PORT FORWARDING HOW-TO

Speedtouch CPE

Uvod u port forwarding

Port forwarding je prosljeđivanje vanjskih portova na Internetu prema nekom računalu unutar LAN-a. Time činimo servise (npr: HTTP, FTP, DNS server) unutar LAN-a dostupnima preko Interneta.

Za pravilno podešavanje port forwarding-a potrebno je znati na kojem se portu ili dometu portova pokreće naš interni servis te na kojem portu želimo isti servis napraviti dostupnim preko Interneta, te koji protokol koristi naš servis (TCP ili UDP).

Uobičajeno se servisi pokreću na tzv. well-known i registered portovima (portovi specificirani od strane IANA-e).

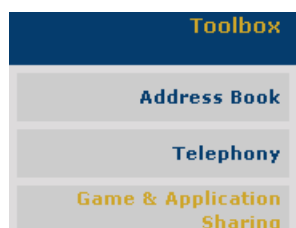**Popis najčešće korištenih servisa:**

Servis	Port / Protokol
HTTP	80 / TCP
FTP	20 – 21 / TCP
SSH	22 / TCP
Telnet	23 / TCP
DNS	53 / TCP & UDP
TFTP	69 / UDP
SMTP	25 / TCP
POP3	110 / TCP
IMAP3	220 / TCP & UDP
HTTPS	443 / TCP
PPTP (Windows VPN)	1723 / TCP
Remote Desktop	3389 / TCP
IRC server	6667 / TCP
Xbox Live	88 / UDP
IPSEC	500 / UDP

Popis svih portova se može pronaći na http://www.iana.org/assignments/port-numbers.

Konfiguracija port forwardinga za određene servise na Speedtouch CPE uređajima preko web sučelja

1. Kreiranje servisa na CPE-u *(primjer kreiranja HTTP-a i FTP-a)*

Kreiranje HTTP-a:

New Game or Application

Enter the name of the new game or application.

Name: HTTP only

Select how you want to define the new game or application.

○ Manual Entry of Port Maps

Next | Cancel

HTTP only

- **Game or Application Name**

New Name: HTTP only

Apply | Cancel

- **Game or Application Definition**

A game or application is made of one or more TCP/UDP port ranges. Each incoming port range can be translated into a different internal (local network) port range. Port ranges can be statically assigned to devices or dynamically assigned using an outgoing trigger.

Protocol	Port Range	Translate To ...	Trigger Protocol	Trigger Port	
No port maps defined for this game or application.					
TCP ▼	80 to 80		TCP ▼		Add

- **Protocol** i **Trigger Protocol** – izabrati na protokol na kojem radi servis
  - **HTTP** radi na TCP
- **Port range –** izabrati port (ili domet portova – ako se radi samo o jednom portu upisati jedan te isti)
  - **HTTP** radi na portu 80
- **Translate To** i **Trigger Port –** ostaviti prazno
- Klikni **Add**

HTTP only

- **Game or Application Name**

New Name: HTTP only

Apply | Cancel

- **Game or Application Definition**

A game or application is made of one or more TCP/UDP port ranges. Each incoming port range can be translated into a different internal (local network) port range. Port ranges can be statically assigned to devices or dynamically assigned using an outgoing trigger.

Protocol	Port Range	Translate To ...	Trigger Protocol	Trigger Port	
TCP	80 - 80	80 - 80	-	-	Edit Delete
Any ▼	to		Any ▼		Add

- Nakon dodavanja portova u servis, pokazat će se ovakav prozor.

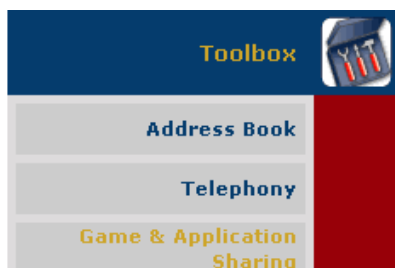- Klini **Apply.**

Kreiranje FTP-a:

- **Protocol** i **Trigger Protocol** – izabrati na protokol na kojem radi servis
  - o **FTP** radi na TCP
- **Port range –** izabrati port (ili domet portova – ako se radi samo o jednom portu upisati jedan te isti)
  - o **FTP** radi na portu 20 i 21

- **Translate To** i **Trigger Port –** ostaviti prazno
- Kliknite **Add**

2. Pridjeljivanje servisa na računala

Preporučeno je da serveri (računala koja pokreću servise i na koje se radi mapiranje portova imaju ručno) – statički konfigurirane IP adrese !

Pod **Game or Application** izaberemo servis koji smo prije kreirali te pod **Device** izaberemo računalo na koje želimo mapirati port.

Pod device će pisati ime računala ukoliko računalo koristi NetBIOS (Windows file sharing). Na ostalim računalima će ime biti **Unknown-MAC-adreesa.**

Konfiguracija port forwardinga za sve servise na Speedtouch CPE uređajima

Forwardanje svih portova na jedno računalo nije preporučljivo zbog sigurnosnih razloga !! Uz ovu kombinaciju, preporučljivo je imati firewall na računalu.

1. Kreiranje servisa na CPE-u:

Toolbox

Address Book

Telephony

Game & Application Sharing
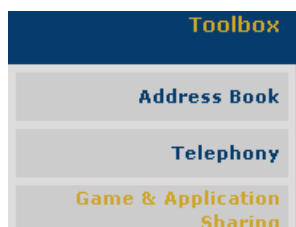
Pick a task...

→ Assign a game or application to a l

→ Create a new game or application

New Game or Application

Enter the name of the new game or application.

Name: All_ports

Select how you want to define the new game or application.

○ Clone Existing Game or Application
  FTP only

● Manual Entry of Port Maps

Next   Cancel

All_ports

• **Game or Application Name**

New Name: All_ports

Apply   Cancel

• **Game or Application Definition**

A game or application is made of one or more TCP/UDP port ranges. Each incoming port range can be translated into a different internal (local network) port range. Port ranges can be statically assigned to devices or dynamically assigned using an outgoing trigger.
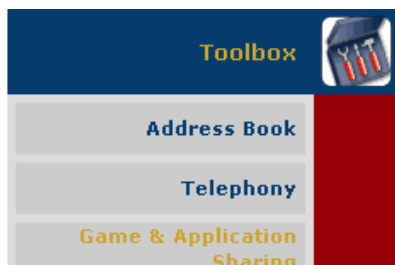
Protocol	Port Range	Translate To ...	Trigger Protocol	Trigger Port	
		No port maps defined for this game or application.			
Any	1 to 65534		Any		Add

- **Protocol** i **Trigger Protocol** – izabrati **Any**
- **Port range –** izabrati range 1-65534
- **Translate To** i **Trigger Port –** ostaviti prazno
- Kliknite **Add**

- Nakon dodavanja portova u servis, pokazat će se ovakav prozor.
- Klinite **Apply.**

Pridjeljivanje servisa na računalo

Preporučeno je da server (računalo koja pokreću servise i na kojeg se radi mapiranje portova) ima ručno – statički konfiguriranu IP adresu u rangeu 192.168.100.2 - 192.168.100.10 !

Pod **Game or Application** izaberemo servis koji smo prije kreirali te pod **Device** izaberemo računalo na koje želimo mapirati port.

Pod device će pisati ime računala ukoliko računalo koristi NetBIOS (Windows file haring). Na ostalim računalima će ime biti **Unknown-MAC-adreesa.**