

Appendix B

Network, Routing, Firewall, and Basics

This chapter provides an overview of IP networks, routing, and networking.

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. The 54 Mbps Wireless Router WGR614 v6 is a small office router that routes the IP protocol over a single-user broadband connection.

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 WGR614 v6 router 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 follow figure shows the three main address classes, including network and host sections of the address for each address type.

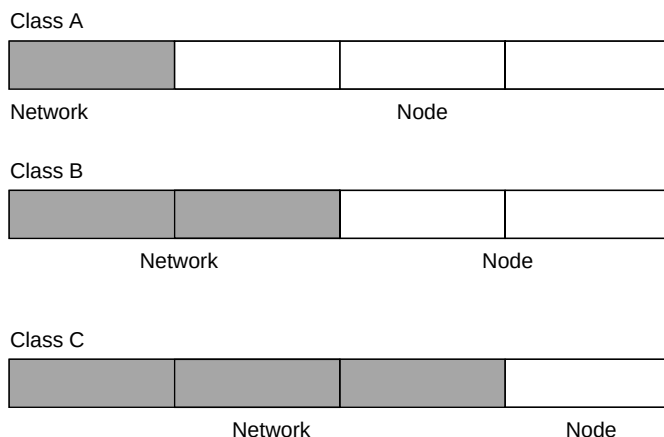


Figure B-1: Three Main Address Classes

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 B-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 8-1. 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 8-2. 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

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

Choose your private network number from this range. The DHCP server of the WGR614 v6 router 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 WGR614 v6 router 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.

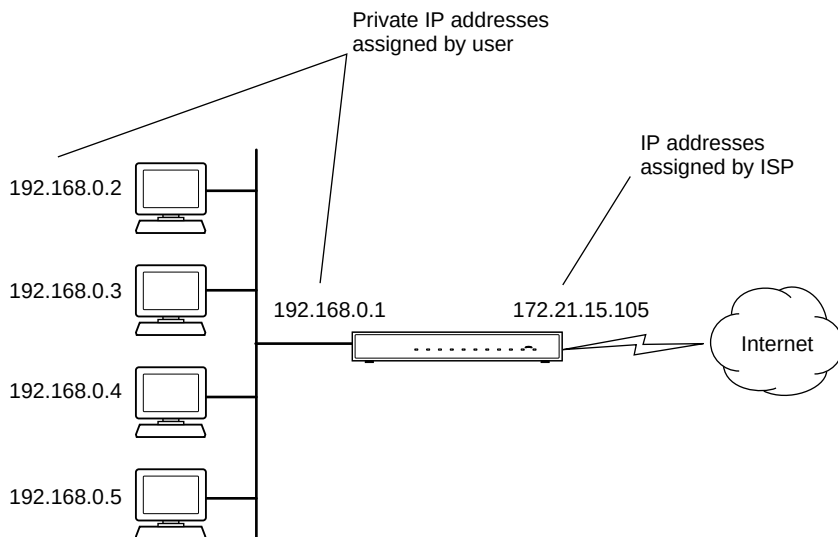


Figure B-3: Single IP Address Operation Using NAT

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 computer (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 computer accesses a resource by its descriptive name, it first contacts a DNS server to obtain the IP address of the resource. The computer 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 computer 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 computer 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 WGR614 v6 router has the capacity to act as a DHCP server.

The WGR614 v6 router 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 process, the network behind the 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 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

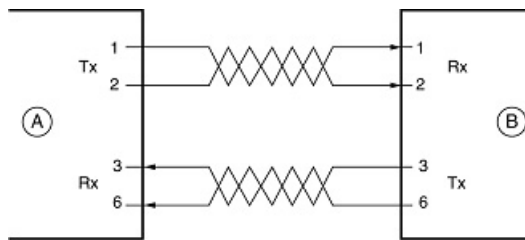
The patch panel and other connecting hardware must meet the requirements for 100 Mbps operation (Category 5). Only 0.5 inch (1.5 cm) of untwist in the wire pair is allowed at any termination point.

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.

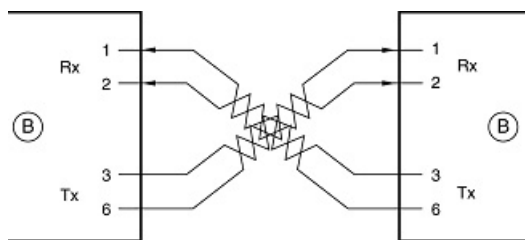
Figure B-4 illustrates straight-through twisted pair cable.



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-4: Straight-Through Twisted-Pair Cable

Figure B-5 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-5: Crossover Twisted-Pair Cable

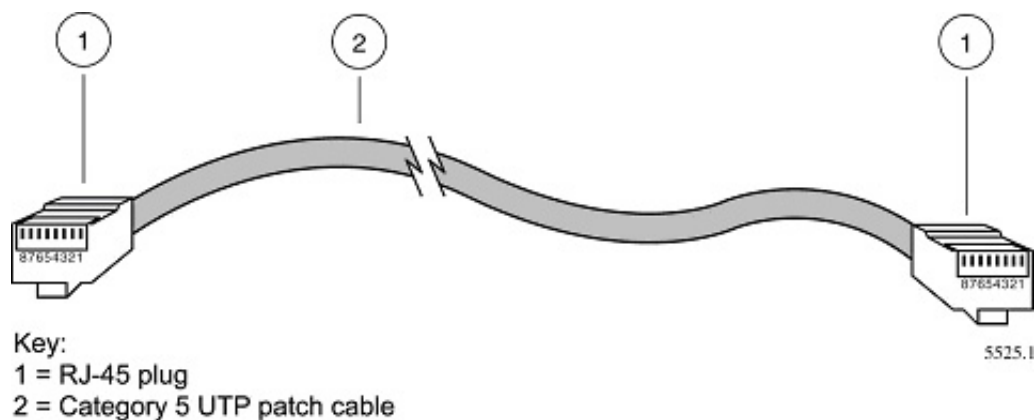


Figure B-6: Category 5 UTP Cable with Male RJ-45 Plug at Each End

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 computer, which is wired as Media Dependant Interface (MDI). In this wiring, the computer 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 computer to a computer, 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 green pairs will be exchanged from one connector to the other.

The WGR614 v6 router 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 computer) 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 54 Mbps Wireless Router WGR614 v6 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-21](#) or [“Obtaining ISP Configuration Information for Macintosh Computers”](#) on [page C-22](#) for further information.

What You Need To Use a Router with a Broadband Modem

You need to prepare these three things before you begin:

Cabling and Computer Hardware

To use the WGR614 v6 router on your network, each computer must have an 802.11g or 802.11b wireless adapter or an installed Ethernet Network Interface Card (NIC) and an Ethernet cable. If the computer will connect to your network using an Ethernet NIC at 100 Mbps, you must use a Category 5 (Cat 5) cable such as the one provided with your router. For an explanation of Ethernet cabling, see [“Ethernet Cabling”](#) on [page B-11](#). The cable or DSL broadband modem must provide a standard 10 Mbps (10BASE-T) or 100 Mbps (100BASE-Tx) Ethernet interface.

Computer Network Configuration Requirements

The WGR614 v6 includes a built-in Web Configuration Manager. To access the configuration menus on the WGR614 v6, you must use a Java-enabled Web browser program which supports HTTP uploads such as Microsoft Internet Explorer or Netscape Navigator. Use Internet Explorer or Netscape Navigator 4.0 or above.

For the initial setup of your router, you will need to connect a computer to the router. This computer has to be set to automatically get its TCP/IP configuration from the router via DHCP.

Note: For help with DHCP configuration, please use the Windows TCP/IP Configuration Tutorials on the *NETGEAR 54 Mbps Wireless Router WGR614 v6 Resource CD (230-10091-01)*, or in this appendix.

Internet Configuration Requirements

Depending on how your Internet service set up your account, you may need one or more of these configuration parameters to connect your router to the Internet:

- Host and Domain Names
- ISP Login Name and Password
- ISP Domain Name Server (DNS) Addresses
- Fixed IP Address which is also known as Static IP Address

Where Do I Get the Internet Configuration Parameters?

There are several ways you can gather the required Internet connection information.

- Your Internet service provides all the information needed to connect to the Internet. If you cannot locate this information, you can ask your Internet service to provide it or you can try one of the options below.
- If you have a computer already connected using the Internet, you can gather the configuration information from that computer.
 - For Windows 95/98/ME, open the Network control panel, select the TCP/IP entry for the Ethernet adapter, and click Properties. Record all the settings for each tab page.
 - For Windows 2000/XP, open the Local Area Network Connection, select the TCP/IP entry for the Ethernet adapter, and click Properties. Record all the settings for each tab page.
 - For Macintosh computers, record the settings in the TCP/IP or Network control panel.
- You may also refer to the *NETGEAR 54 Mbps Wireless Router WGR614 v6 Resource CD (230-10091-01)* for the NETGEAR Router ISP Guide which provides Internet connection information for many ISPs.

Once you locate your Internet configuration parameters, you may want to record them on the page below.

Record Your Internet Connection Information

Print this page. Fill in the configuration parameters from your Internet Service Provider (ISP).

ISP Login Name: The login name and password are case sensitive and must be entered exactly as given by your ISP. Some ISPs use your full e-mail address as the login name. The Service Name is not required by all ISPs. If you connect using a login name and password, enter the following:

Login Name: _____

Password: _____

Service Name: _____

Fixed or Static IP Address: If you have a static IP address, record the following information. For example, 169.254.141.148 could be a valid IP address.

Fixed or Static Internet IP Address: _____

Gateway IP Address: _____

Subnet Mask: _____

ISP DNS Server Addresses: If you were given DNS server addresses, fill in the following:

Primary DNS Server IP Address: _____

Secondary DNS Server IP Address: _____

Host and Domain Names: Some ISPs use a specific host or domain name like **CCA7324-A** or **home**. If you haven't been given host or domain names, you can use the following examples as a guide:

- If your main e-mail account with your ISP is **aaa@yyy.com**, then use **aaa** as your host name. Your ISP might call this your account, user, host, computer, or system name.
- If your ISP's mail server is **mail.xxx.yyy.com**, then use **xxx.yyy.com** as the domain name.

ISP Host Name: _____ ISP Domain Name: _____

For Wireless Access: See the configuration worksheet at [“Information to Gather Before Changing Basic Wireless Settings”](#) on page 4-6.

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 computer, 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 computer and the firewall must be assigned a unique IP addresses. Each computer 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 computer 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, “Network, Routing, Firewall, and Basics.”](#)”

The WGR614 v6 router is shipped preconfigured as a DHCP server. The firewall assigns the following TCP/IP configuration information automatically when the PCs 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.

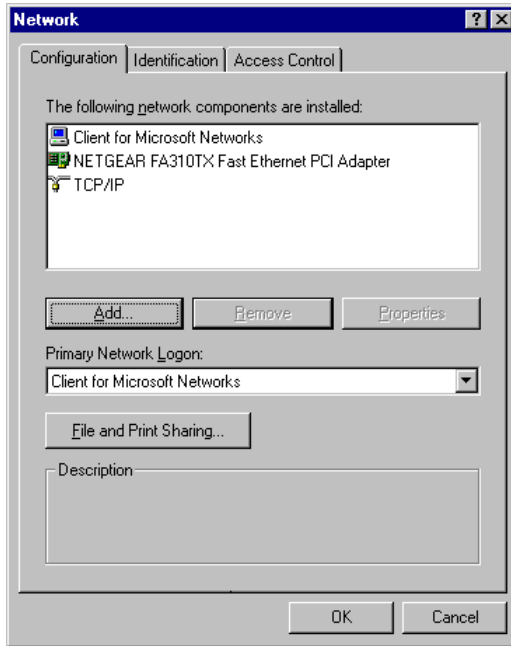
Install or Verify Windows Networking Components

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 in Windows 95B, 98, and Me

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 a DHCP server in the network.

You will find there are many similarities in the procedures for different Windows systems when using DHCP to configure TCP/IP.

The following steps will walk you through the configuration process for each of these versions of Windows.

1

Locate your **Network Neighborhood** icon.

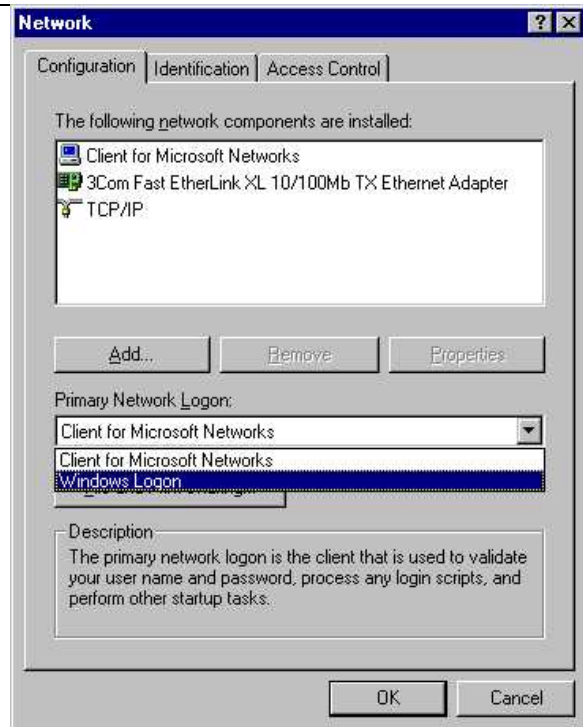
- If the Network Neighborhood icon is on the Windows desktop, position your mouse pointer over it and right-click your mouse button.
- If the icon is not on the desktop,
 - Click **Start** on the task bar located at the bottom left of the window.
 - Choose **Settings**, and then **Control Panel**.
 - Locate the **Network Neighborhood** icon and click on it. This will open the Network panel as shown below.

2

Verify the following settings as shown:

- Client for Microsoft Network exists
- Ethernet adapter is present
- TCP/IP is present
- **Primary Network Logon** is set to Windows logon

Click on the **Properties** button. The following TCP/IP Properties window will display.

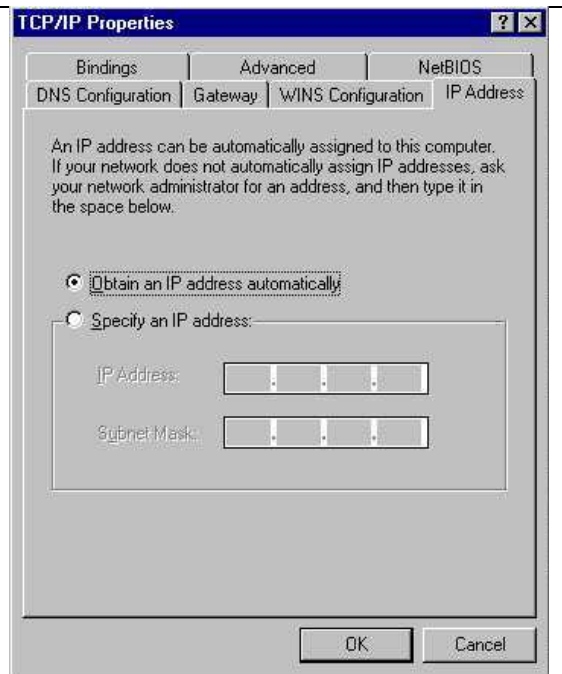


3

- By default, the **IP Address** tab is open on this window.
- Verify the following:
 - Obtain an IP address automatically** is selected. If not selected, click in the radio button to the left of it to select it. This setting is required to enable the DHCP server to automatically assign an IP address.
 - Click **OK** to continue.

Restart the PC.

Repeat these steps for each PC with this version of Windows 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 *winipcfg.exe*:

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

2. Type **winipcfg**, 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 for connecting through a router or gateway:

- 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 NT4, 2000 or XP for IP Networking

As part of the PC preparation process, you may need to 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 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. Then, restart your PC.

DHCP Configuration of TCP/IP in Windows XP, 2000, or NT4

You will find there are many similarities in the procedures for different Windows systems when using DHCP to configure TCP/IP.

The following steps will walk you through the configuration process for each of these versions of Windows.

DHCP Configuration of TCP/IP in Windows XP

1

Locate your **Network Neighborhood** icon.

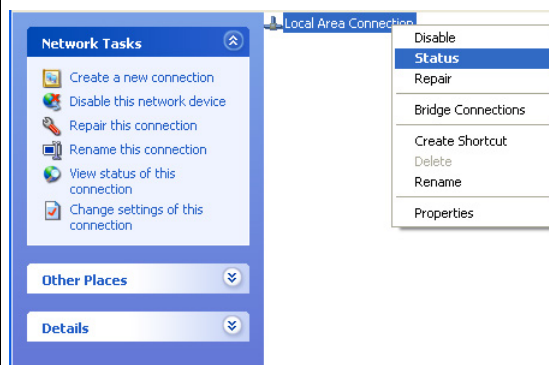
- Select **Control Panel** from the Windows XP new Start Menu.
- Select the **Network Connections** icon on the Control Panel. This will take you to the next step.

2

- Now the Network Connection window displays.

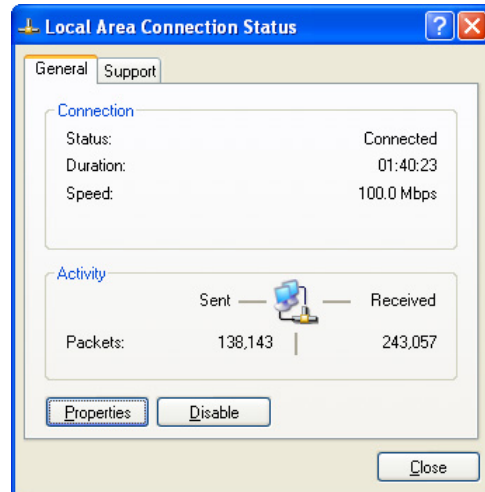
The Connections List that shows all the network connections set up on the PC, located to the right of the window.

- Right-click on the **Connection** you will use and choose **Status**.



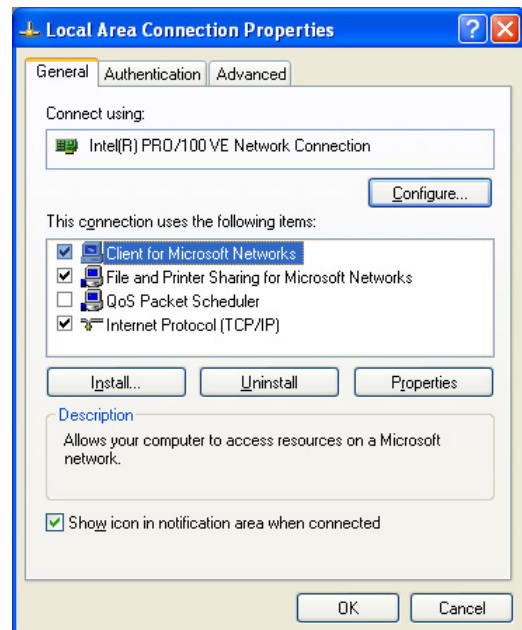
3

- Now you should be at the Local Area Network Connection Status window. This box displays the connection status, duration, speed, and activity statistics.
- Administrator logon access rights are needed to use this window.
- Click the **Properties** button to view details about the connection.



4

- The TCP/IP details are presented on the Support tab page.
- Select **Internet Protocol**, and click **Properties** to view the configuration information.

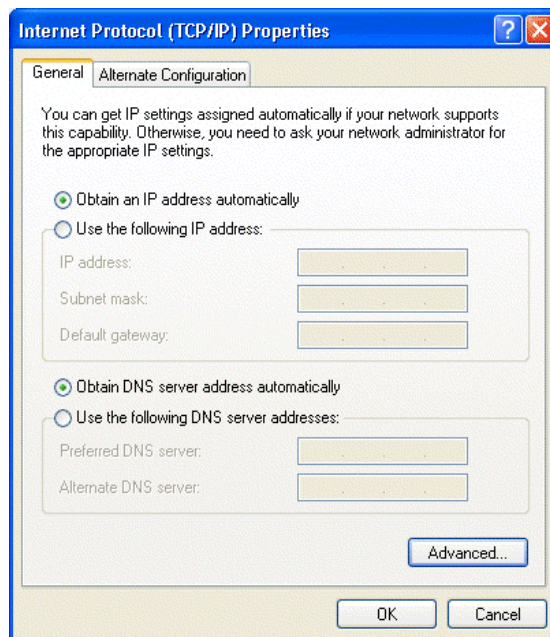


5

- Verify that the **Obtain an IP address automatically** radio button is selected.
- Verify that **Obtain DNS server address automatically** radio button is selected.
- Click the **OK** button.

This completes the DHCP configuration of TCP/IP in Windows XP.

Repeat these steps for each PC with this version of Windows on your network.



DHCP Configuration of TCP/IP in Windows 2000

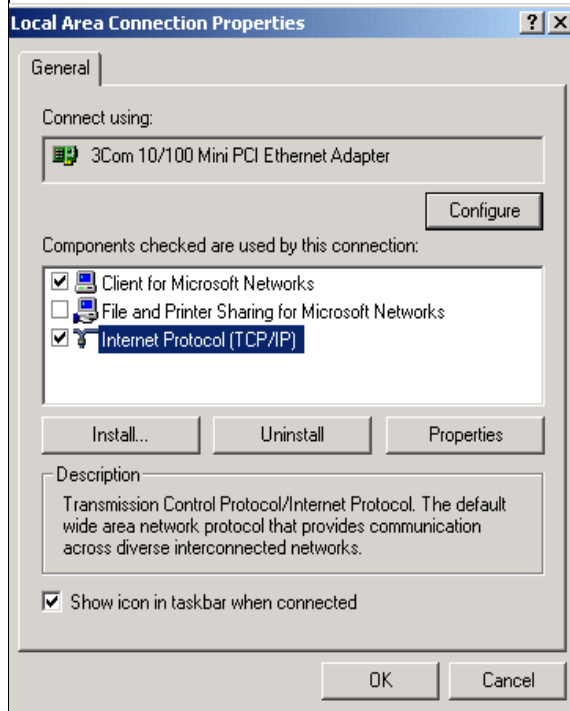
Once again, after you have installed the network card, TCP/IP for Windows 2000 is configured. TCP/IP should be added by default and set to DHCP without your having to configure it. However, if there are problems, follow these steps to configure TCP/IP with DHCP for Windows 2000.

1

- Click on the **My Network Places** icon on the Windows desktop. This will bring up a window called Network and Dial-up Connections.
- Right click on **Local Area Connection** and select **Properties**.

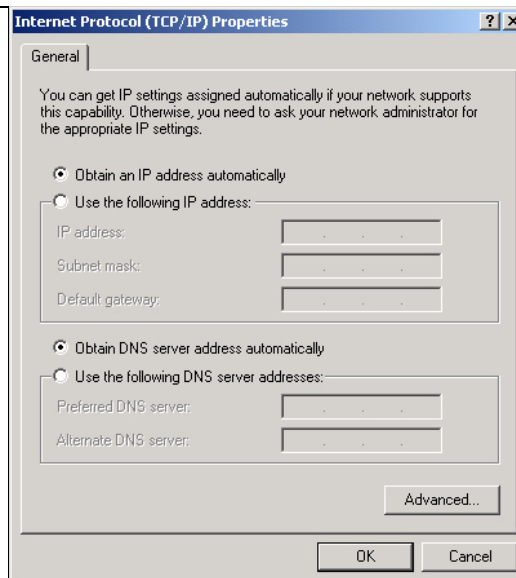
2

- The **Local Area Connection Properties** dialog box appears.
- Verify that you have the correct Ethernet card selected in the **Connect using:** box.
- Verify that at least the following two items are displayed and selected in the box of “Components checked are used by this connection:”
 - Client for Microsoft Networks and
 - Internet Protocol (TCP/IP)
- Click **OK**.



3

- With Internet Protocol (TCP/IP) selected, click on **Properties** to open the Internet Protocol (TCP/IP) Properties dialogue box.
- Verify that
 - **Obtain an IP address automatically** is selected.
 - **Obtain DNS server address automatically** is selected.
- Click **OK** to return to Local Area Connection Properties.

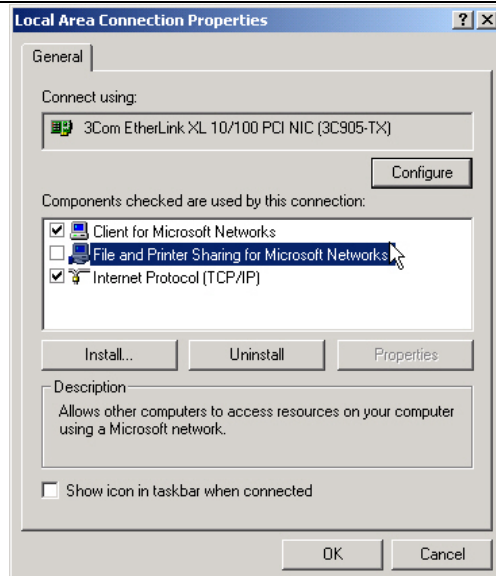


4

- Click **OK** again to complete the configuration process for Windows 2000.

Restart the PC.

Repeat these steps for each PC with this version of Windows on your network.



DHCP Configuration of TCP/IP in Windows NT4

Once you have installed the network card, you need to configure the TCP/IP environment for Windows NT 4.0. Follow this procedure to configure TCP/IP with DHCP in Windows NT 4.0.

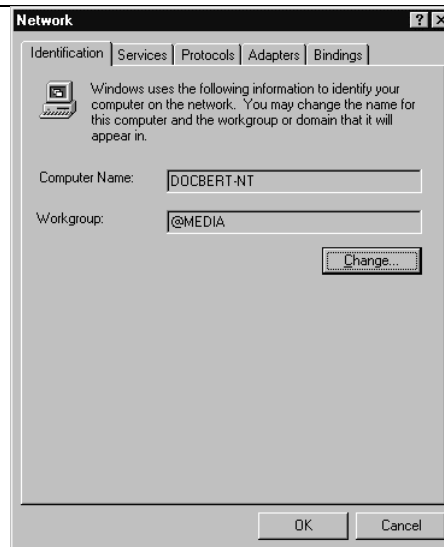
1

- Choose **Settings** from the Start Menu, and then select **Control Panel**.
This will display Control Panel window.

2

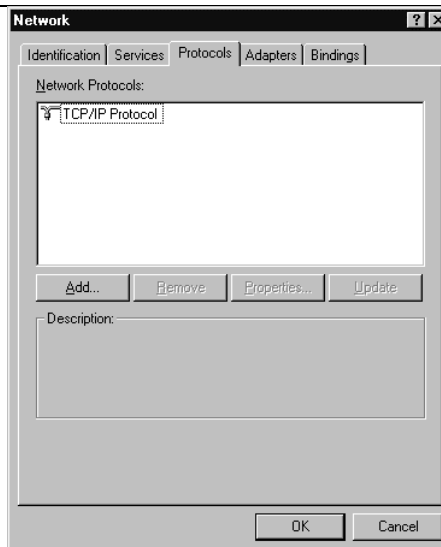
- Double-click the **Network** icon in the Control Panel window.

The Network panel will display.
- Select the **Protocols** tab to continue.



3

- Highlight the **TCP/IP Protocol** in the **Network Protocols** box, and click on the **Properties** button.

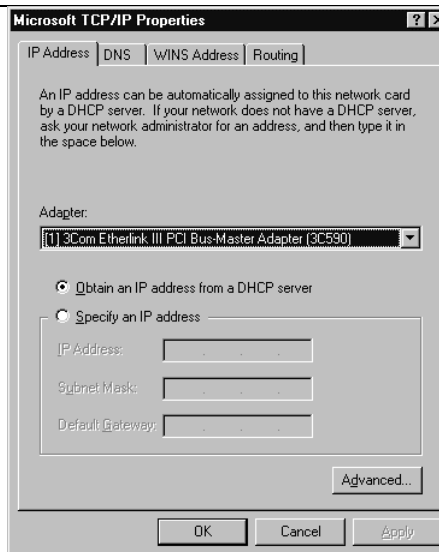


4

- The **TCP/IP Properties** dialog box now displays.
- Click the **IP Address** tab.
- Select the radio button marked **Obtain an IP address from a DHCP server**.
- Click **OK**. This completes the configuration of TCP/IP in Windows NT.

Restart the PC.

Repeat these steps for each PC with this version of Windows on your network.



Verifying TCP/IP Properties for Windows XP, 2000, and NT4

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 for connecting through a router or gateway:

- 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**

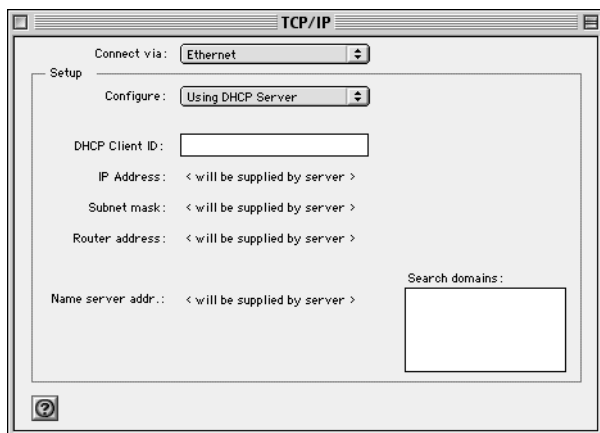
Configuring the Macintosh for TCP/IP Networking

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.

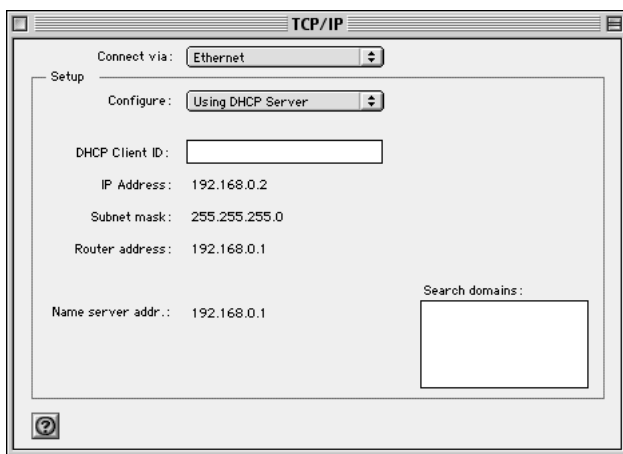
MacOS X

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 PCs 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 used 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 WGR614 v6 router. 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 WGR614 v6 router. 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've 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 WGR614 v6 router, you are ready to access and configure the firewall.

Appendix D

Wireless Networking Basics

Wireless Networking Overview

The WGR614 v6 router conforms to the Institute of Electrical and Electronics Engineers (IEEE) 802.11g standard for wireless LANs (WLANs). On an 802.11 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 802.11g wireless link is 54 Mbps, but it will automatically back down from 54 Mbps when the radio signal is weak or when interference is detected.

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.

Wireless Channels

IEEE 802.11g/b 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 are listed in [Table D-1](#):

Table D-1. 802.11g 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
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.

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.

WEP Wireless Security

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 two types of authentication methods, Open System and Shared Key. With Open System authentication, a wireless computer can join any network and receive any messages that are not encrypted. With Shared Key authentication, only those computers that possess the correct authentication key can join the network. By default, IEEE 802.11 wireless devices operate in an Open System network. Recently, Wi-Fi, the Wireless Ethernet Compatibility Alliance (<http://www.wi-fi.net>) developed the Wi-Fi Protected Access (WPA), a new strongly enhanced Wi-Fi security. WPA will soon be incorporated into the IEEE 802.11 standard. WEP and WPA are discussed below.

WEP 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 WGR614 v6:

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 WEP 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.

WEP Open System Authentication

This process is illustrated in below.

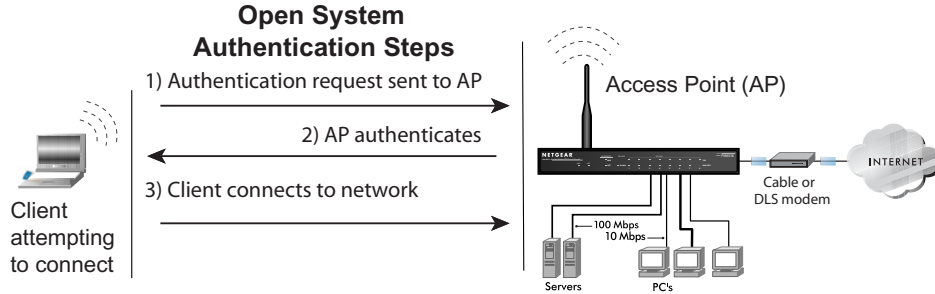


Figure D-1: 802.11 open system authentication

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.

WEP Shared Key Authentication

This process is illustrated in below.

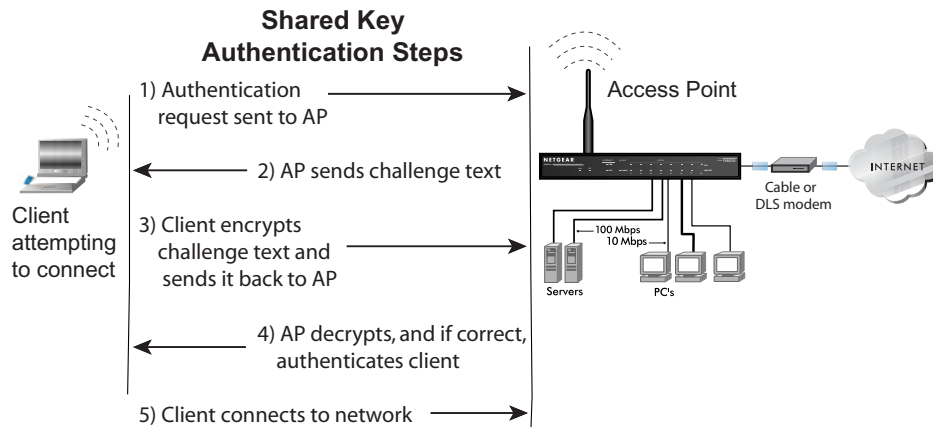


Figure D-2: 802.11 shared key authentication

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 (i.e., 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.

Key Size and Configuration

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, 802.11g 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.

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.

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, etc.

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.

How to Use WEP Parameters

Wired Equivalent Privacy (WEP) data encryption is used when the wireless devices are configured to operate in Shared Key authentication mode. There are two shared key methods implemented in most commercially available products, 64-bit and 128-bit WEP data encryption.

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 802.11g device decrypts the data using the same WEP Key. For authentication purposes, the 802.11g 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 802.11 device decrypts the data using the same WEP Key. For authentication purposes, the 802.11 network uses Shared Key Authentication.

Note: Some 802.11 access points also support **Use WEP for Authentication Only** (Shared Key Authentication without data encryption). However, the WGR614 v6 does not offer this option.

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 802.11g (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 short comings 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 don't 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
- Support for a Mixture of WPA and WEP Wireless Clients

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 (e.g., user names and passwords) and authenticates wireless users before they gain access to the network.

The strength 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'll talk more 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

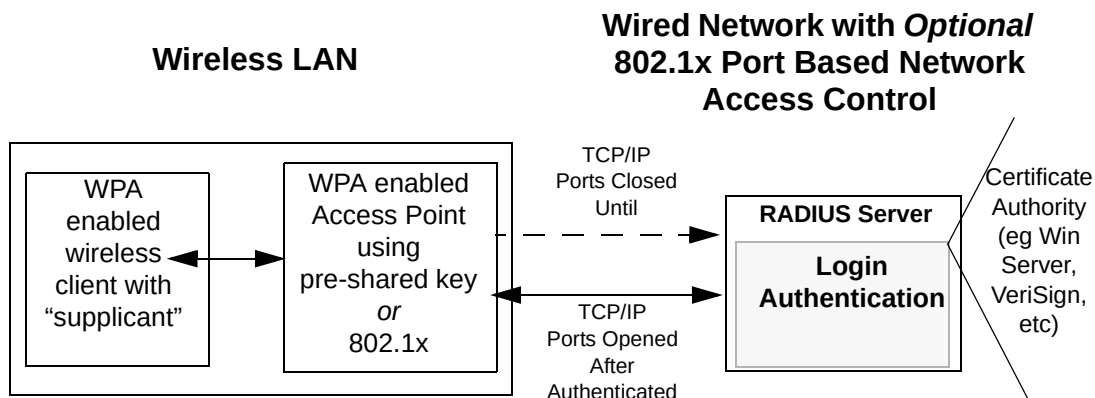


Figure D-3: WPA Overview

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's important to note that 802.1x doesn't 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 preshared 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.

Client with a WPA-enabled wireless adapter and supplicant (Win XP, Funk, Meetinghouse, etc.)

For example, a WPA-enabled AP

For example, a RADIUS server

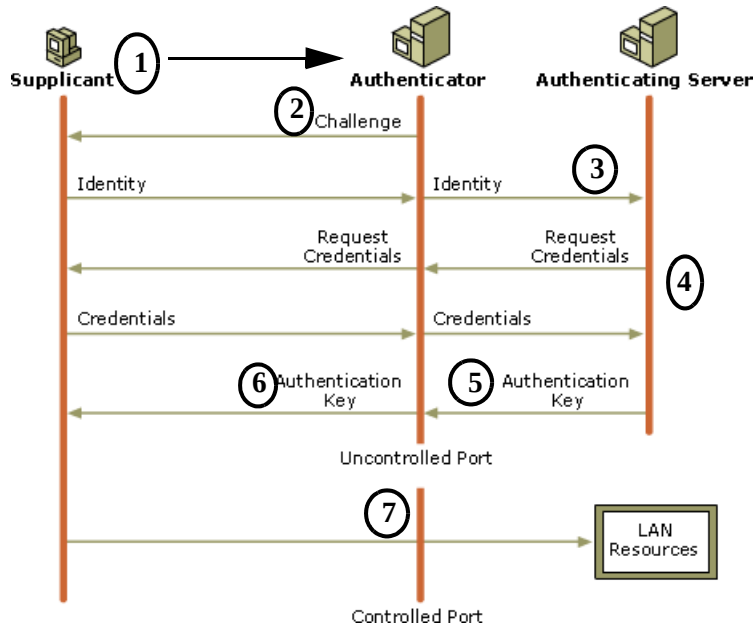


Figure D-4: 802.1x Authentication Sequence

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 (i.e., client device) attempting to connect with an authenticator (i.e., 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 (e.g., 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 code* (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.

AES Support

One of the encryption methods supported by WPA beside 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 was 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) check 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 includes 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

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 network adapters must have their firmware 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 (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 you 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 following Microsoft Web site.

Glossary

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

List of Glossary Terms

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.

802.11a

IEEE specification for wireless networking at 54 Mbps operating in unlicensed radio bands over 5GHz.

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 2.5GHz.

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 2.5GHz. 802.11g is backwards compatible with 802.11b.

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.

AES

Advanced Encryption Standard, a symmetric 128-bit block data encryption technique.

It is an iterated block cipher with a variable block length and a variable key length. The block length and the key length can be independently specified to 128, 192 or 256 bits. The U.S government adopted the algorithm as its encryption technique in October 2000, replacing the DES encryption it used. AES works at multiple network layers simultaneously.

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.

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.

Denial of Service attack

DoS. A hacker attack designed to prevent your computer or network from operating or communicating.

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

A Demilitarized Zone is used by a company that wants to host its own Internet services without sacrificing unauthorized access to its private network.

The DMZ sits between the Internet and an internal network's line of defense, usually some combination of firewalls and bastion hosts. Typically, the DMZ contains devices accessible to Internet traffic, such as Web (HTTP) servers, FTP servers, SMTP (e-mail) servers and DNS servers.

DNS

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

Because domain names are alphabetic, they're 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 doesn't 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`, etc. For example, in the address `mail.NETGEAR.com`, `mail` is a server name and `NETGEAR.com` is the domain.

DoS

A hacker attack designed to prevent your computer or network from operating or communicating.

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.

DSLAM

DSL Access Multiplexor. The piece of equipment at the telephone company central office that provides the ADSL signal.

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.

ESP

Encapsulating Security Payload.

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.

IETF

Internet Engineering Task Force. Working groups of the IETF propose standard protocols and procedures for the Internet, which are published as RFCs (Request for Comment) at www.ietf.org.

An open international community of network designers, operators, vendors, and researchers concerned with the evolution of the Internet architecture and the smooth operation of the Internet.

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.

IPX

Short for Internetwork Packet Exchange, a networking protocol used by the Novell NetWare operating systems.

Like UDP/IP, IPX is a datagram protocol used for connectionless communications. Higher-level protocols, such as SPX and NCP, are used for additional error recovery services.

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.

LDAP

A set of protocols for accessing information directories.

Lightweight Directory Access Protocol

LDAP. A set of protocols for accessing information directories.

LDAP is based on the standards contained within the X.500 standard, but is significantly simpler. And unlike X.500, LDAP supports TCP/IP, which is necessary for any type of Internet access. Because it's a simpler version of X.500, LDAP is sometimes called *X.500-lite*.

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.

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 AES.

Maximum Receive Unit

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

Maximum Transmit Unit

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

Most Significant Bit or Most Significant Byte

MSB. The portion of a number, address, or field that is farthest left when written as a single number in conventional hexadecimal ordinary notation. The part of the number having the most value.

MRU

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

MSB

MSB. The portion of a number, address, or field that is farthest left when written as a single number in conventional hexadecimal ordinary notation. The part of the number having the most value.

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

The Network Basic Input Output System is 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, up to 16 characters in length.

Network Address Translation

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

NIC

Network Interface Card. An adapter in a computer which provides connectivity to a network.

NID

Network Interface Device. The point of demarcation, where the telephone line comes into the house.

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.

Perfect Forward Secrecy

Perfect Forward Secrecy (PFS) provides additional security by means of a Diffie-Hellman shared secret value. With PFS, if one key is compromised, previous and subsequent keys are secure because they are not derived from previous keys.

PKIX

PKIX. The most widely used standard for defining digital certificates.

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.

RFC

Request For Comment. Refers to documents published by the Internet Engineering Task Force (IETF) proposing standard protocols and procedures for the Internet. RFCs can be found at www.ietf.org.

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.

Routing Information Protocol

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

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 PC 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

A mask used to determine what subnet an IP address belongs to. Subnetting enables a network administrator to further divide an IP address into two or more subnets.

An IP address has two components, the network address and the host address. For example, consider the IP address 150.215.017.009. Assuming this is part of a Class B network, the first two numbers (150.215) represent the Class B network address, and the second two numbers (017.009) identify a particular host on this network.

Subnetting enables the network administrator to further divide the host part of the address into two or more subnets. In this case, a part of the host address is reserved to identify the particular subnet. This is easier to see if we show the IP address in binary format. The full address is: 10010110.11010111.00010001.00001001

The Class B network part is: 10010110.11010111

and the host address is 00010001.00001001

If this network is divided into 14 subnets, however, then the first 4 bits of the host address (0001) are reserved for identifying the subnet.

The subnet mask is the network address plus the bits reserved for identifying the subnetwork. (By convention, the bits for the network address are all set to 1, though it would also work if the bits were set exactly as in the network address.) In this case, therefore, the subnet mask would be

11111111.11111111.11110000.00000000. It's called a mask because it can be used to identify the subnet to which an IP address belongs by performing a bitwise AND operation on the mask and the IP address. The result is the subnetwork address: Subnet Mask 255.255.240.000 11111111.11111111.11110000.00000000
IP Address 150.215.017.009 10010110.11010111.00010001.00001001
Subnet Address 150.215.016.000 10010110.11010111.00010000.00000000

The subnet address, therefore, is 150.215.016.000.

TCP/IP

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

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

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

WEB Proxy Server

A Web proxy server is a specialized HTTP server that allows clients access to the Internet from behind a firewall.

The proxy server listens for requests from clients within the firewall and forwards these requests to remote Internet servers outside the firewall. The proxy server reads responses from the external servers and then sends them to internal client clients.

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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