

Re: Problems with Norton Firewall 2002

Source: <http://www.derkeiler.com/Newsgroups/comp.security.firewalls/2002-04/2834.html>

From: Sabine (sabine_no_spam@blueyonder.co.uk)

Date: 04/27/02

From: "Sabine" <sabine_no_spam@blueyonder.co.uk>

Date: Sat, 27 Apr 2002 07:38:10 GMT

Hi Joseph

It looks like, the TCP/IP protocol must be the reason. Magic.exe has full internet permits.

You wont find the game listed on the list, as it is in Beta testing. It isn't released yet.

So it looks like, the only way to play it, is by switching off the firewall. Grrr.

Can I not set the firewall to allow the protocol they use (should be easy to find out, as I am a Beta Tester and therefore can contact the producers).

Thanks Sabine

"Joseph V. Morris" <jvmorris@erols.com> wrote in message news:aacf01\$acu\$1@bob.news.rcn.net...

> Sabine,

>

> Hmmm, rather odd that

>

> "Sabine" <sabine_no_spam@blueyonder.co.uk>

>

>

> / Date: 26/04/2002 Time: 18:08:59

> / Connection: mtgodownloads.wizards.com(63.249.27.51): http(80) from

> / sabine(62.30.121.29): 3101, 0 bytes sent, 266 bytes received,

> 1:33.955

> / elapsed time

>

> Okay, that's obviously off the Connections tab. And from the Firewall tab

> all you have is:

>

> / Date: 26/04/2002 Time: 18:07:25

> / An instance of "C:\Program Files\wizards of the coast\magic

> / online\magic.exe" is preparing to access the Internet for the first time

>

comp.security.firewalls: Re: Problems with Norton Firewall 2002

> *That's it in the firewall tab? Nothing else at all around 18:06:59 to
> 18:10:59? For example, no "Unused Port Blocking" or "Implicit Block rule"
> entries? That sounds very strange.*
>
> *Let me think The only way that I can see that a communication
> might get blocked but not show in the firewall events logs would be for it
> to be for an IP address indicated as being in a Restricted Range in the
> Internet Zone Control of the NIS Console. Do you have any entries in the
> Restricted tab of the Internet Zone Control pane of the NIS Console?
> (Especially for IP addresses around 63.249.xx.yy?)*
>
> *Also, can you find _any_ rules for magic.exe in the Access Control Pane of
> the NIS Console? If so, have you taken a look at them to see if they are
> set to BLOCK communications but have logging DISABLED? That's about all I
> can think of, at the moment.*
> |
> | *Nothing else around this time under any of the tabs, but the programm
> was
> | just sitting there, not downloading any files or doing anything ?
> |
> | If I switch the firewall off, it works fine.*
>
> *Which definitely makes it sound firewall-related.*
>
> | *This is starting to bug me, as I would like to play, but I am not sure
> how
> | bad it is to turn the firewall off.*
>
> *I can't knowledgably advise you on that. I don't know this game and
> particular and I don't run Internet-enabled games in general. All I can
> say is that I would be quite reluctant to run a multi-player
> internet-enabled game with no firewall in place to protect me.*
>
> *There is a possibility that the game relies on some TCP/IP protocol that
> NIS will not permit by default. (Indeed, there are some mainstream
> applications like NetMeeting that have the same problem; NetMeeting
> uses -- or did at any rate, the H.323 protocol, which NIS does (or did)
> not PERMIT.)*
>
> *I also checked at
> http://www.practicallynetworked.com/sharing/app_port_list.htm#Games , but
> I don't see your game listed there.*
>
>
> --
> *Regards,
> Joseph V. Morris
> jvmorris@erols.com
> ICQ #29438199*
>
> *This is a NEWSGROUP message; except for privacy reasons, please respond*

- > *therein; an e-mail COPY is always appreciated, of course.*
 - > *Almost all electrons used in the creation of this message were recycled.*
 - > *No electrons used in the production of this message were harmed or*
 - > *mistreated in any manner.*
 - >
 - >
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- ***Next in thread:*** Fragile: "Re: Problems with Norton Firewall 2002"
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