

2. You now need to create three rules (to create each new rule click on “add”):
 - a. Allow DC++ to access ResNet and stunnel

- Clicking on “Add” opens the “Edit Rule” window below.

- First enter a name in the “Name” box (anything will do, but it could be useful to name it properly). Make sure that “Action” is set to “Allow”.

- Click on “Modify” in the “Source” section, select “Add Location” and then “My Computer”.
- Click on “Modify” in the “Destination” section, select “Add Location” and then “IP Range” and you should see the following window. Just enter the data as you see it and click “OK” to return to the “Edit Rule” window.

Edit this IP range by changing any of the fields below.

Description: resnet out

IP Address: 137 . 205 . 0 . 0

IP Address: 137 . 205 . 254 . 254

OK Cancel

- Again click on “Modify” in the “Destination” section, select “Add Location” but this time select “IP Address” and you should see the following window. Enter the data as you see it and click “OK” to return to the “Edit Rule” window.

Edit this IP address by changing any of the fields below.

Description: stunnel

IP Address: 127 . 0 . 0 . 1

OK Cancel

- Check that “Source”, “Destination” and “Action” are set correctly and click “OK”. You should now find you have a new rule in the Expert Rules for DC++ with a green tick next to it.

b. Allow ResNet to access DC++

This part is exactly the same as setting DC++ to access ResNet above except that the Source and Destinations are switched round (but no need for stunnel this time).

- Click “Add” to open a new “Edit Rule” window (as above).
- Click “modify” in the “Destination” section and set it to “My Computer”.
- Click “Modify” in the “Source” section select “Add Location” -> “IP Range” and fill in the same IP range for ResNet as before. Fill in the “Description” box with a name.

- Click OK to get back to the edit rule window check that “Source”, “Destination” and “Action” (see Below) are set correctly and click “OK” again.

You should now find you have two green ticked rules in the Expert Rules for DC++ window.

- c. Block all other traffic for DC++
The Final Rule is very simple:

Edit

Edit this rule by modifying the following values:

General

Rank: <input style="width: 80%;" type="text" value="3"/>	State: <input style="width: 80%;" type="text" value="Enabled"/>
Name: <input style="width: 80%;" type="text" value="other block"/>	Action: <input style="width: 80%;" type="text" value="Block"/>
Comments: <input style="width: 80%; height: 40px;" type="text"/>	Track: <input style="width: 80%;" type="text" value="Alert and Log"/>

<p>Source</p> <input style="width: 95%; height: 50px;" type="text" value="Any"/> <input style="float: right; margin-top: 5px;" type="button" value="Modify >>"/>	<p>Destination</p> <input style="width: 95%; height: 50px;" type="text" value="Any"/> <input style="float: right; margin-top: 5px;" type="button" value="Modify >>"/>
<p>Protocol</p> <input style="width: 95%; height: 50px;" type="text" value="Any"/> <input style="float: right; margin-top: 5px;" type="button" value="Modify >>"/>	<p>Time</p> <input style="width: 95%; height: 50px;" type="text" value="Any"/> <input style="float: right; margin-top: 5px;" type="button" value="Modify >>"/>

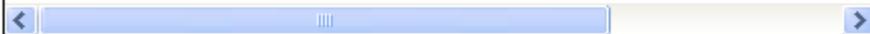
- Click on “Add” to open up a new “Edit Rule” window
- Enter “block other” in the “name” box.
- Set the “Action” to “Block”.
- Click “OK”

You should now find you have three rules, two with ticks and one with a red cross, as below. Check that Sources and Destinations all match up, then click “OK” and you’re done.

Create Expert firewall rules for:

DC++

		Source	Destination	Protocol
1	✓	My Computer	resnet out, stunnel	Any
2	✓	resnet in	My Computer	Any
3	✗	Any	Any	Any



Add

Edit

Remove

OK

Cancel

Apply