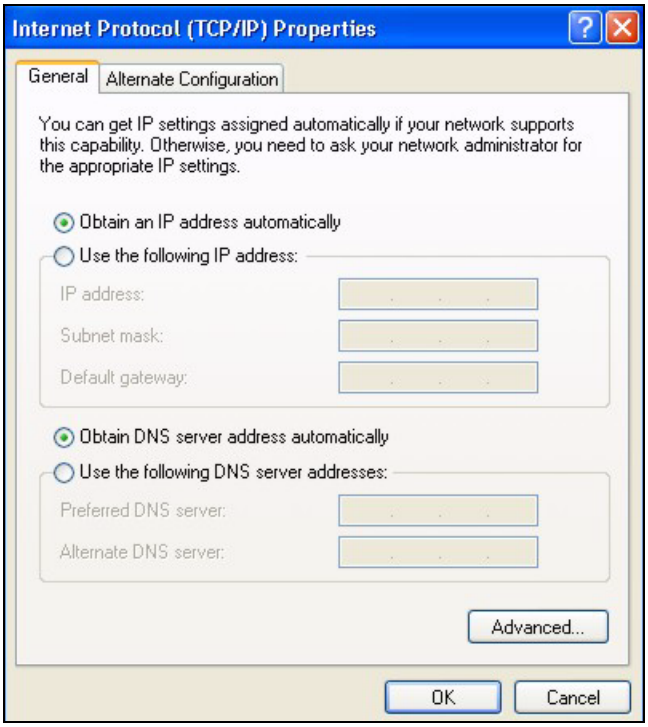
Figure 119 Windows XP: Internet Protocol (TCP/IP) Properties



8 Click **OK** to close the **Internet Protocol (TCP/IP) Properties** window.

9 Click **Close** (**OK** in Windows 2000/NT) to close the **Local Area Connection Properties** window.

10 Close the **Network Connections** window (**Network and Dial-up Connections** in Windows 2000/NT).

11 Turn on your Prestige and restart your computer (if prompted).

Verifying Settings

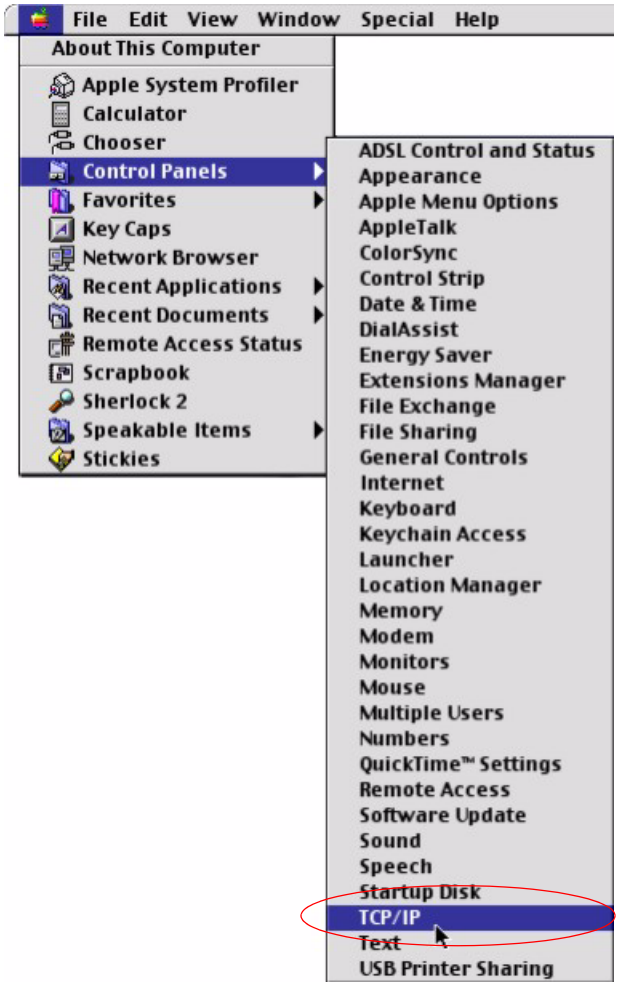
1 Click **Start**, **All Programs**, **Accessories** and then **Command Prompt**.

2 In the **Command Prompt** window, type "ipconfig" and then press [ENTER]. You can also open **Network Connections**, right-click a network connection, click **Status** and then click the **Support** tab.

Macintosh OS 8/9

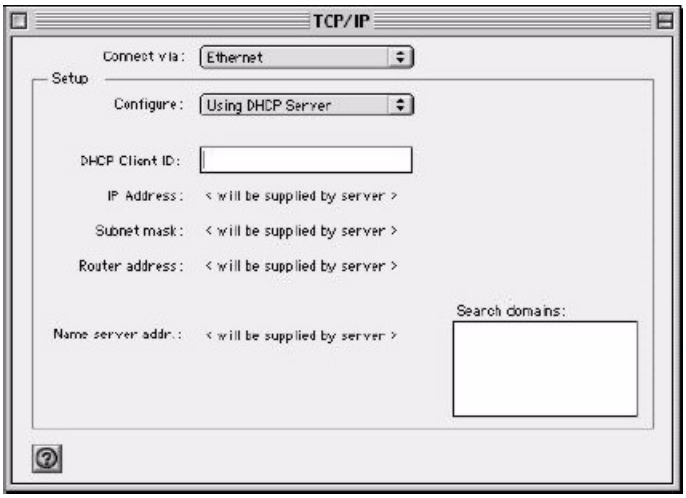
1 Click the **Apple** menu, **Control Panel** and double-click **TCP/IP** to open the **TCP/IP Control Panel**.

Figure 120 Macintosh OS 8/9: Apple Menu



2 Select **Ethernet built-in** from the **Connect via** list.

Figure 121 Macintosh OS 8/9: TCP/IP



3 For dynamically assigned settings, select **Using DHCP Server** from the **Configure:** list.

4 For statically assigned settings, do the following:

- From the **Configure** box, select **Manually**.
- Type your IP address in the **IP Address** box.
- Type your subnet mask in the **Subnet mask** box.
- Type the IP address of your Prestige in the **Router address** box.

5 Close the **TCP/IP Control Panel**.

6 Click **Save** if prompted, to save changes to your configuration.

7 Turn on your Prestige and restart your computer (if prompted).

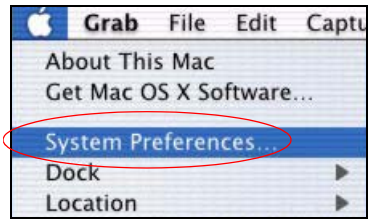
Verifying Settings

Check your TCP/IP properties in the **TCP/IP Control Panel** window.

Macintosh OS X

1 Click the **Apple** menu, and click **System Preferences** to open the **System Preferences** window.

Figure 122 Macintosh OS X: Apple Menu

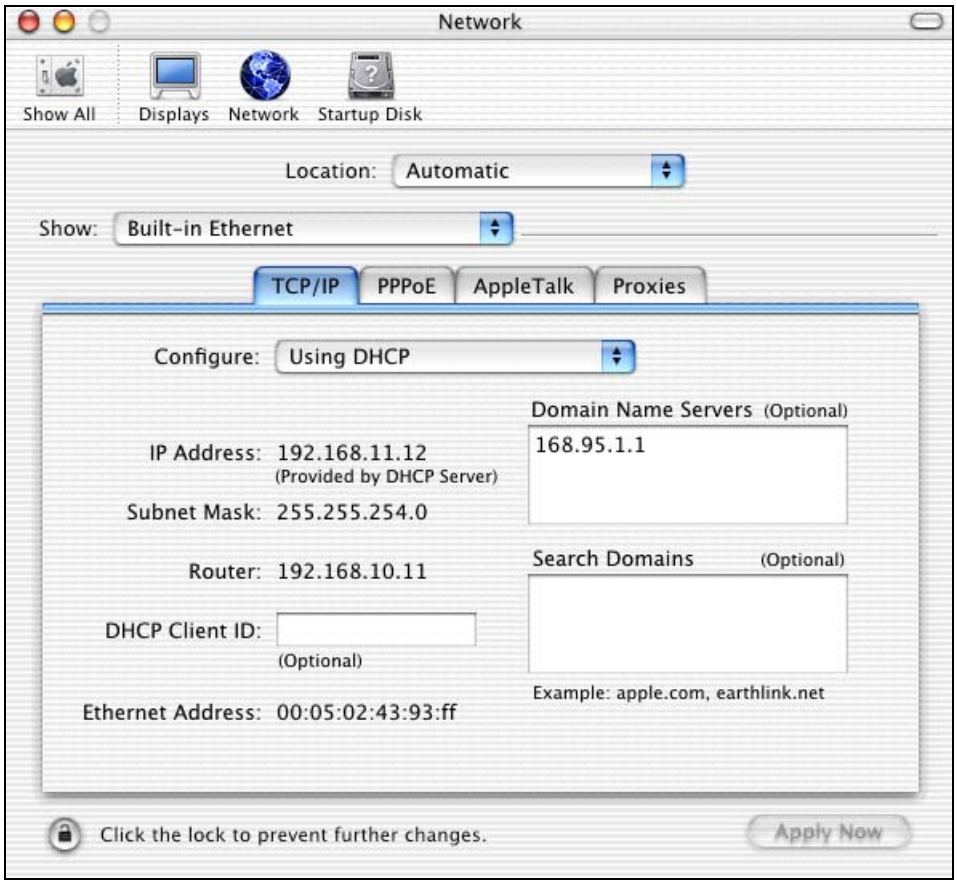


2 Click **Network** in the icon bar.

- Select **Automatic** from the **Location** list.
- Select **Built-in Ethernet** from the **Show** list.
- Click the **TCP/IP** tab.

3 For dynamically assigned settings, select **Using DHCP** from the **Configure** list.

Figure 123 Macintosh OS X: Network



4 For statically assigned settings, do the following:

- From the **Configure** box, select **Manually**.
- Type your IP address in the **IP Address** box.
- Type your subnet mask in the **Subnet mask** box.
- Type the IP address of your Prestige in the **Router address** box.

5 Click **Apply Now** and close the window.

6 Turn on your Prestige and restart your computer (if prompted).

Verifying Settings

Check your TCP/IP properties in the **Network** window.

Linux

This section shows you how to configure your computer's TCP/IP settings in Red Hat Linux 9.0. Procedure, screens and file location may vary depending on your Linux distribution and release version.

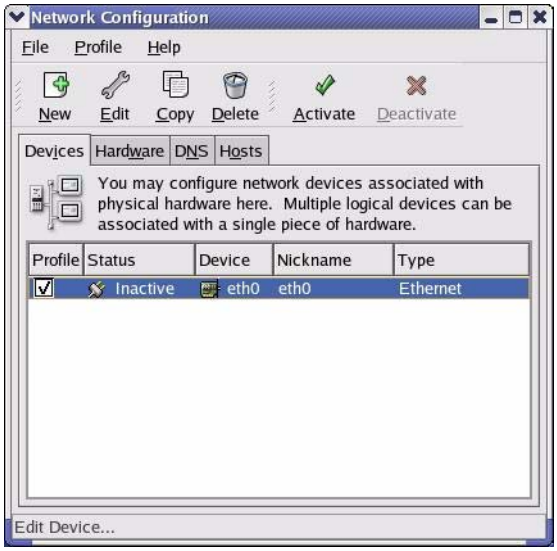
Note: Make sure you are logged in as the root administrator.

Using the K Desktop Environment (KDE)

Follow the steps below to configure your computer IP address using the KDE.

1 Click the Red Hat button (located on the bottom left corner), select **System Setting** and click **Network**.

Figure 124 Red Hat 9.0: KDE: Network Configuration: Devices



2 Double-click on the profile of the network card you wish to configure. The **Ethernet Device General** screen displays as shown.

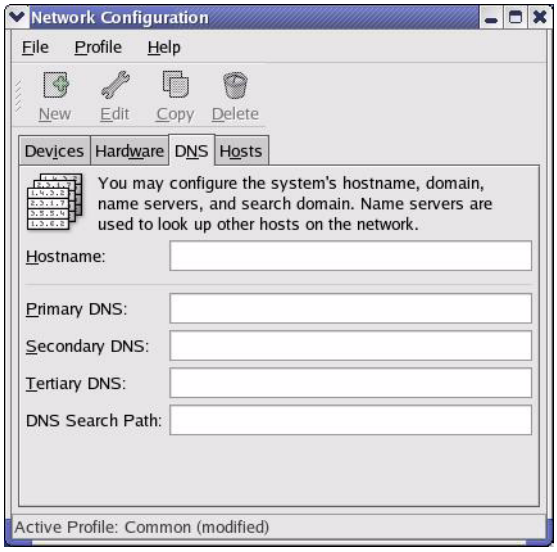
Figure 125 Red Hat 9.0: KDE: Ethernet Device: General

- If you have a dynamic IP address, click **Automatically obtain IP address settings with** and select **dhcp** from the drop down list.
- If you have a static IP address, click **Statically set IP Addresses** and fill in the **Address**, **Subnet mask**, and **Default Gateway Address** fields.

3 Click **OK** to save the changes and close the **Ethernet Device General** screen.

4 If you know your DNS server IP address(es), click the **DNS** tab in the **Network Configuration** screen. Enter the DNS server information in the fields provided.

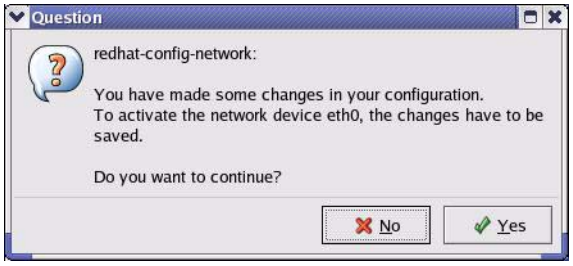
Figure 126 Red Hat 9.0: KDE: Network Configuration: DNS



5 Click the **Devices** tab.

6 Click the **Activate** button to apply the changes. The following screen displays. Click **Yes** to save the changes in all screens.

Figure 127 Red Hat 9.0: KDE: Network Configuration: Activate



7 After the network card restart process is complete, make sure the **Status** is **Active** in the **Network Configuration** screen.

Using Configuration Files

Follow the steps below to edit the network configuration files and set your computer IP address.

1 Assuming that you have only one network card on the computer, locate the `ifconfig-eth0` configuration file (where `eth0` is the name of the Ethernet card). Open the configuration file with any plain text editor.

- If you have a dynamic IP address, enter **`dhcp`** in the `BOOTPROTO=` field. The following figure shows an example.

Figure 128 Red Hat 9.0: Dynamic IP Address Setting in ifconfig-eth0

```
DEVICE=eth0
ONBOOT=yes
BOOTPROTO=dhcp
USERCTL=no
PEERDNS=yes
TYPE=Ethernet
```

- If you have a static IP address, enter **`static`** in the `BOOTPROTO=` field. Type `IPADDR=` followed by the IP address (in dotted decimal notation) and type `NETMASK=` followed by the subnet mask. The following example shows an example where the static IP address is 192.168.1.10 and the subnet mask is 255.255.255.0.

Figure 129 Red Hat 9.0: Static IP Address Setting in ifconfig-eth0

```
DEVICE=eth0
ONBOOT=yes
BOOTPROTO=static
IPADDR=192.168.1.10
NETMASK=255.255.255.0
USERCTL=no
PEERDNS=yes
TYPE=Ethernet
```

2 If you know your DNS server IP address(es), enter the DNS server information in the `resolv.conf` file in the `/etc` directory. The following figure shows an example where two DNS server IP addresses are specified.

Figure 130 Red Hat 9.0: DNS Settings in resolv.conf

```
nameserver 172.23.5.1
nameserver 172.23.5.2
```

3 After you edit and save the configuration files, you must restart the network card. Enter `./network restart` in the `/etc/rc.d/init.d` directory. The following figure shows an example.

Figure 131 Red Hat 9.0: Restart Ethernet Card

```
[root@localhost init.d]# network restart

Shutting down interface eth0:                [OK]
Shutting down loopback interface:            [OK]
Setting network parameters:                  [OK]
Bringing up loopback interface:              [OK]
Bringing up interface eth0:                  [OK]
```

Verifying Settings

Enter `ifconfig` in a terminal screen to check your TCP/IP properties.

Figure 132 Red Hat 9.0: Checking TCP/IP Properties

```
[root@localhost]# ifconfig
eth0      Link encap:Ethernet  HWaddr 00:50:BA:72:5B:44
          inet addr:172.23.19.129  Bcast:172.23.19.255  Mask:255.255.255.0
          UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
          RX packets:717 errors:0 dropped:0 overruns:0 frame:0
          TX packets:13 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:100
          RX bytes:730412 (713.2 Kb)  TX bytes:1570 (1.5 Kb)
          Interrupt:10 Base address:0x1000
[root@localhost]#
```

APPENDIX D
PPPoE

PPPoE in Action

An ADSL modem bridges a PPP session over Ethernet (PPP over Ethernet, RFC 2516) from your computer to an ATM PVC (Permanent Virtual Circuit) which connects to a DSL Access Concentrator where the PPP session terminates (see Figure 133 on page 190). One PVC can support any number of PPP sessions from your LAN. PPPoE provides access control and billing functionality in a manner similar to dial-up services using PPP.

Benefits of PPPoE

PPPoE offers the following benefits:

It provides you with a familiar dial-up networking (DUN) user interface.

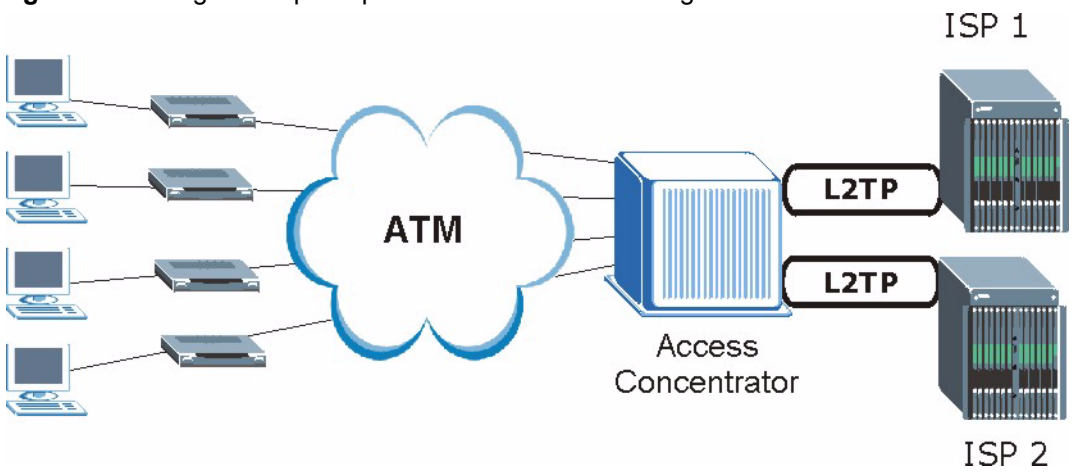
It lessens the burden on the carriers of provisioning virtual circuits all the way to the ISP on multiple switches for thousands of users. For GSTN (PSTN and ISDN), the switching fabric is already in place.

It allows the ISP to use the existing dial-up model to authenticate and (optionally) to provide differentiated services.

Traditional Dial-up Scenario

The following diagram depicts a typical hardware configuration where the computers use traditional dial-up networking.

Figure 133 Single-Computer per Router Hardware Configuration



How PPPoE Works

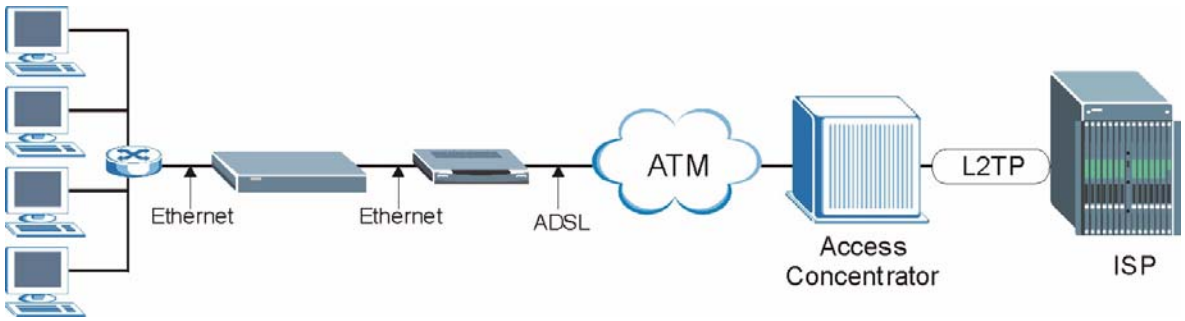
The PPPoE driver makes the Ethernet appear as a serial link to the computer and the computer runs PPP over it, while the modem bridges the Ethernet frames to the Access Concentrator (AC). Between the AC and an ISP, the AC is acting as a L2TP (Layer 2 Tunneling Protocol) LAC (L2TP Access Concentrator) and tunnels the PPP frames to the ISP. The L2TP tunnel is capable of carrying multiple PPP sessions.

With PPPoE, the VC (Virtual Circuit) is equivalent to the dial-up connection and is between the modem and the AC, as opposed to all the way to the ISP. However, the PPP negotiation is between the computer and the ISP.

ZyWALL as a PPPoE Client

When using the ZyWALL as a PPPoE client, the computers on the LAN see only Ethernet and are not aware of PPPoE. This alleviates the administrator from having to manage the PPPoE clients on the individual computers.

Figure 134 ZyWALL as a PPPoE Client



APPENDIX E
PPTP

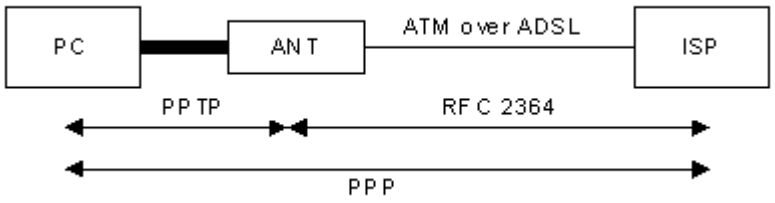
What is PPTP?

PPTP (Point-to-Point Tunneling Protocol) is a Microsoft proprietary protocol (RFC 2637 for PPTP is informational only) to tunnel PPP frames.

How can we transport PPP frames from a computer to a broadband modem over Ethernet?

A solution is to build PPTP into the ANT (ADSL Network Termination) where PPTP is used only over the short haul between the computer and the modem over Ethernet. For the rest of the connection, the PPP frames are transported with PPP over AAL5 (RFC 2364) The PPP connection, however, is still between the computer and the ISP. The various connections in this setup are depicted in the following diagram. The drawback of this solution is that it requires one separate ATM VC per destination.

Figure 135 Transport PPP frames over Ethernet



PPTP and the ZyWALL

When the ZyWALL is deployed in such a setup, it appears as a computer to the ANT.

In Windows VPN or PPTP Pass-Through feature, the PPTP tunneling is created from Windows 95, 98 and NT clients to an NT server in a remote location. The pass-through feature allows users on the network to access a different remote server using the ZyWALL's Internet connection. In SUA/NAT mode, the ZyWALL is able to pass the PPTP packets to the internal PPTP server (i.e. NT server) behind the NAT. You need to configure port forwarding for port 1723 to have the ZyWALL forward PPTP packets to the server. In the case above as the remote PPTP Client initializes the PPTP connection, the user must configure the PPTP clients. The ZyWALL initializes the PPTP connection hence; there is no need to configure the remote PPTP clients.

PPTP Protocol Overview

PPTP is very similar to L2TP, since L2TP is based on both PPTP and L2F (Cisco's Layer 2 Forwarding). Conceptually, there are three parties in PPTP, namely the PNS (PPTP Network Server), the PAC (PPTP Access Concentrator) and the PPTP user. The PNS is the box that hosts both the PPP and the PPTP stacks and forms one end of the PPTP tunnel. The PAC is the box that dials/answers the phone calls and relays the PPP frames to the PNS. The PPTP user is not necessarily a PPP client (can be a PPP server too). Both the PNS and the PAC must have IP connectivity; however, the PAC must in addition have dial-up capability. The phone call is between the user and the PAC and the PAC tunnels the PPP frames to the PNS. The PPTP user is unaware of the tunnel between the PAC and the PNS.

Figure 136 PPTP Protocol Overview

Microsoft includes PPTP as a part of the Windows OS. In Microsoft's implementation, the computer, and hence the ZyWALL, is the PNS that requests the PAC (the ANT) to place an outgoing call over AAL5 to an RFC 2364 server.

Control & PPP Connections

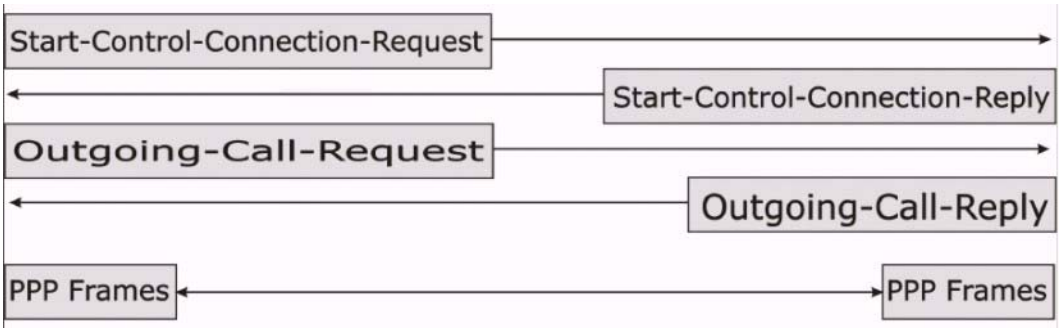
Each PPTP session has distinct control connection and PPP data connection.

Call Connection

The control connection runs over TCP. Similar to L2TP, a tunnel control connection is first established before call control messages can be exchanged. Please note that a tunnel control connection supports multiple call sessions.

The following diagram depicts the message exchange of a successful call setup between a computer and an ANT.

Figure 137 Example Message Exchange between Computer and an ANT



PPP Data Connection

The PPP frames are tunneled between the PNS and PAC over GRE (General Routing Encapsulation, RFC 1701, 1702). The individual calls within a tunnel are distinguished using the Call ID field in the GRE header.

APPENDIX F
Wireless LANs

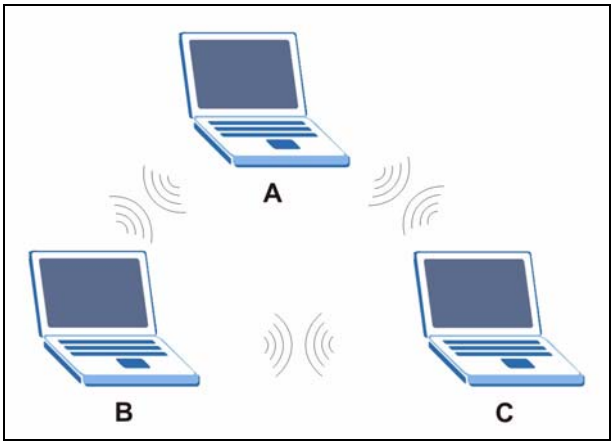
Wireless LAN Topologies

This section discusses ad-hoc and infrastructure wireless LAN topologies.

Ad-hoc Wireless LAN Configuration

The simplest WLAN configuration is an independent (Ad-hoc) WLAN that connects a set of computers with wireless stations (A, B, C). Any time two or more wireless adapters are within range of each other, they can set up an independent network, which is commonly referred to as an Ad-hoc network or Independent Basic Service Set (IBSS). The following diagram shows an example of notebook computers using wireless adapters to form an Ad-hoc wireless LAN.

Figure 138 Peer-to-Peer Communication in an Ad-hoc Network

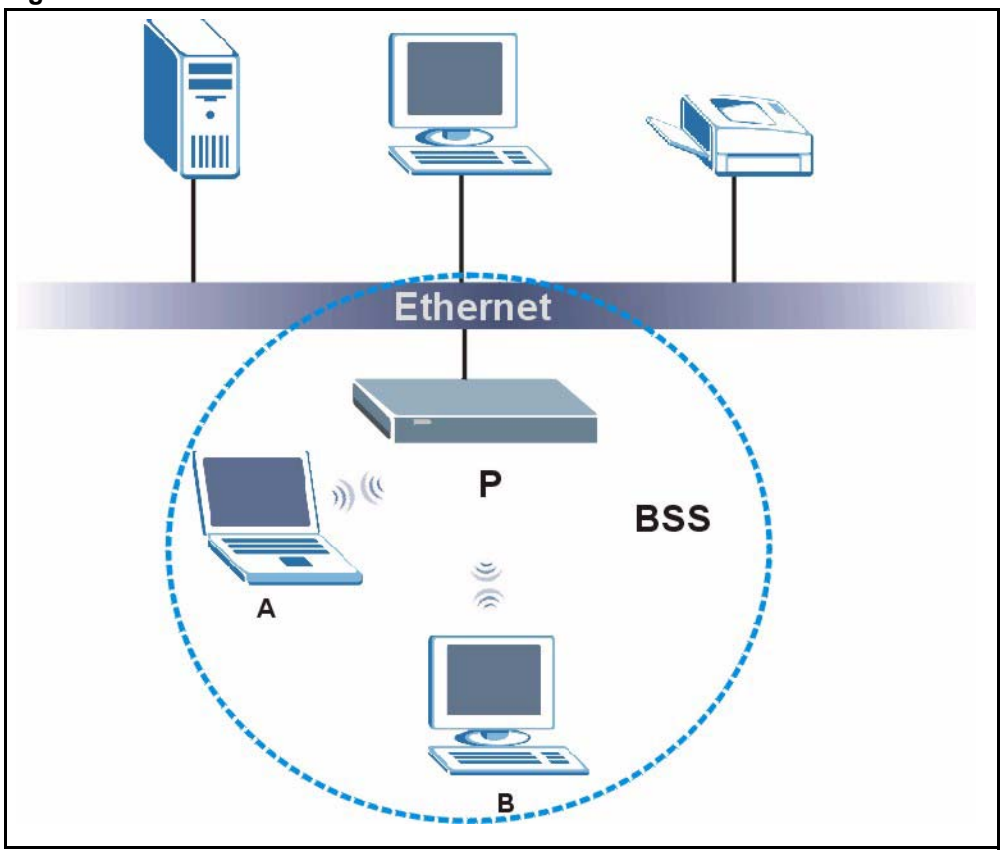


BSS

A Basic Service Set (BSS) exists when all communications between wireless stations or between a wireless station and a wired network client go through one access point (AP).

Intra-BSS traffic is traffic between wireless stations in the BSS. When Intra-BSS is enabled, wireless station A and B can access the wired network and communicate with each other. When Intra-BSS is disabled, wireless station A and B can still access the wired network but cannot communicate with each other.

Figure 139 Basic Service Set



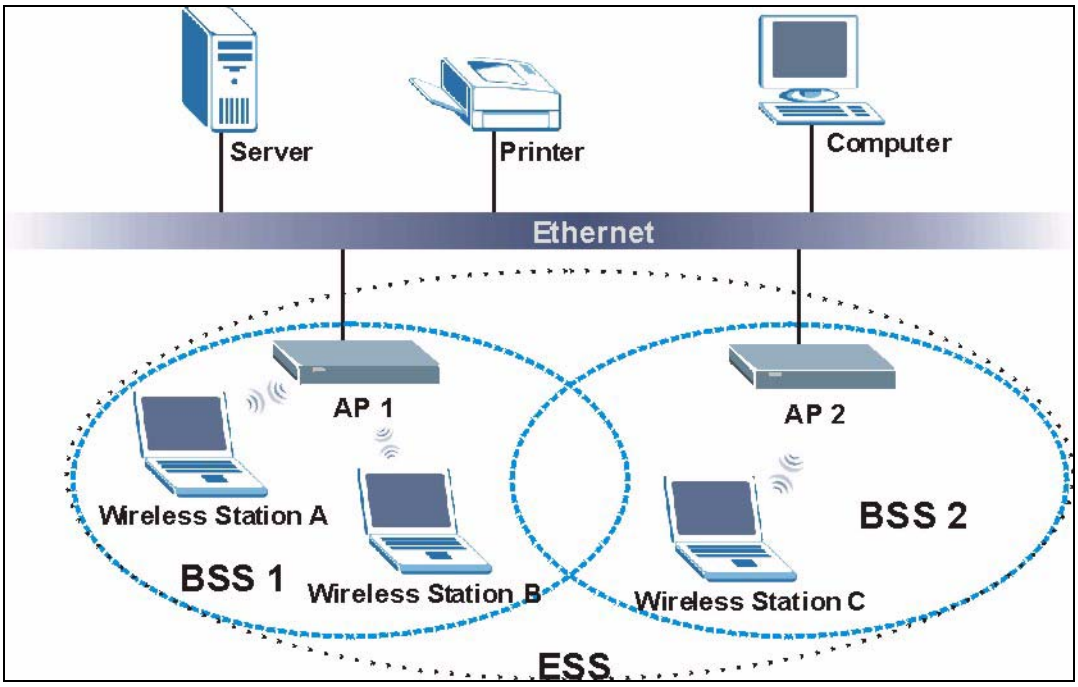
ESS

An Extended Service Set (ESS) consists of a series of overlapping BSSs, each containing an access point, with each access point connected together by a wired network. This wired connection between APs is called a Distribution System (DS).

This type of wireless LAN topology is called an Infrastructure WLAN. The Access Points not only provide communication with the wired network but also mediate wireless network traffic in the immediate neighborhood.

An ESSID (ESS IDentification) uniquely identifies each ESS. All access points and their associated wireless stations within the same ESS must have the same ESSID in order to communicate.

Figure 140 Infrastructure WLAN



Channel

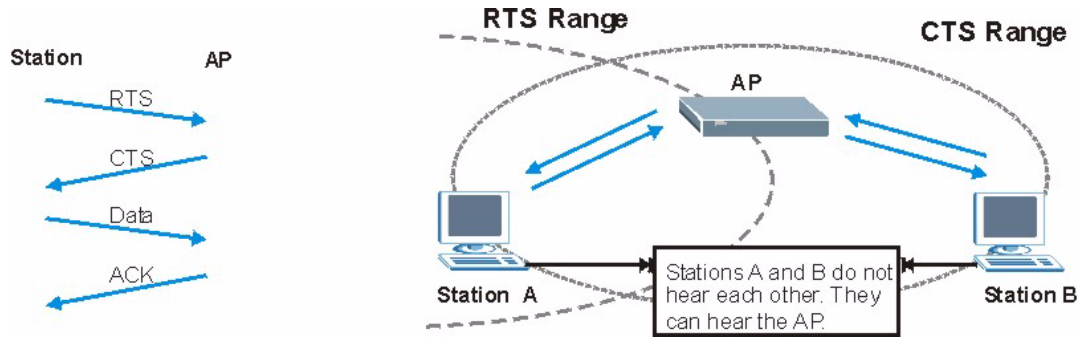
A channel is the radio frequency(ies) used by IEEE 802.11a/b/g wireless devices. Channels available depend on your geographical area. You may have a choice of channels (for your region) so you should use a different channel than an adjacent AP (access point) to reduce interference. Interference occurs when radio signals from different access points overlap causing interference and degrading performance.

Adjacent channels partially overlap however. To avoid interference due to overlap, your AP should be on a channel at least five channels away from a channel that an adjacent AP is using. For example, if your region has 11 channels and an adjacent AP is using channel 1, then you need to select a channel between 6 or 11.

RTS/CTS

A hidden node occurs when two stations are within range of the same access point, but are not within range of each other. The following figure illustrates a hidden node. Both stations (STA) are within range of the access point (AP) or wireless gateway, but out-of-range of each other, so they cannot "hear" each other, that is they do not know if the channel is currently being used. Therefore, they are considered hidden from each other.

Figure 141 RTS/CTS



When station A sends data to the AP, it might not know that the station B is already using the channel. If these two stations send data at the same time, collisions may occur when both sets of data arrive at the AP at the same time, resulting in a loss of messages for both stations.

RTS/CTS is designed to prevent collisions due to hidden nodes. An **RTS/CTS** defines the biggest size data frame you can send before an RTS (Request To Send)/CTS (Clear to Send) handshake is invoked.

When a data frame exceeds the **RTS/CTS** value you set (between 0 to 2432 bytes), the station that wants to transmit this frame must first send an RTS (Request To Send) message to the AP for permission to send it. The AP then responds with a CTS (Clear to Send) message to all other stations within its range to notify them to defer their transmission. It also reserves and confirms with the requesting station the time frame for the requested transmission.

Stations can send frames smaller than the specified **RTS/CTS** directly to the AP without the RTS (Request To Send)/CTS (Clear to Send) handshake.

You should only configure **RTS/CTS** if the possibility of hidden nodes exists on your network and the "cost" of resending large frames is more than the extra network overhead involved in the RTS (Request To Send)/CTS (Clear to Send) handshake.

If the **RTS/CTS** value is greater than the **Fragmentation Threshold** value (see next), then the RTS (Request To Send)/CTS (Clear to Send) handshake will never occur as data frames will be fragmented before they reach **RTS/CTS** size.

Note: Enabling the RTS Threshold causes redundant network overhead that could negatively affect the throughput performance instead of providing a remedy.

Fragmentation Threshold

A **Fragmentation Threshold** is the maximum data fragment size (between 256 and 2432 bytes) that can be sent in the wireless network before the AP will fragment the packet into smaller data frames.

A large **Fragmentation Threshold** is recommended for networks not prone to interference while you should set a smaller threshold for busy networks or networks that are prone to interference.

If the **Fragmentation Threshold** value is smaller than the **RTS/CTS** value (see previously) you set then the RTS (Request To Send)/CTS (Clear to Send) handshake will never occur as data frames will be fragmented before they reach **RTS/CTS** size.

Preamble Type

A preamble is used to synchronize the transmission timing in your wireless network. There are two preamble modes: **Long** and **Short**.

Short preamble takes less time to process and minimizes overhead, so it should be used in a good wireless network environment when all wireless stations support it.

Select **Long** if you have a 'noisy' network or are unsure of what preamble mode your wireless stations support as all IEEE 802.11b compliant wireless adapters must support long preamble. However, not all wireless adapters support short preamble. Use long preamble if you are unsure what preamble mode the wireless adapters support, to ensure interpretability between the AP and the wireless stations and to provide more reliable communication in 'noisy' networks.

Select **Dynamic** to have the AP automatically use short preamble when all wireless stations support it, otherwise the AP uses long preamble.

Note: The AP and the wireless stations MUST use the same preamble mode in order to communicate.

IEEE 802.11g Wireless LAN

IEEE 802.11g is fully compatible with the IEEE 802.11b standard. This means an IEEE 802.11b adapter can interface directly with an IEEE 802.11g access point (and vice versa) at 11 Mbps or lower depending on range. IEEE 802.11g has several intermediate rate steps between the maximum and minimum data rates. The IEEE 802.11g data rate and modulation are as follows:

Table 85 IEEE802.11g

DATA RATE (MBPS)	MODULATION
1	DBPSK (Differential Binary Phase Shift Keyed)
2	DQPSK (Differential Quadrature Phase Shift Keying)
5.5 / 11	CCK (Complementary Code Keying)
6/9/12/18/24/36/48/54	OFDM (Orthogonal Frequency Division Multiplexing)

IEEE 802.1x

In June 2001, the IEEE 802.1x standard was designed to extend the features of IEEE 802.11 to support extended authentication as well as providing additional accounting and control features. It is supported by Windows XP and a number of network devices. Some advantages of IEEE 802.1x are:

- User based identification that allows for roaming.
- Support for RADIUS (Remote Authentication Dial In User Service, RFC 2138, 2139) for centralized user profile and accounting management on a network RADIUS server.
- Support for EAP (Extensible Authentication Protocol, RFC 2486) that allows additional authentication methods to be deployed with no changes to the access point or the wireless stations.

RADIUS

RADIUS is based on a client-server model that supports authentication, authorization and accounting. The access point is the client and the server is the RADIUS server. The RADIUS server handles the following tasks:

- Authentication

  Determines the identity of the users.

- Authorization

  Determines the network services available to authenticated users once they are connected to the network.

- Accounting

  Keeps track of the client's network activity.

RADIUS is a simple package exchange in which your AP acts as a message relay between the wireless station and the network RADIUS server.

Types of RADIUS Messages

The following types of RADIUS messages are exchanged between the access point and the RADIUS server for user authentication:

- Access-Request

  Sent by an access point requesting authentication.

- Access-Reject

  Sent by a RADIUS server rejecting access.

- Access-Accept

  Sent by a RADIUS server allowing access.

- Access-Challenge

  Sent by a RADIUS server requesting more information in order to allow access. The access point sends a proper response from the user and then sends another Access-Request message.

The following types of RADIUS messages are exchanged between the access point and the RADIUS server for user accounting:

- Accounting-Request

  Sent by the access point requesting accounting.

- Accounting-Response

  Sent by the RADIUS server to indicate that it has started or stopped accounting.

In order to ensure network security, the access point and the RADIUS server use a shared secret key, which is a password, they both know. The key is not sent over the network. In addition to the shared key, password information exchanged is also encrypted to protect the network from unauthorized access.

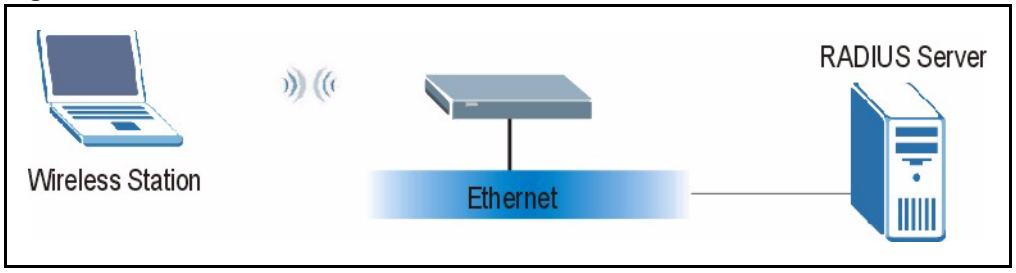
EAP Authentication

EAP (Extensible Authentication Protocol) is an authentication protocol that runs on top of the IEEE802.1x transport mechanism in order to support multiple types of user authentication. By using EAP to interact with an EAP-compatible RADIUS server, the access point helps a wireless station and a RADIUS server perform authentication.

The type of authentication you use depends on the RADIUS server or the AP.

The following figure shows an overview of authentication when you specify a RADIUS server on your access point.

Figure 142 EAP Authentication



The details below provide a general description of how IEEE 802.1x EAP authentication works. For an example list of EAP-MD5 authentication steps, see the IEEE 802.1x appendix.

1. The wireless station sends a "start" message to the device.
2. The device sends a "request identity" message to the wireless station for identity information.

3 The wireless station replies with identity information, including username and password.

4 The RADIUS server checks the user information against its user profile database and determines whether or not to authenticate the wireless station.

Types of Authentication

This section discusses some popular authentication types: **EAP-MD5**, **EAP-TLS**, **EAP-TTLS**, **PEAP** and **LEAP**.

The type of authentication you use depends on the RADIUS server or the AP. Consult your network administrator for more information.

EAP-MD5 (Message-Digest Algorithm 5)

MD5 authentication is the simplest one-way authentication method. The authentication server sends a challenge to the wireless station. The wireless station 'proves' that it knows the password by encrypting the password with the challenge and sends back the information. Password is not sent in plain text.

However, MD5 authentication has some weaknesses. Since the authentication server needs to get the plaintext passwords, the passwords must be stored. Thus someone other than the authentication server may access the password file. In addition, it is possible to impersonate an authentication server as MD5 authentication method does not perform mutual authentication. Finally, MD5 authentication method does not support data encryption with dynamic session key. You must configure WEP encryption keys for data encryption.

EAP-TLS (Transport Layer Security)

With EAP-TLS, digital certifications are needed by both the server and the wireless stations for mutual authentication. The server presents a certificate to the client. After validating the identity of the server, the client sends a different certificate to the server. The exchange of certificates is done in the open before a secured tunnel is created. This makes user identity vulnerable to passive attacks. A digital certificate is an electronic ID card that authenticates the sender's identity. However, to implement EAP-TLS, you need a Certificate Authority (CA) to handle certificates, which imposes a management overhead.

EAP-TTLS (Tunneled Transport Layer Service)

EAP-TTLS is an extension of the EAP-TLS authentication that uses certificates for only the server-side authentications to establish a secure connection. Client authentication is then done by sending username and password through the secure connection, thus client identity is protected. For client authentication, EAP-TTLS supports EAP methods and legacy authentication methods such as PAP, CHAP, MS-CHAP and MS-CHAP v2.

PEAP (Protected EAP)

Like EAP-TTLS, server-side certificate authentication is used to establish a secure connection, then use simple username and password methods through the secured connection to authenticate the clients, thus hiding client identity. However, PEAP only supports EAP methods, such as EAP-MD5, EAP-MSCHAPv2 and EAP-GTC (EAP-Generic Token Card), for client authentication. EAP-GTC is implemented only by Cisco.

LEAP

LEAP (Lightweight Extensible Authentication Protocol) is a Cisco implementation of IEEE 802.1x.

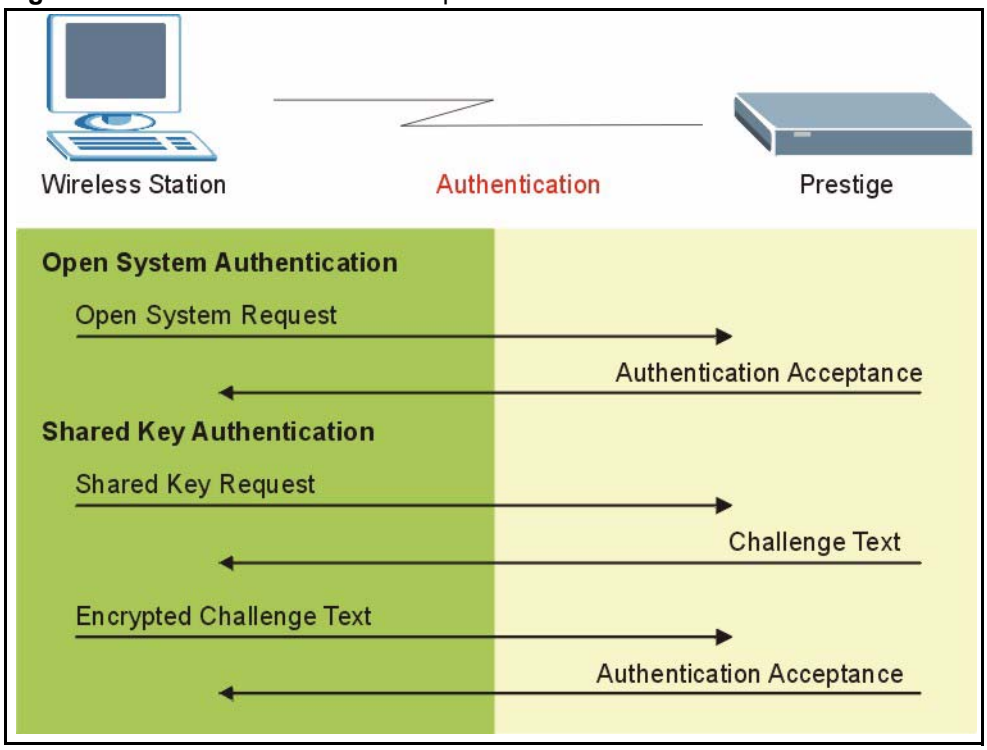
WEP Encryption

WEP encryption scrambles the data transmitted between the wireless stations and the access points to keep network communications private. It encrypts unicast and multicast communications in a network. Both the wireless stations and the access points must use the same WEP key.

WEP Authentication Steps

Three different methods can be used to authenticate wireless stations to the network: **Open System**, **Shared Key**, and **Auto**. The following figure illustrates the steps involved.

Figure 143 WEP Authentication Steps



Open system authentication involves an unencrypted two-message procedure. A wireless station sends an open system authentication request to the AP, which will then automatically accept and connect the wireless station to the network. In effect, open system is not authentication at all as any station can gain access to the network.

Shared key authentication involves a four-message procedure. A wireless station sends a shared key authentication request to the AP, which will then reply with a challenge text message. The wireless station must then use the AP's default WEP key to encrypt the challenge text and return it to the AP, which attempts to decrypt the message using the AP's default WEP key. If the decrypted message matches the challenge text, the wireless station is authenticated.

When your device authentication method is set to open system, it will only accept open system authentication requests. The same is true for shared key authentication. However, when it is set to auto authentication, the device will accept either type of authentication request and the device will fall back to use open authentication if the shared key does not match.

Dynamic WEP Key Exchange

The AP maps a unique key that is generated with the RADIUS server. This key expires when the wireless connection times out, disconnects or reauthentication times out. A new WEP key is generated each time reauthentication is performed.

If this feature is enabled, it is not necessary to configure a default encryption key in the Wireless screen. You may still configure and store keys here, but they will not be used while Dynamic WEP is enabled.

Note: EAP-MD5 cannot be used with Dynamic WEP Key Exchange

For added security, certificate-based authentications (EAP-TLS, EAP-TTLS and PEAP) use dynamic keys for data encryption. They are often deployed in corporate environments, but for public deployment, a simple user name and password pair is more practical. The following table is a comparison of the features of authentication types.

Table 86 Comparison of EAP Authentication Types

		EAP-TLS	EAP-TTLS	PEAP	LEAP
Mutual Authentication	No	Yes	Yes	Yes	Yes
Certificate – Client	No	Yes	Optional	Optional	No
Certificate – Server	No	Yes	Yes	Yes	No
Dynamic Key Exchange	No	Yes	Yes	Yes	Yes
Credential Integrity	None	Strong	Strong	Strong	Moderate
Deployment Difficulty	Easy	Hard	Moderate	Moderate	Moderate
Client Identity Protection	No	No	Yes	Yes	No

WPA

User Authentication

WPA applies IEEE 802.1x and Extensible Authentication Protocol (EAP) to authenticate wireless stations using an external RADIUS database.

Encryption

WPA improves data encryption by using Temporal Key Integrity Protocol (TKIP) or Advanced Encryption Standard (AES), Message Integrity Check (MIC) and IEEE 802.1x.

TKIP uses 128-bit keys that are dynamically generated and distributed by the authentication server. It includes 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 regularly changes and rotates the encryption keys so that the same encryption key is never used twice.

The RADIUS server distributes a Pairwise Master Key (PMK) key to the AP that then sets up a key hierarchy and management system, using the PMK to dynamically generate unique data encryption keys to encrypt every data packet that is wirelessly communicated between the AP and the wireless stations. This all happens in the background automatically.

AES (Advanced Encryption Standard) also uses a secret key. This implementation of AES applies a 128-bit key to 128-bit blocks of data.

The Message Integrity Check (MIC) is designed to prevent an attacker from capturing data packets, altering them and resending them. The MIC provides a strong mathematical function in which the receiver and the transmitter each compute and then compare the MIC. If they do not match, it is assumed that the data has been tampered with and the packet is dropped.

By generating unique data encryption keys for every data packet and by creating an integrity checking mechanism (MIC), TKIP makes it much more difficult to decrypt data on a Wi-Fi network than WEP, making it difficult for an intruder to break into the network.

The encryption mechanisms used for WPA and WPA-PSK are the same. The only difference between the two is that WPA-PSK uses a simple common password, instead of user-specific credentials. The common-password approach makes WPA-PSK susceptible to brute-force password-guessing attacks but it's still an improvement over WEP as it employs an easier-to-use, consistent, single, alphanumeric password.

Security Parameters Summary

Refer to this table to see what other security parameters you should configure for each Authentication Method/ key management protocol type. MAC address filters are not dependent on how you configure these security features.

Table 87 Wireless Security Relational Matrix

	ENCRYPTION METHOD	ENTER MANUAL KEY	ENABLE IEEE 802.1X
Open	None	No	No
Open	WEP	No	Enable with Dynamic WEP Key
		Yes	Enable without Dynamic WEP Key
		Yes	Disable
Shared	WEP	No	Enable with Dynamic WEP Key
		Yes	Enable without Dynamic WEP Key
		Yes	Disable
WPA	WEP	No	Yes
WPA	TKIP	No	Yes
WPA-PSK	WEP	Yes	Yes
WPA-PSK	TKIP	Yes	Yes

Roaming

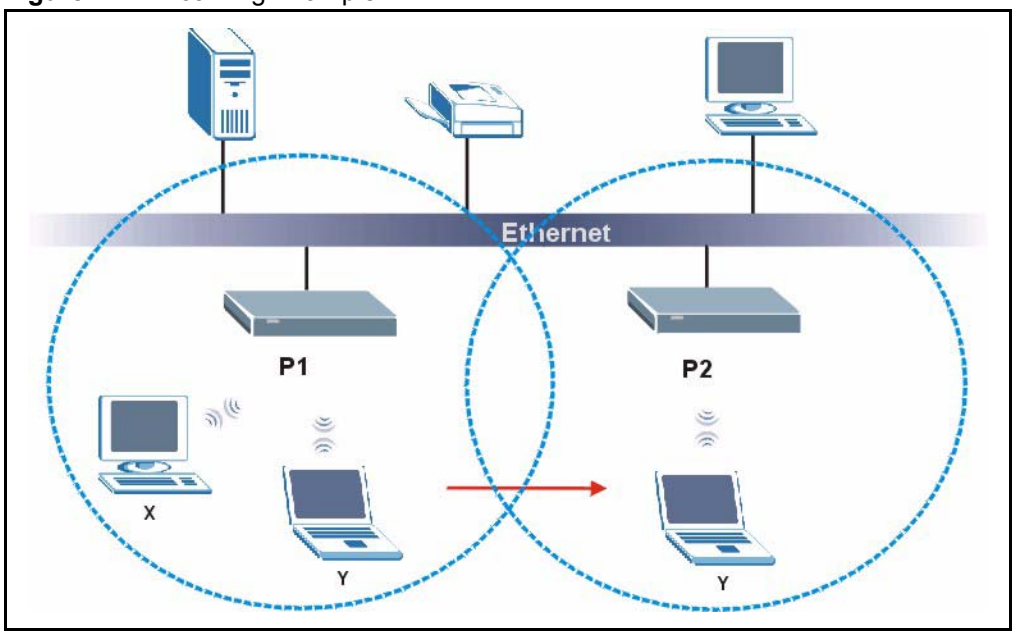
A wireless station is a device with an IEEE 802.11 mode compliant wireless adapter. An access point (AP) acts as a bridge between the wireless and wired networks. An AP creates its own wireless coverage area. A wireless station can associate with a particular access point only if it is within the access point's coverage area.

In a network environment with multiple access points, wireless stations are able to switch from one access point to another as they move between the coverage areas. This is roaming. As the wireless station moves from place to place, it is responsible for choosing the most appropriate access point depending on the signal strength, network utilization or other factors.

The roaming feature on the access points allows the access points to relay information about the wireless stations to each other. When a wireless station moves from a coverage area to another, it scans and uses the channel of a new access point, which then informs the access points on the LAN about the change. The new information is then propagated to the other access points on the LAN. An example is shown in Figure 144.

If the roaming feature is not enabled on the access points, information is not communicated between the access points when a wireless station moves between coverage areas. The wireless station may not be able to communicate with other wireless stations on the network and vice versa.

Figure 144 Roaming Example



The steps below describe the roaming process.

1. As wireless station **Y** moves from the coverage area of access point **P1** to that of access point
2. **P2**, it scans and uses the signal of access point **P2**.
3. Access point **P2** acknowledges the presence of wireless station **Y** and relays this information to access point **P1** through the wired LAN.
4. Access point **P1** updates the new position of wireless station.
5. Wireless station **Y** sends a request to access point **P2** for re-authentication.

Requirements for Roaming

The following requirements must be met in order for wireless stations to roam between the coverage areas.

1. All the access points must be on the same subnet and configured with the same ESSID.
2. If IEEE 802.1x user authentication is enabled and to be done locally on the access point, the new access point must have the user profile for the wireless station.
3. The adjacent access points should use different radio channels when their coverage areas overlap.
4. All access points must use the same port number to relay roaming information.
5. The access points must be connected to the Ethernet and be able to get IP addresses from a DHCP server if using dynamic IP address assignment.

APPENDIX G
Antenna Selection and Positioning Recommendation

An antenna couples RF signals onto air. A transmitter within a wireless device sends an RF signal to the antenna, which propagates the signal through the air. The antenna also operates in reverse by capturing RF signals from the air.

Choosing the right antennas and positioning them properly increases the range and coverage area of a wireless LAN.

Antenna Characteristics

Frequency

An antenna in the frequency of 2.4GHz (IEEE 802.11b) or 5GHz (IEEE 802.11a) is needed to communicate efficiently in a wireless LAN.

Radiation Pattern

A radiation pattern is a diagram that allows you to visualize the shape of the antenna's coverage area.

Antenna Gain

Antenna gain, measured in dB (decibel), is the increase in coverage within the RF beam width. Higher antenna gain improves the range of the signal for better communications.

For an indoor site, each 1 dB increase in antenna gain results in a range increase of approximately 2.5%. For an unobstructed outdoor site, each 1dB increase in gain results in a range increase of approximately 5%. Actual results may vary depending on the network environment.

Antenna gain is sometimes specified in dBi, which is how much the antenna increases the signal power compared to using an isotropic antenna. An isotropic antenna is a theoretical perfect antenna that sends out radio signals equally well in all directions. dBi represents the true gain that the antenna provides.

Types of Antennas For WLAN

There are two types of antennas used for wireless LAN applications.

- Omni-directional antennas send the RF signal out in all directions on a horizontal plane. The coverage area is torus-shaped (like a donut) which makes these antennas ideal for a room environment. With a wide coverage area, it is possible to make circular overlapping coverage areas with multiple access points.
- Directional antennas concentrate the RF signal in a beam, like a flashlight. The angle of the beam width determines the direction of the coverage pattern; typically ranges from 20 degrees (less directional) to 90 degrees (very directional). The directional antennas are ideal for hallways and outdoor point-to-point applications.

Positioning Antennas

In general, antennas should be mounted as high as practically possible and free of obstructions. In point-to –point application, position both transmitting and receiving antenna at the same height and in a direct line of sight to each other to attend the best performance.

For omni-directional antennas mounted on a table, desk, and so on, point the antenna up. For omni-directional antennas mounted on a wall or ceiling, point the antenna down. For a single AP application, place omni-directional antennas as close to the center of the coverage area as possible.

For directional antennas, point the antenna in the direction of the desired coverage area.

Index

Numerics

A

B

C

D

E

F

G

H

I

L

M

N

O

P

Q

R

S

T

U

V

W

Z