



All Products | Support | Search | microsoft.com Home



Support Home | Find a Solution | Request Support | Custom Support |



Products | Support | Search | Microsoft.com Guide



Home | Find a Solution | Request Support | Custom Support

How to Establish NetMeeting Connections Through a Firewall

The information in this article applies to:

- Microsoft NetMeeting versions 2.0, 2.1, 2.11, 3.01 for Windows 95
- Microsoft Windows 98
- Microsoft Windows 98 Second Edition
- Microsoft NetMeeting versions 2.1, 2.11, 3.01 for Windows 98
- Microsoft NetMeeting versions 2.1, 2.11, 3.01 for Windows NT 4.0
- Microsoft NetMeeting version 3.01 for Windows 2000

SUMMARY

This article describes how to use Microsoft NetMeeting to establish connections over the Internet when you use a firewall to connect to the Internet.

MORE INFORMATION

When you use NetMeeting to establish a connection over the Internet, NetMeeting uses several IP ports to communicate with other meeting participants. If you use a firewall to connect to the Internet, the firewall must be configured so that the ports used by NetMeeting are not blocked.

NetMeeting uses the following Internet Protocol (IP) ports:

Port	Purpose
389	Internet Locator Server [Transmission Control Protocol (TCP)]
522	User Location Server (TCP)
1503	T.120 (TCP)
1720	H.323 call setup (TCP)
1731	Audio call control (TCP)
Dynamic	H.323 call control (TCP)
Dynamic	H.323 streaming [Realtime Transport Protocol (RTP) over User Datagram Protocol (UDP)]

To establish outbound NetMeeting connections through a firewall, the firewall must be configured to do

Arti
Las
May
Pro
Mic
Ser
Did
arti
que



Ple:
con
infc
(25



the following:

- Pass through primary TCP connections on ports 522, 389, 1503, 1720 and 1731.
- Pass through secondary UDP connections on dynamically assigned ports (1024-65535).

NOTE: Some firewalls are capable of passing through TCP connections on specific ports, but are not capable of passing through secondary UDP connections on dynamically assigned ports. When you establish NetMeeting connections through these firewalls, you are unable to use the audio features of NetMeeting.

In addition, some firewalls are capable of passing through TCP connections on specific ports and secondary UDP connections on dynamically assigned ports, but are not capable of virtualizing an arbitrary number of internal IP addresses, or are not capable of doing so dynamically. With these firewalls, you are able to establish NetMeeting connections from computers inside the firewall to computers outside the firewall and you are able to use the audio features of NetMeeting, but you are unable to establish connections from computers outside the firewall to computers inside the firewall.

The H.323 call setup protocol (over port 1720) dynamically negotiates a TCP port for use by the H.323 call control protocol. Also, both the audio call control protocol (over port 1731) and the H.323 call setup protocol (over port 1720) dynamically negotiate User Datagram Protocol (UDP) ports for use by the H.323 streaming protocol, called the real time protocol (RTP). In NetMeeting, two ports are determined on each side of the firewall for audio and video streaming. These dynamically negotiated ports are selected arbitrarily from all ports that can be assigned dynamically.

NetMeeting directory services require either port 389 or port 522, depending on the type of server you are using. Internet Locator Servers (ILSs), which support the lightweight directory access protocol (LDAP) for NetMeeting 2.0 or later, require port 389. User Location Servers (ULSs), developed for NetMeeting 1.0, require port 522.

Additional query words: 2.00

Keywords : win98 win98se

Issue type :

Technology : kbWin98search kbWin98SEsearch kbNMeetSearch kbWin98 kbWin98SE kbNMeet301Win2000 kbNMeet200Win95 kbNMeet210Win95 kbNMeet211Win95 kbNMeet301Win95 kbNMeet210Win98 kbNMeet301Win98 kbNMeet210WinNT400 kbNMeet301WinNT400 kbNMeetWinNT400Search kbNMeetWin2000Search kbNMeetWin98Search kbNMeetWin95Search kbNMEET211Win98 kbNMEET211NT400

Last Reviewed: May 16, 2000

© 2001 Microsoft Corporation. All rights reserved. [Terms of Use](#) [Disability/accessibility](#) [Privacy Policy](#)