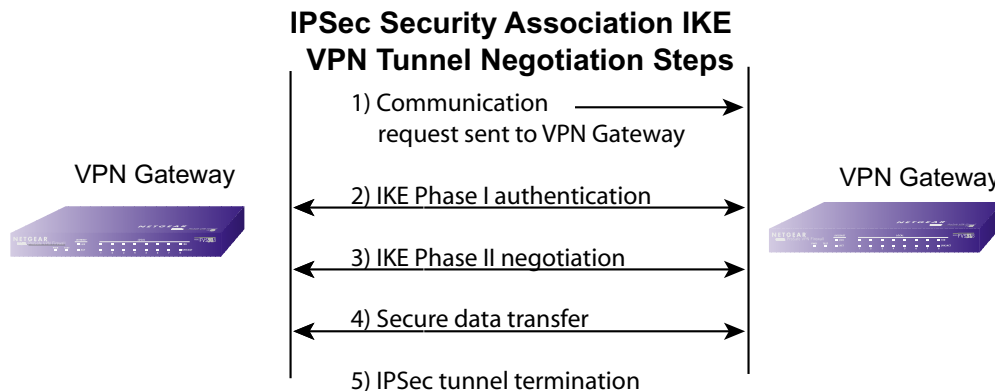


Figure F-6: IPSec SA negotiation

1. **The IPSec software on Host A initiates the IPSec process in an attempt to communicate with Host B.** The two computers then begin the Internet Key Exchange (IKE) process.

2. IKE Phase I.

- a. The two parties negotiate the encryption and authentication algorithms to use in the IKE SAs.
- b. The two parties authenticate each other using a predetermined mechanism, such as preshared keys or digital certificates.
- c. A shared master key is generated by the Diffie-Hellman Public key algorithm within the IKE framework for the two parties. The master key is also used in the second phase to derive IPSec keys for the SAs.

3. IKE Phase II.

- a. The two parties negotiate the encryption and authentication algorithms to use in the IPSec SAs.
 - b. The master key is used to derive the IPSec keys for the SAs. Once the SA keys are created and exchanged, the IPSec SAs are ready to protect user data between the two VPN gateways.
4. **Data transfer.** Data is transferred between IPSec peers based on the IPSec parameters and keys stored in the SA database.
5. **IPSec tunnel termination.** IPSec SAs terminate through deletion or by timing out.

VPNC IKE Security Parameters

It is important to remember that both gateways must have the identical parameters set for the process to work correctly. The settings in these examples follow the examples given for Scenario 1 of the VPN Consortium.

VPNC IKE Phase I Parameters

The IKE Phase 1 parameters used:

- Main mode
- TripleDES
- SHA-1
- MODP group 1
- Ppre-shared secret of "hr5xb8416aa9r6"
- SA lifetime of 28800 seconds (eight hours)

VPNC IKE Phase II Parameters

The IKE Phase 2 parameters used in Scenario 1 are:

- TripleDES
- SHA-1
- ESP tunnel mode
- MODP group 1
- Perfect forward secrecy for rekeying
- SA lifetime of 28800 seconds (one hour)

Testing and Troubleshooting

Once you have completed the VPN configuration steps you can use PCs, located behind each of the gateways, to ping various addresses on the LAN side of the other gateway.

You can troubleshoot connections using the VPN status and log details on the NETGEAR gateway to determine if IKE negotiation is working. Common problems encountered in setting up VPNs include:

- Parameters may be configured differently on Gateway A vs. Gateway B.
- Two LANs set up with similar or overlapping addressing schemes.
- So many required configuration parameters mean errors such as mistyped information or mismatched parameter selections on either side are more likely to happen.

Additional Reading

- *Building and Managing Virtual Private Networks*, Dave Kosiur, Wiley & Sons; ISBN: 0471295264
- *Firewalls and Internet Security: Repelling the Wily Hacker*, William R. Cheswick and Steven M. Bellovin, Addison-Wesley; ISBN: 0201633574
- *VPNs A Beginners Guide*, John Mains, McGraw Hill; ISBN: 0072191813
- [FF98] Floyd, S., and Fall, K., Promoting the Use of End-to-End Congestion Control in the Internet. IEEE/ACM Transactions on Networking, August 1999.

Relevant RFCs listed numerically:

- [RFC 791] *Internet Protocol DARPA Internet Program Protocol Specification*, Information Sciences Institute, USC, September 1981.
- [RFC 1058] *Routing Information Protocol*, C Hedrick, Rutgers University, June 1988.
- [RFC 1483] *Multiprotocol Encapsulation over ATM Adaptation Layer 5*, Juha Heinanen, Telecom Finland, July 1993.
- [RFC 2401] S. Kent, R. Atkinson, Security Architecture for the Internet Protocol, RFC 2401, November 1998.
- [RFC 2407] D. Piper, The Internet IP Security Domain of Interpretation for ISAKMP, November 1998.
- [RFC 2474] K. Nichols, S. Blake, F. Baker, D. Black, Definition of the Differentiated Services Field (DS Field) in the IPv4 and IPv6 Headers, December 1998.
- [RFC 2475] S. Blake, D. Black, M. Carlson, E. Davies, Z. Wang, and W. Weiss, An Architecture for Differentiated Services, December 1998.
- [RFC 2481] K. Ramakrishnan, S. Floyd, A Proposal to Add Explicit Congestion Notification (ECN) to IP, January 1999.
- [RFC 2408] D. Maughan, M. Schertler, M. Schneider, J. Turner, Internet Security Association and Key Management Protocol (ISAKMP).
- [RFC 2409] D. Harkins, D. Carrel, Internet Key Exchange (IKE) protocol.
- [RFC 2401] S. Kent, R. Atkinson, Security Architecture for the Internet Protocol.

Appendix G

NETGEAR VPN Configuration

FVS318 or FVM318 to FWG114P

This appendix provides a case study on how to configure a secure IPSec VPN tunnel between a NETGEAR FVS318 or FVM318 to a FWG114P. The configuration options and screens for the FVS318 and FVM318 are the same.

Configuration Template

The configuration in this document follows the addressing and configuration mechanics defined by the VPN Consortium. Gather all the necessary information before you begin the configuration process. Verify whether the firmware is up to date, all of the addresses that will be necessary, and all of the parameters that need to be set on both sides. Check that there are no firewall restrictions.

Table G-1. Summary

VPN Consortium Scenario:	Scenario 1
Type of VPN	LAN-to-LAN or Gateway-to-Gateway (not PC/Client-to-Gateway)
Security Scheme:	IKE with Preshared Secret/Key (not Certificate-based)
Date Tested:	December 2003
Model/Firmware Tested:	
NETGEAR-Gateway A	FVS318 firmware version A1.4 or 2.0; FVM318 firmware version 1.1
NETGEAR-Gateway B	FWG114P with firmware version 2 Release 2
IP Addressing:	
NETGEAR-Gateway A	Static IP address
NETGEAR-Gateway B	Static IP address

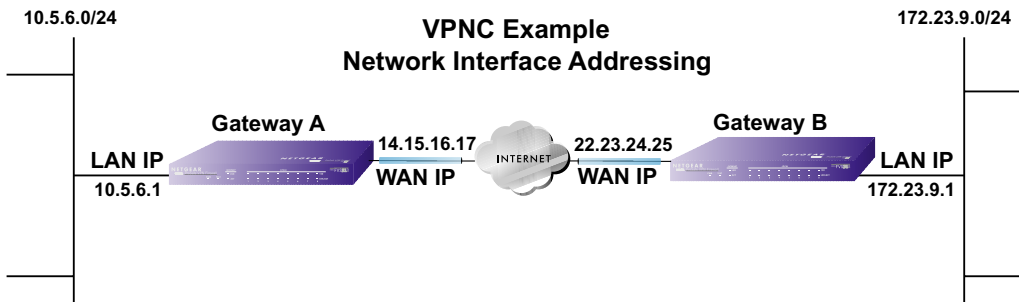


Figure G-1: Addressing and Subnet Used for Examples

Step-By-Step Configuration of FVS318 or FVM318 Gateway A

1. Log in to the FVS318 or FVM318 labeled Gateway A as in the illustration.

Out of the box, the FVS318 or FVM318 is set for its default LAN address of <http://192.168.0.1> with its default user name of **admin** and default password of **password**. For this example we will assume you have set the local LAN address as 10.5.6.1 for Gateway A and have set your own password.

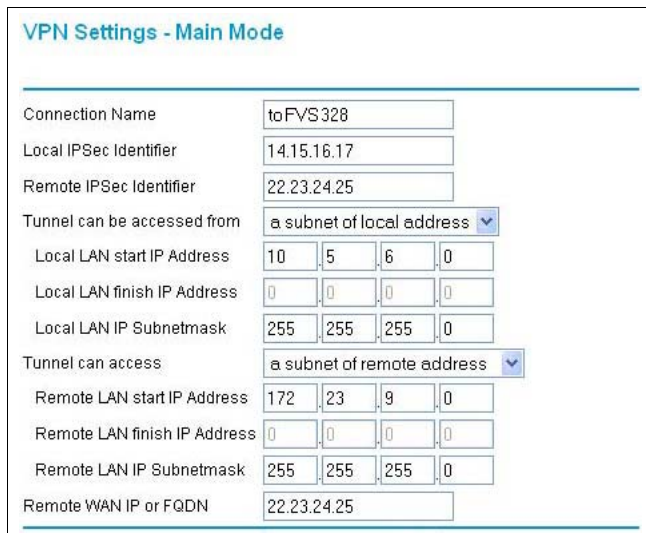
VPN Settings

#	Enable	Connection Name	Local IPSec ID	Remote IPSec ID
1	-	-	-	-
2	-	-	-	-
3	-	-	-	-
4	-	-	-	-
5	-	-	-	-
6	-	-	-	-
7	-	-	-	-
8	-	-	-	-

Edit Delete Cancel

Figure G-2: NETGEAR FVS318 VPN Settings Pre-Configuration

- Click the VPN Settings link on the left side of the Settings management GUI. Click the radio button of the first available VPN leg (all 8 links are available in the example). Click the Edit button below. This will take you to the VPN Settings – Main Mode Menu.



VPN Settings - Main Mode	
Connection Name	toFVS328
Local IPsec Identifier	14.15.16.17
Remote IPsec Identifier	22.23.24.25
Tunnel can be accessed from	a subnet of local address
Local LAN start IP Address	10 . 5 . 6 . 0
Local LAN finish IP Address	0 . 0 . 0 . 0
Local LAN IP Subnetmask	255 . 255 . 255 . 0
Tunnel can access	a subnet of remote address
Remote LAN start IP Address	172 . 23 . 9 . 0
Remote LAN finish IP Address	0 . 0 . 0 . 0
Remote LAN IP Subnetmask	255 . 255 . 255 . 0
Remote WAN IP or FQDN	22.23.24.25

Figure G-3: Figure 3 – NETGEAR FVS318 VPN Settings (part 1) – Main Mode

- In the Connection Name box, enter in a unique name for the VPN tunnel to be configured between the NETGEAR devices. For this example we have used **toFVS328**.
- Enter a Local IPsec Identifier name for the NETGEAR FVS318 Gateway A. This name must be entered in the other endpoint as Remote IPsec Identifier. In this example we used **14.15.16.17** as the local identifier.
- Enter a Remote IPsec Identifier name for the remote NETGEAR FWG114P Gateway B. This name must be entered in the other endpoint as Local IPsec Identifier. In this example we used **22.23.24.25** as the remote identifier.
- Choose a subnet from local address from the “Tunnel can be accessed from” pull-down menu.
- Type the starting LAN IP Address of Gateway A (**10.5.6.1** in our example) in the Local IP Local LAN start IP Address field.
- Type the finishing LAN IP Address of Gateway A (**0.0.0.0** in our example) in the Local IP Local LAN finish IP Address field.
- Type the LAN Subnet Mask of Gateway A (**255.255.255.0** in our example) in the Local LAN IP Subnetmask field.

- Choose a subnet from local address from the “Tunnel can access” pull-down menu.
- Type the starting LAN IP Address of Gateway B (**172.23.9.1** in our example) in the Local IP Remote LAN Start IP Address field.
- Type the finishing LAN IP Address of Gateway B (**0.0.0.0** in our example) in the Local IP Remote LAN Finish IP Address field.
- Type the LAN Subnet Mask of Gateway B (**255.255.255.0** in our example) in the Remote LAN IP Subnetmask field.
- Type the WAN IP address (**22.23.24.25** in our example) of Gateway B in the Remote WAN IP or FQDN field.

Secure Association	Main Mode
Perfect Forward Security	<input checked="" type="radio"/> Enabled <input type="radio"/> Disabled
Encryption Protocol	3DES
PreShared Key	hr5xb8416aa9r6
Key Life	3600 Seconds
IKE Life Time	28800 Seconds
<input checked="" type="checkbox"/> NETBIOS Enable	
Apply Cancel	

Figure G-4: Figure 4 – NETGEAR FVS318 VPN Settings (part 2) – Main Mode

- From the Secure Association drop-down box, select Main Mode.
 - Next to Perfect Forward Security, select the Enabled radio button.
 - From the Encryption Protocol drop-down box, select 3DES.
 - In the PreShared Key box, type a unique text string to be used as the shared key between Gateway A and Gateway B. In this example we used **hr5xb8416aa9r6**. You must make sure the key is the same for both gateways.
 - In the Key Life box, enter in 3600 seconds.
 - In the IKE Life Time, enter 28800 seconds.
 - Check the NETBIOS Enable box if you wish to pass NetBIOS traffic over the VPN tunnel, allowing functions, such as Microsoft Network Neighborhood browsing.
3. Click the Apply button in the lower center of the screen to save all changes and return to the VPN Settings screen.
 4. When the screen returns to the VPN Settings, make sure the Enable check box is selected.

Step-By-Step Configuration of FWG114P Gateway B

1. Log in to the NETGEAR FVS328 labeled Gateway B as in the illustration.

Out of the box, the FVS328 is set for its default LAN address of <http://192.168.0.1>, with its default user name of **admin** and default password of **password**. For this example we will assume you have set the local LAN address as 172.23.9.1 for Gateway B and have set your own user name and password.

2. Click the IKE Policies link under the VPN category link on the left side of the Settings management GUI. This will open the IKE Policies Menu. Click Add. This will open a new screen titled IKE Policy Configuration.

IKE Policy Configuration	
General	
Policy Name	<input type="text" value="FVS318"/>
Direction/Type	<input type="text" value="Both Directions"/>
Exchange Mode	<input type="text" value="Main Mode"/>
Local	
Local Identity Type	<input type="text" value="WAN IP Address"/>
Local Identity Data	<input type="text" value="22.23.24.25"/>
Remote	
Remote Identity Type	<input type="text" value="Fully Qualified Domain Name"/>
Remote Identity Data	<input type="text" value="netgear.dyndns.org"/>

Figure G-5: NETGEAR FVS328 IKE Policy Configuration – Part 1

- Enter an appropriate name for the policy in the Policy Name field. This name is not supplied to the remote VPN Endpoint. It is used to help you manage the IKE policies. In our example we have used FVS318 as the Policy Name. In the Policy Name field type **FVS318**.
- From the Direction/Type drop-down box, select Both Directions.
- From the Exchange Mode drop-down box, select Main Mode.
- From the Local Identity drop-down box, select WAN IP Address (WAN IP address will automatically be populated into the Local Identity Data field after policy is applied).
- From the Remote Identity drop-down box, select Remote WAN IP (WAN IP address will automatically be populated into the Local Identity Data field after policy is applied).

IKE SA Parameters

Encryption Algorithm: 3DES

Authentication Algorithm: MD5

Authentication Method: Pre-shared Key

Pre-shared Key: hr5xb84l6aa9r6

RSA Signature (requires Certificate)

Diffie-Hellman (DH) Group: Group 1 (768 Bit)

SA Life Time: 28800 (secs)

Buttons: Back, Apply, Cancel

Figure G-6: NETGEAR FVS328 IKE Policy Configuration – Part 2

- From the Encryption Algorithm drop-down box, select 3DES.
 - From the Authentication Algorithm drop-down box, select MD5.
 - From the Authentication Method radio button, select Pre-shared Key.
 - In the Pre-Shared Key field, type **hr5xb84l6aa9r6**. You must make sure the key is the same for both gateways.
 - From the Diffie-Hellman (DH) Group drop-down box, select Group 1 (768 Bit).
 - In the SA Life Time field, type 28800.
3. Click the Apply Button. This will bring you back to the IKE Policies Menu.

IKE Policies

Policy Table

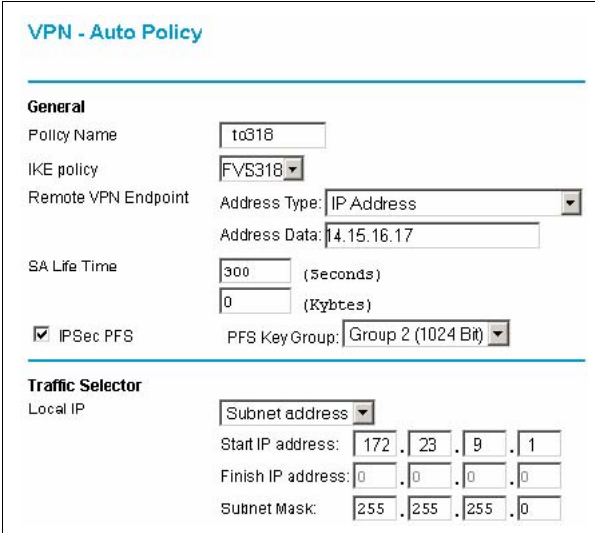
#	Name	Mode	Local ID	Remote ID	Encr	Auth	DH
1	FVS318	Main	22.23.24.25	netgear.dyndns.org	3DES	MD5	Group 1 (768 Bit)

Buttons: Add, Edit, Move, Delete

Figure G-7: NETGEAR FVS328 IKE Policies (Post Configuration)

The FVS318 IKE Policy is now displayed in the IKE Policies page.

4. Click the VPN Policies link under the VPN category link on the left side of the Settings management GUI. This will take you to the VPN Policies Menu page. Click Add Auto Policy. This will open a new screen titled VPN – Auto Policy.



VPN - Auto Policy

General

Policy Name:

IKE policy:

Remote VPN Endpoint: Address Type: Address Data:

SA Life Time: (Seconds) (Kbytes)

IPsec PFS PFS Key Group:

Traffic Selector

Local IP:

Start IP address: . . .

Finish IP address: . . .

Subnet Mask: . . .

Figure G-8: NETGEAR FVS328 VPN – Auto Policy (part 1)

- Enter a unique name to identify this policy. This name is not supplied to the remote VPN endpoint. In our example we have used **to318** as the Policy Name. In the Policy Name field type **to318**.
- From the IKE policy drop-down box, select the IKE Policy that was set up in the earlier step – this being the FVS318 IKE Policy.
- From the Remote VPN Endpoint Address Type drop-down box, select IP Address.
- Type the WAN IP Address of Gateway A (**14.15.16.17** in our example) in the **Remote VPN Endpoint Address Data** field.
- Type **300** in the SA Life Time (Seconds) field.
- Type **0** in the SA Life Time (Kbytes) field.
- Check the IPsec PFS check box.
- From the PFS Key Group drop-down box, select Group 2 (1024 Bit).
- From the Traffic Selector Local IP drop-down box, select Subnet address.
- Type the starting LAN IP Address of Gateway B (**172.23.9.1** in our example) in the Local IP Start IP Address field.
- Type the finishing LAN IP Address of Gateway B (**0.0.0.0** in our example) in the Local IP Finish IP Address field.

- Type the LAN Subnet Mask of Gateway B (**255.255.255.0** in our example) in the Local IP Subnet Mask field.

The screenshot shows a configuration window for a VPN policy. It is divided into three main sections: Remote IP, AH Configuration, and ESP Configuration. The Remote IP section includes a 'Subnet address' dropdown menu, a 'Start IP address' field with the value 10.5.6.1, a 'Finish IP address' field with the value 0.0.0.0, and a 'Subnet Mask' field with the value 255.255.255.0. The AH Configuration section has an unchecked 'Enable Authentication' checkbox and an 'Authentication Algorithm' dropdown menu set to MD5. The ESP Configuration section has checked 'Enable Encryption' and 'Enable Authentication' checkboxes, with 'Encryption Algorithm' set to 3DES and 'Authentication Algorithm' set to MD5. At the bottom, there is a 'NETBIOS Enable' checkbox which is also checked. At the very bottom of the window are three buttons: 'Back', 'Apply', and 'Cancel'.

Figure G-9: NETGEAR FWG114P VPN – Auto Policy (part 2)

- From the Traffic Selector Remote IP drop-down box, select Subnet address.
 - Type the starting LAN IP Address of Gateway A (**10.5.6.1** in our example) in the Remote IP Start IP Address field.
 - Type the finishing LAN IP Address of Gateway A (**0.0.0.0** in our example) in the Remote IP Finish IP Address field.
 - Type the LAN Subnet Mask of Gateway A (**255.255.255.0** in our example) in the Remote IP Subnet Mask field.
 - From the AH Configuration Authentication Algorithm drop-down box, select MD5.
 - Select Enable Encryption in the ESP Configuration Enable Encryption check box.
 - From the ESP Configuration Encryption Algorithm drop-down box, select 3DES.
 - Select Enable Authentication in the ESP Configuration Enable Authentication check box.
 - From the ESP Configuration Authentication Algorithm drop-down box, select MD5.
 - Select NETBIOS Enable in the NETBIOS Enable check box.
5. Click the Apply Button. You will be taken back to the VPN Policies Menu page.

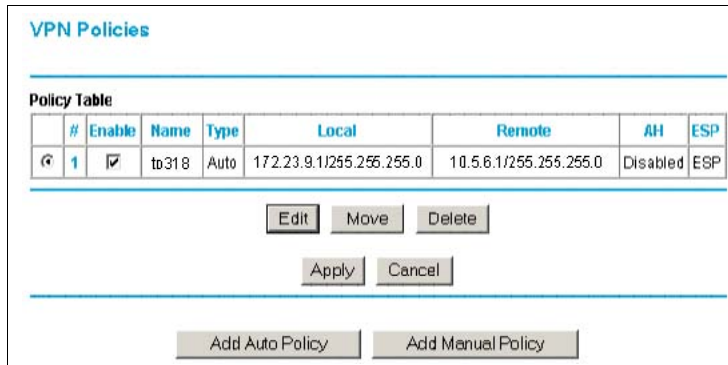


Figure G-10: NETGEAR FWG114P VPN Policies Menu (Post Configuration)

6. When the screen returns to the **VPN Policies**, make sure the **Enable** check box is selected. Click the **Apply** button.

Test the VPN Connection

1. From a PC behind the NETGEAR FVS318 or FVM318 gateway A attempt to ping the remote FWG114P gateway B LAN Interface address (example address 172.23.9.1).
2. From a PC behind the FWG114P gateway B attempt to ping the remote NETGEAR FVS318 or FVM318 gateway A LAN Interface address (example address 10.5.6.1).
3. Click the Broadband Status link on the left side of the FWG114P Settings management GUI. Click the Show VPN Status button below. This will take you to the IPSec Connection Status Screen. If the connection is functioning properly, the State fields will show "Estab."
4. Click the Router Status link on the left side of the FVS318 Settings management GUI. Click the Show VPN Logs button below. NETGEAR log files should be similar to the example below.

Appendix H

NETGEAR VPN Configuration

FVS318 or FVM318 with FQDN to FVS328

This appendix provides a case study on how to configure a VPN tunnel between a NETGEAR FVS318 or FVM318 to a FWG114P using a Fully Qualified Domain Name (FQDN) to resolve the public address of one or both routers. The configurations screens and settings for the FVS318 and FVM318 are the same.

Configuration Template

The configuration in this document follows the addressing and configuration mechanics defined by the VPN Consortium. Gather all the necessary information before you begin the configuration process. Verify whether the firmware is up to date, all of the addresses that will be necessary, and all of the parameters that need to be set on both sides. Check that there are no firewall restrictions.

Table H-1. Summary

VPN Consortium Scenario:	Scenario 1
Type of VPN	LAN-to-LAN or Gateway-to-Gateway (not PC/Client-to-Gateway)
Security Scheme:	IKE with Preshared Secret/Key (not Certificate-based)
Date Tested:	December 2003
Model/Firmware Tested:	
	NETGEAR-Gateway A FVS318 firmware version A1.4 or 2.0; FVM318 firmware version 1.1
	NETGEAR-Gateway B FVS328 with firmware version 1.0 Release 00
IP Addressing:	
	NETGEAR-Gateway A Fully Qualified Domain Name (FQDN)
	NETGEAR-Gateway B Static IP address

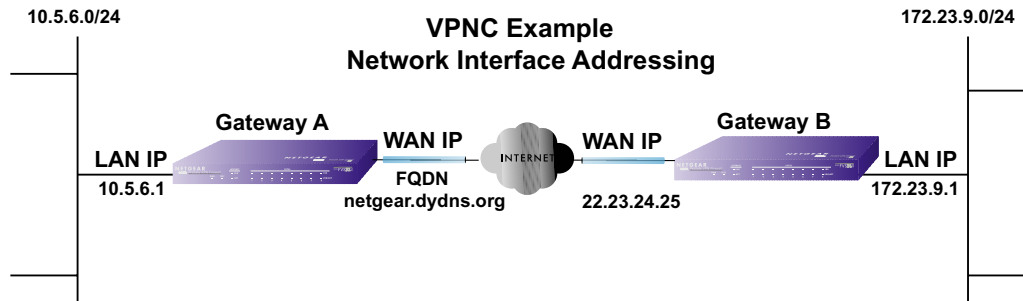


Figure H-1: Addressing and Subnet Used for Examples

Using DDNS and Fully Qualified Domain Names (FQDN)

Many ISPs (Internet Service Providers) provide connectivity to their customers using dynamic instead of static IP addressing. This means that a user's IP address does not remain constant over time, which presents a challenge for gateways attempting to establish VPN connectivity.

A Dynamic DNS (DDNS) service allows a user whose public IP address is dynamically assigned to be located by a host or domain name. It provides a central public database where information (such as e-mail addresses, host names and IP addresses) can be stored and retrieved. Now, a gateway can be configured to use a 3rd party service in lieu of a permanent and unchanging IP address to establish bi-directional VPN connectivity.

To use DDNS, you must register with a DDNS service provider. Example DDNS Service Providers include:

Table H-1. Example DDNS Service Providers

DynDNS	www.dyndns.org
TZO.com	netgear.tzo.com
ngDDNS	ngddns.iego.net

In this example, Gateway A is configured using an example FQDN provided by a DDNS Service provider. In this case we established the hostname **netgear.dyndns.org** for Gateway A using the

DynDNS service. Gateway B will use the DDNS Service Provider when establishing a VPN tunnel.

In order to establish VPN connectivity Gateway A must be configured to use Dynamic DNS, and Gateway B must be configured to use a DNS hostname to find Gateway A provided by a DDNS Service Provider. Again, the following step-by-step procedures assume that you have already registered with a DDNS Service Provider and have the configuration information necessary to set up the gateways.

Step-By-Step Configuration of FVS318 or FVM318 Gateway A

1. Log in to the FVS318 or FVM318 labeled Gateway A as in the illustration.

Out of the box, the FVS318 or FVM318 is set for its default LAN address of

<http://192.168.0.1>, with its default user name of **admin** and default password of **password**.

For this example we will assume you have set the local LAN address as 10.5.6.1 for Gateway A and have set your own password.

2. Click **Dynamic DNS** on the left side of the Settings management GUI.
3. Access the Web site of one of the dynamic DNS service providers whose names appear in the 'Use a dynamic DNS service' list, and register for an account. For example, for dyndns.org, click the link or go to www.dyndns.org.

The screenshot shows the 'Dynamic DNS' configuration page. At the top, there is a section titled 'Use a dynamic DNS service' with four radio button options: 'None', 'DynDNS.org' (which is selected), 'TZO.com', and 'Oray.net'. Each option has a corresponding link for more information. Below this is the 'DynDNS' section, which includes a text input field for 'Host and Domain Name' containing 'netgear.dyndns.org', with an example 'yourname.dyndns.org' shown below it. There are also input fields for 'User Name' (containing 'netgear') and 'Password' (masked with dots). A checkbox for 'Use wildcards' is present and unchecked. At the bottom of the form are 'Apply' and 'Cancel' buttons.

Figure H-2: Dynamic DNS Setup menu

4. Select the **Use a dynamic DNS service** radio button for the service you are using. In this example we are using www.DynDNS.org as the service provider.
 - Type the Host Name that your dynamic DNS service provider gave you. The dynamic DNS service provider may call this the domain name. In this example we are using dyndns.org as the domain suffix.
 - Type the User Name for your dynamic DNS account. In this example we used netgear as the Host Name. This means that the complete FQDN we are using is netgear.dyndns.org and the Host Name is “netgear.”
 - Type the Password (or key) for your dynamic DNS account.
5. Click **Apply** to save your configuration.



Note: The router supports only basic DDNS and the login and password may not be secure. If your ISP assigns a private WAN IP address, such as 192.168.x.x or 10.x.x.x, the dynamic DNS service will not work because private addresses will not be routed on the Internet.

6. Click **VPN Settings** on the left side of the Settings management GUI.

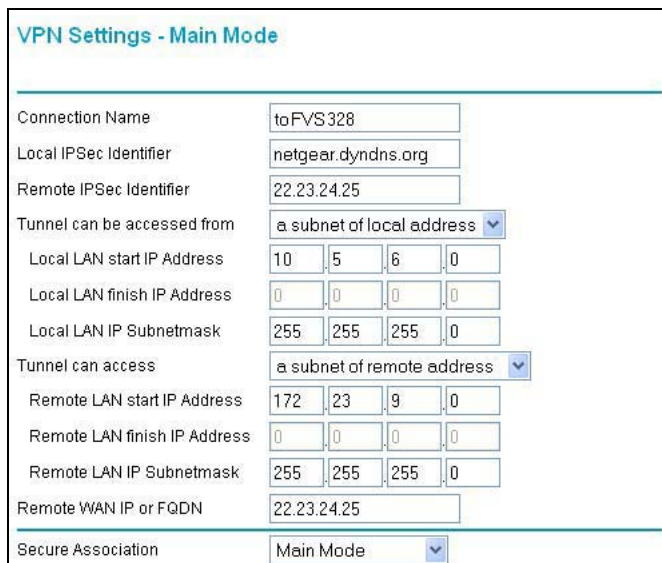
VPN Settings

	#	Enable	Connection Name	Local IPsec ID	Remote IPsec ID
<input checked="" type="radio"/>	1	-	-	-	-
<input type="radio"/>	2	-	-	-	-
<input type="radio"/>	3	-	-	-	-
<input type="radio"/>	4	-	-	-	-
<input type="radio"/>	5	-	-	-	-
<input type="radio"/>	6	-	-	-	-
<input type="radio"/>	7	-	-	-	-
<input type="radio"/>	8	-	-	-	-

Edit Delete Cancel

Figure H-3: NETGEAR FVS318 VPN Settings Pre-Configuration

7. Click the radio button of first available VPN leg (all 8 links are available in the example). Click **Edit**. This will take you to the VPN Settings – Main Mode Menu.



VPN Settings - Main Mode	
Connection Name	toFVS328
Local IPsec Identifier	netgear.dyndns.org
Remote IPsec Identifier	22.23.24.25
Tunnel can be accessed from	a subnet of local address
Local LAN start IP Address	10 . 5 . 6 . 0
Local LAN finish IP Address	0 . 0 . 0 . 0
Local LAN IP Subnetmask	255 . 255 . 255 . 0
Tunnel can access	a subnet of remote address
Remote LAN start IP Address	172 . 23 . 9 . 0
Remote LAN finish IP Address	0 . 0 . 0 . 0
Remote LAN IP Subnetmask	255 . 255 . 255 . 0
Remote WAN IP or FQDN	22.23.24.25
Secure Association	Main Mode

Figure H-4: NETGEAR FVS318 VPN Settings (part 1) – Main Mode

- In the Connection Name box, enter in a unique name for the VPN tunnel to be configured between the NETGEAR devices. For this example we have used **toFVS328**.
- Enter a Local IPsec Identifier name for the NETGEAR FVS318 Gateway A. This name must be entered in the other endpoint as Remote IPsec Identifier. In this example we used **netgear.dyndns.org** (the FQDN) as the local identifier.
- Enter a Remote IPsec Identifier name for the remote NETGEAR FVS328 Gateway B. This name must be entered in the other endpoint as Local IPsec Identifier. In this example we used **22.23.24.25** as the remote identifier.
- Choose a subnet from local address from the “Tunnel can be accessed” from pull-down menu.
- Type the starting LAN IP Address of Gateway A (**10.5.6.1** in our example) in the Local IP Local LAN start IP Address field.
- Type the finishing LAN IP Address of Gateway A (**0.0.0.0** in our example) in the Local IP Local LAN finish IP Address field.
- Type the LAN Subnet Mask of Gateway A (**255.255.255.0** in our example) in the **Local LAN IP Subnetmask** field.
- Choose a subnet from local address from the “Tunnel can access” pull-down menu.
- Type the starting LAN IP Address of Gateway B (**172.23.9.1** in our example) in the Local IP Remote LAN Start IP Address field.

- Type the finishing LAN IP Address of Gateway B (**0.0.0.0** in our example) in the Local IP Remote LAN Finish IP Address field.
- Type the LAN Subnet Mask of Gateway B (**255.255.255.0** in our example) in the Remote LAN IP Subnetmask field.
- Type the WAN IP address (**22.23.24.25** in our example) of Gateway B in the Remote WAN IP or FQDN field.

The screenshot shows a configuration window for the VPN settings. It includes the following fields and options:

- Secure Association: Main Mode (dropdown)
- Perfect Forward Secrecy: Enabled (radio button selected)
- Encryption Protocol: 3DES (dropdown)
- PreShared Key: hr5xb8416aa9r6 (text box)
- Key Life: 3600 (text box) Seconds
- IKE Life Time: 28800 (text box) Seconds
- NETBIOS Enable: (checkbox)
- Buttons: Apply, Cancel

Figure H-5: Figure 4 – NETGEAR FVS318 VPN Settings (part 2) – Main Mode

- From the Secure Association drop-down box, select Main Mode.
 - Next to Perfect Forward Secrecy, select the Enabled radio button.
 - From the Encryption Protocol drop-down box, select 3DES.
 - In the PreShared Key box, type a unique text string to be used as the shared key between Gateway A and Gateway B. In this example we used **hr5xb8416aa9r6**. You must make sure the key is the same for both gateways.
 - In the Key Life box, enter in 3600 seconds.
 - In the IKE Life Time, enter 28800 seconds.
 - Check the NETBIOS Enable box if you wish to pass NetBIOS traffic over the VPN tunnel, allowing functions, such as Microsoft Network Neighborhood browsing.
8. Click the Apply button in the lower center of the screen to save all changes and return to the VPN Settings screen.
 9. When the screen returns to the VPN Settings, make sure the Enable check box is selected.

Step-By-Step Configuration of FVS328 Gateway B

1. Log in to the NETGEAR FVS328, labeled Gateway B in the illustration.

Out of the box, the FVS328 is set for its default LAN address of <http://192.168.0.1>, with its default user name of **admin** and default password of **password**. For this example we will assume you have set the local LAN address as 172.23.9.1 for Gateway B.

2. Click IKE Policies link under the VPN category and click Add on the IKE Policies Menu.

IKE Policy Configuration	
General	
Policy Name	<input type="text" value="FVS318"/>
Direction/Type	<input type="text" value="Both Directions"/>
Exchange Mode	<input type="text" value="Main Mode"/>
Local	
Local Identity Type	<input type="text" value="WAN IP Address"/>
Local Identity Data	<input type="text" value="22.23.24.25"/>
Remote	
Remote Identity Type	<input type="text" value="Fully Qualified Domain Name"/>
Remote Identity Data	<input type="text" value="netgear.dyndns.org"/>

Figure H-6: NETGEAR FVS328 IKE Policy Configuration – Part 1

- Enter an appropriate name for the policy in the Policy Name field. This name is not supplied to the remote VPN Endpoint. It is used to help you manage the IKE policies. In our example we have used FVS318 as the Policy Name. In the Policy Name field type **FVS318**.
- From the Direction/Type drop-down box, select Both Directions.
- From the Exchange Mode drop-down box, select Main Mode.
- From the Local Identity drop-down box, select WAN IP Address (WAN IP address will automatically be populated into the Local Identity Data field after policy is applied).
- From the Remote Identity drop-down box, select Fully Qualified Domain Name.
- Type the FQDN (**netgear.dyndns.org** in our example) in the Remote Identity Data field.

IKE SA Parameters

Encryption Algorithm: 3DES

Authentication Algorithm: MD5

Authentication Method: Pre-shared Key
 RSA Signature (requires Certificate)

Pre-shared Key: hr5xb84l6aa9r6

Diffie-Hellman (DH) Group: Group 1 (768 Bit)

SA Life Time: 28800 (secs)

Buttons: Back, Apply, Cancel

Figure H-7: NETGEAR FVS328 IKE Policy Configuration – Part 2

- From the Encryption Algorithm drop-down box, select 3DES.
 - From the Authentication Algorithm drop-down box, select MD5.
 - From the Authentication Method radio button, select Pre-shared Key.
 - In the Pre-Shared Key field, type **hr5xb84l6aa9r6**. You must make sure the key is the same for both gateways.
 - From the Diffie-Hellman (DH) Group drop-down box, select Group 1 (768 Bit).
 - In the SA Life Time field, type 28800.
3. Click Apply. This will bring you back to the IKE Policies Menu.

IKE Policies

Policy Table

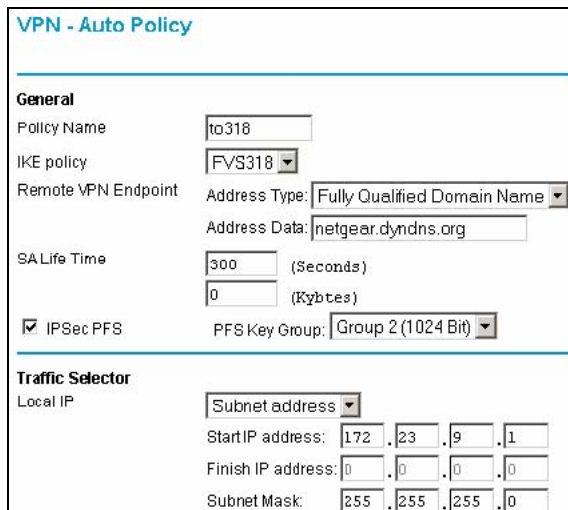
#	Name	Mode	Local ID	Remote ID	Encr	Auth	DH
1	FVS318	Main	22.23.24.25	netgear.dyndns.org	3DES	MD5	Group 1 (768 Bit)

Buttons: Add, Edit, Move, Delete

Figure H-8: NETGEAR FWG114P IKE Policies (Post Configuration)

The FVS318 IKE Policy is now displayed in the IKE Policies page.

4. Click the VPN Policies link under the VPN category on the left side of the Settings management GUI. This will take you to the VPN Policies Menu page. Click Add Auto Policy. This will open a new screen titled VPN – Auto Policy.



VPN - Auto Policy

General

Policy Name:

IKE policy:

Remote VPN Endpoint: Address Type:
Address Data:

SA Life Time: (Seconds)
 (Kbytes)

IPsec PFS PFS Key Group:

Traffic Selector

Local IP:

Start IP address: . . .

Finish IP address: . . .

Subnet Mask: . . .

Figure H-9: NETGEAR FVS328 VPN – Auto Policy (part 1)

- Enter a unique name to identify this policy. This name is not supplied to the remote VPN endpoint. In our example we have used to318 as the Policy Name. In the Policy Name field type **to318**.
- From the IKE policy drop-down box, select the IKE Policy that was set up in the earlier step – the FVS318 IKE Policy.
- From the Remote VPN Endpoint Address Type drop-down box, select IP Address.
- Type the WAN IP Address of Gateway A (**14.15.16.17** in our example) in the Remote VPN Endpoint Address Data field.
- Type **300** in the SA Life Time (Seconds) field.
- Type **0** in the SA Life Time (Kbytes) field.
- Check the IPsec PFS check box.
- From the PFS Key Group drop-down box, select Group 2 (1024 Bit).
- From the Traffic Selector Local IP drop-down box, select Subnet address.
- Type the starting LAN IP Address of Gateway B (**172.23.9.1** in our example) in the Local IP Start IP Address field.
- Type the finishing LAN IP Address of Gateway B (**0.0.0.0** in our example) in the Local IP Finish IP Address field.
- Type the LAN Subnet Mask of Gateway B (**255.255.255.0** in our example) in the Local IP Subnet Mask field.

The screenshot shows a configuration window for a VPN policy. It is divided into three main sections: Remote IP, AH Configuration, and ESP Configuration. At the bottom are three buttons: Back, Apply, and Cancel.

Section	Field	Value
Remote IP	Subnet address	Subnet address
	Start IP address	10 . 5 . 6 . 1
	Finish IP address	0 . 0 . 0 . 0
	Subnet Mask	255 . 255 . 255 . 0
AH Configuration	Enable Authentication	<input type="checkbox"/>
	Authentication Algorithm	MD5
ESP Configuration	Enable Encryption	<input checked="" type="checkbox"/>
	Encryption Algorithm	3DES
	Enable Authentication	<input checked="" type="checkbox"/>
	Authentication Algorithm	MD5
	NETBIOS Enable	<input checked="" type="checkbox"/>

Figure H-10: NETGEAR FVS328 VPN – Auto Policy (part 2)

- From the Traffic Selector Remote IP drop-down box, select Subnet address.
 - Type the starting LAN IP Address of Gateway A (**10.5.6.1** in our example) in the Remote IP Start IP Address field.
 - Type the finishing LAN IP Address of Gateway A (**0.0.0.0** in our example) in the Remote IP Finish IP Address field.
 - Type the LAN Subnet Mask of Gateway A (**255.255.255.0** in our example) in the Remote IP Subnet Mask field.
 - From the AH Configuration Authentication Algorithm drop-down box, select MD5.
 - Select the Enable Encryption check box.
 - From the ESP Configuration Encryption Algorithm drop-down box, select 3DES.
 - Select the Enable Authentication check box.
 - From the ESP Configuration Authentication Algorithm drop-down box, select MD5.
 - Select the NETBIOS Enable check box.
5. Click the Apply Button. You will be taken back to the VPN Policies Menu page.

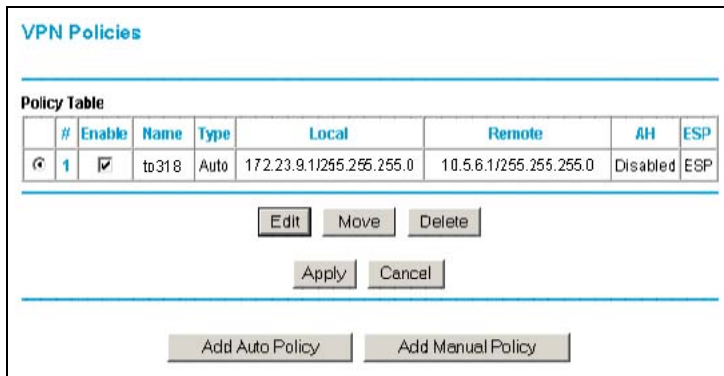


Figure H-11: NETGEAR FVS328 VPN Policies Menu (Post Configuration)

- When the screen returns to the VPN Policies, make sure the Enable check box is selected. Click the Apply button.

Test the VPN Connection

- From a PC behind the NETGEAR FVS318 or FVM318 Gateway A, attempt to ping the remote FWG114P Gateway B LAN Interface address (example address 172.23.9.1).
- From the FVS318 or FVM318, click the Router Status link on the left side of the Settings management menu. Click the Show VPN Status button. This will take you to the IPSec Connection Status Screen. If the connection is functioning properly, the State fields will show “Estab.”
- From the FVS328, click the VPN Status link under the VPN section of the main menu. The VPN Logs and status are displayed.

List of Glossary Terms

Use the list below to find definitions for technical terms used in this manual.

10BASE-T

IEEE 802.3 specification for 10 Mbps Ethernet over twisted pair wiring.

100BASE-Tx

IEEE 802.3 specification for 100 Mbps Ethernet over twisted pair wiring.

802.1x

802.1x defines port-based, network access control used to provide authenticated network access and automated data encryption key management.

The IEEE 802.1x draft standard offers an effective framework for authenticating and controlling user traffic to a protected network, as well as dynamically varying encryption keys. 802.1x uses a protocol called EAP (Extensible Authentication Protocol) and supports multiple authentication methods, such as token cards, Kerberos, one-time passwords, certificates, and public key authentication. For details on EAP specifically, refer to IETF's RFC 2284.

802.11b

IEEE specification for wireless networking at 11 Mbps using direct-sequence spread-spectrum (DSSS) technology and operating in the unlicensed radio spectrum at 2.4-2.5GHz.

802.11g

A soon to be ratified IEEE specification for wireless networking at 54 Mbps using direct-sequence spread-spectrum (DSSS) technology and operating in the unlicensed radio spectrum at 2.4GHz. 802.11g is backwards compatible with 802.11b.

Access Control List (ACL)

An ACL is a database that an Operating System uses to track each user's access rights to system objects (such as file directories and/or files).

Ad-hoc Mode

An 802.11 networking framework in which devices or stations communicate directly with each other, without the use of an access point (AP). Ad-hoc mode is also referred to as peer-to-peer mode or an Independent Basic Service Set (IBSS). Ad-hoc mode is useful for establishing a network where wireless infrastructure does not exist or where services are not required.

ADSL

Short for asymmetric digital subscriber line, a technology that allows data to be sent over existing copper telephone lines at data rates of from 1.5 to 9 Mbps when receiving data (known as the downstream rate) and from 16 to 640 Kbps when sending data (known as the upstream rate).

ADSL requires a special ADSL modem. ADSL is growing in popularity as more areas around the world gain access.

ARP

Address Resolution Protocol, a TCP/IP protocol used to convert an IP address into a physical address (called a DLC address), such as an Ethernet address.

A host wishing to obtain a physical address broadcasts an ARP request onto the TCP/IP network. The host on the network that has the IP address in the request then replies with its physical hardware address. There is also Reverse ARP (RARP) which can be used by a host to discover its IP address. In this case, the host broadcasts its physical address and a RARP server replies with the host's IP address.

Auto Uplink

Auto Uplink™ technology (also called MDI/MDIX) eliminates the need to worry about crossover vs. straight-through Ethernet cables. Auto Uplink™ will accommodate either type of cable to make the right connection.

Bandwidth

The information capacity, measured in bits per second, that a channel could transmit. Bandwidth examples include 10 Mbps for Ethernet, 100 Mbps for Fast Ethernet, and 1000 Mbps (1 Gbps) for Gigabit Ethernet.

Baud

The signaling rate of a line, that is, the number of transitions (voltage or frequency changes) made per second. Also known as line speed.

Broadcast

A packet sent to all devices on a network.

CA

A Certificate Authority is a trusted third-party organization or company that issues digital certificates used to create digital signatures and public-private key pairs.

Cat 5

Category 5 unshielded twisted pair (UTP) cabling. An Ethernet network operating at 10 Mbits/second (10BASE-T) will often tolerate low quality cables, but at 100 Mbits/second (10BASE-Tx) the cable must be rated as Category 5, or Cat 5 or Cat V, by the Electronic Industry Association (EIA).

This rating will be printed on the cable jacket. Cat 5 cable contains eight conductors, arranged in four twisted pairs, and terminated with an RJ45 type connector. In addition, there are restrictions on maximum cable length for both 10 and 100 Mbits/second networks.

Certificate Authority

A Certificate Authority is a trusted third-party organization or company that issues digital certificates used to create digital signatures and public-private key pairs.

The role of the CA in this process is to guarantee that the individual granted the unique certificate is, in fact, who he or she claims to be. Usually, this means that the CA has an arrangement with a financial institution, such as a credit card company, which provides it with information to confirm an individual's claimed identity. CAs are a critical component in data security and electronic commerce because they guarantee that the two parties exchanging information are really who they claim to be.

DHCP

An Ethernet protocol specifying how a centralized DHCP server can assign network configuration information to multiple DHCP clients. The assigned information includes IP addresses, DNS addresses, and gateway (router) addresses.

DMZ

Specifying a Default DMZ Server allows you to set up a computer or server that is available to anyone on the Internet for services that you have not defined. There are security issues with doing this, so only do this if you are willing to risk open access.

DNS

Short for Domain Name System (or Service), an Internet service that translates domain names into IP addresses.

Because domain names are alphabetic, they are easier to remember. The Internet however, is really based on IP addresses. Every time you use a domain name, therefore, a DNS service must translate the name into the corresponding IP address. For example, the domain name `www.example.com` might translate to `198.105.232.4`. The DNS system is, in fact, its own network. If one DNS server does not know how to translate a particular domain name, it asks another one, and so on, until the correct IP address is returned.

Domain Name

A descriptive name for an address or group of addresses on the Internet. Domain names are of the form of a registered entity name plus one of a number of predefined top level suffixes, such as `.com`, `.edu`, `.uk`, and so on. For example, in the address `mail.NETGEAR.com`, `mail` is a server name and `NETGEAR.com` is the domain.

DSL

Short for digital subscriber line, but is commonly used in reference to the asymmetric version of this technology (ADSL) that allows data to be sent over existing copper telephone lines at data rates of from 1.5 to 9 Mbps when receiving data (known as the downstream rate) and from 16 to 640 Kbps when sending data (known as the upstream rate).

ADSL requires a special ADSL modem. ADSL is growing in popularity as more areas around the world gain access.

Dynamic Host Configuration Protocol

DHCP. An Ethernet protocol specifying how a centralized DHCP server can assign network configuration information to multiple DHCP clients. The assigned information includes IP addresses, DNS addresses, and gateway (router) addresses.

EAP

Extensible Authentication Protocol is a general protocol for authentication that supports multiple authentication methods.

EAP, an extension to PPP, supports such authentication methods as token cards, Kerberos, one-time passwords, certificates, public key authentication and smart cards. In wireless communications using EAP, a user requests connection to a WLAN through an AP, which then requests the identity of the user and transmits that identity to an authentication server, such as RADIUS. The server asks the AP for proof of identity, which the AP gets from the user and then sends back to the server to complete the authentication. EAP is defined by RFC 2284.

ESSID

The Extended Service Set Identification (ESSID) is a thirty-two character (maximum) alphanumeric key identifying the wireless local area network.

Gateway

A local device, usually a router, that connects hosts on a local network to other networks.

IEEE

Institute of Electrical and Electronics Engineers. This American organization was founded in 1963 and sets standards for computers and communications.

IETF

Internet Engineering Task Force. An organization responsible for providing engineering solutions for TCP/IP networks. In the network management area, this group is responsible for the development of the SNMP protocol.

IP

Internet Protocol is the main internetworking protocol used in the Internet. Used in conjunction with the Transfer Control Protocol (TCP) to form TCP/IP.

IP Address

A four-byte number uniquely defining each host on the Internet, usually written in dotted-decimal notation with periods separating the bytes (for example, 134.177.244.57).

Ranges of addresses are assigned by Internic, an organization formed for this purpose.

ISP

Internet service provider.

Internet Protocol

The main internetworking protocol used in the Internet. Used in conjunction with the Transfer Control Protocol (TCP) to form TCP/IP.

LAN

A communications network serving users within a limited area, such as one floor of a building.

local area network

LAN. A communications network serving users within a limited area, such as one floor of a building. A LAN typically connects multiple personal computers and shared network devices, such as storage and printers. Although many technologies exist to implement a LAN, Ethernet is the most common for connecting personal computers.

MAC address

The Media Access Control address is a unique 48-bit hardware address assigned to every network interface card. Usually written in the form 01:23:45:67:89:ab.

Mbps

Megabits per second.

MD5

MD5 creates digital signatures using a one-way hash function, meaning that it takes a message and converts it into a fixed string of digits, also called a message digest.

When using a one-way hash function, one can compare a calculated message digest against the message digest that is decrypted with a public key to verify that the message has not been tampered with. This comparison is called a “hashcheck.”

MDI/MDIX

In cable wiring, the concept of transmit and receive are from the perspective of the computer, which is wired as a Media Dependant Interface (MDI). In MDI wiring, a computer transmits on pins 1 and 2. At the hub, switch, router, or access point, the perspective is reversed, and the hub receives on pins 1 and 2. This wiring is referred to as Media Dependant Interface - Crossover (MDI-X). See also Auto Uplink.

MTU

The size in bytes of the largest packet that can be sent or received.

NAT

A technique by which several hosts share a single IP address for access to the Internet.

NetBIOS

Network Basic Input Output System. An application programming interface (API) for sharing services and information on local-area networks (LANs). Provides for communication between stations of a network where each station is given a name. These names are alphanumeric names, 16 characters in length.

netmask

Combined with the IP address, the IP Subnet Mask allows a device to know which other addresses are local to it, and which must be reached through a gateway or router.

A number that explains which part of an IP address comprises the network address and which part is the host address on that network. It can be expressed in dotted-decimal notation or as a number appended to the IP address. For example, a 28-bit mask starting from the MSB can be shown as 255.255.255.192 or as /28 appended to the IP address.

Network Address Translation

A technique by which several hosts share a single IP address for access to the Internet.

packet

A block of information sent over a network. A packet typically contains a source and destination network address, some protocol and length information, a block of data, and a checksum.

Point-to-Point Protocol

PPP. A protocol allowing a computer using TCP/IP to connect directly to the Internet.

PPP

A protocol allowing a computer using TCP/IP to connect directly to the Internet.

PPPoA

PPPoA. PPP over ATM is a protocol for connecting remote hosts to the Internet over an always-on connection by simulating a dial-up connection.

PPPoE

PPPoE. PPP over Ethernet is a protocol for connecting remote hosts to the Internet over an always-on connection by simulating a dial-up connection.

PPP over ATM

PPPoA. PPP over ATM is a protocol for connecting remote hosts to the Internet over an always-on connection by simulating a dial-up connection.

PPP over Ethernet

PPPoE. PPP over Ethernet is a protocol for connecting remote hosts to the Internet over an always-on connection by simulating a dial-up connection.

PPTP

Point-to-Point Tunneling Protocol. A method for establishing a virtual private network (VPN) by embedding Microsoft's network protocol into Internet packets.

PSTN

Public Switched Telephone Network.

RADIUS

Short for Remote Authentication Dial-In User Service, RADIUS is an authentication system. Using RADIUS, you must enter your user name and password before gaining access to a network. This information is passed to a RADIUS server, which checks that the information is correct, and then authorizes access. Though not an official standard, the RADIUS specification is maintained by a working group of the IETF.

RIP

A protocol in which routers periodically exchange information with one another so that they can determine minimum distance paths between sources and destinations.

router

A device that forwards data between networks. An IP router forwards data based on IP source and destination addresses.

SSID

A Service Set Identification is a thirty-two character (maximum) alphanumeric key identifying a wireless local area network. For the wireless devices in a network to communicate with each other, all devices must be configured with the same SSID.

This is typically the configuration parameter for a wireless computer card. It corresponds to the ESSID in the wireless Access Point and to the wireless network name. *See also* Wireless Network Name and ESSID.

Subnet Mask

Combined with the IP address, the IP Subnet Mask allows a device to know which other addresses are local to it, and which must be reached through a gateway or router.

TLS

Short for Transport Layer Security, TLS is a protocol that guarantees privacy and data integrity between client/server applications communicating over the Internet.

The TLS protocol is made up of two layers. The TLS Record Protocol ensures that a connection is private by using symmetric data encryption and ensures that the connection is reliable. The second TLS layer is the TLS Handshake Protocol, which allows authentication between the server and client and the negotiation of an encryption algorithm and cryptographic keys before data is transmitted or received. Based on Netscape's SSL 3.0, TLS supercedes and is an extension of SSL. TLS and SSL are not interoperable.

Universal Plug and Play

UPnP. A networking architecture that provides compatibility among networking technology. UPnP compliant routers provide broadband users at home and small businesses with a seamless way to participate in online games, videoconferencing and other peer-to-peer services.

UTP

Unshielded twisted pair is the cable used by 10BASE-T and 100BASE-Tx Ethernet networks.

WAN

A long distance link used to extend or connect remotely located local area networks. The Internet is a large WAN.

WEP

Wired Equivalent Privacy is a data encryption protocol for 802.11b wireless networks.

All wireless nodes and access points on the network are configured with a 64-bit or 128-bit Shared Key for data encryption.

wide area network

WAN. A long distance link used to extend or connect remotely located local area networks. The Internet is a large WAN.

Wi-Fi

A trade name for the 802.11b wireless networking standard, given by the Wireless Ethernet Compatibility Alliance (WECA, see <http://www.wi-fi.net>), an industry standards group promoting interoperability among 802.11b devices.

Windows Internet Naming Service

WINS. Windows Internet Naming Service is a server process for resolving Windows-based computer names to IP addresses.

If a remote network contains a WINS server, your Windows PCs can gather information from that WINS server about its local hosts. This allows your PCs to browse that remote network using the Windows Network Neighborhood feature.

WINS

WINS. Windows Internet Naming Service is a server process for resolving Windows-based computer names to IP addresses.

Wireless Network Name (SSID)

Wireless Network Name (SSID) is the name assigned to a wireless network. This is the same as the SSID or ESSID configuration parameter.

WPA

Wi-Fi Protected Access (WPA) is a specification of standards-based, interoperable security enhancements that increase the level of data protection and access control for existing and future wireless LAN systems.

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