



System i

Networking

IP filtering and network address translation

Version 5 Release 4





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Note

Before using this information and the product it supports, read the information in “Notices,” on page 33.

Seventh Edition (February 2006)

This edition applies to version 5, release 4, modification 0 of IBM i5/OS (product number 5722-SS1) and to all subsequent releases and modifications until otherwise indicated in new editions. This version does not run on all reduced instruction set computer (RISC) models nor does it run on CISC models.

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IP filtering and network address

translation. 1

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IP filtering and network address translation

IP filtering and network address translation (NAT) act like a firewall to protect your internal network from intruders.

IP filtering lets you control what IP traffic to be allowed into and out of your network. Basically, it protects your network by filtering packets according to the rules that you define. NAT, alternatively, allows you to hide your unregistered private IP addresses behind a set of registered IP addresses. This helps to protect your internal network from the outside networks. NAT also helps to alleviate the IP address depletion problem, because many private addresses can be represented by a small set of registered addresses.

Note: *Packet rules* is the combination of IP filtering and NAT. When you see the term packet rules used in this topic collection, the subject applies to both of those components.

In addition to the information in this topic, use the online help available from the Packet Rules Editor in iSeries™ Navigator. The iSeries Navigator online help offers the tips and techniques for making the most of the packet rules, including How do I help, Tell me about help, and extensive context-sensitive help.

Printable PDF

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Scenarios: Packet rules

You can use network address translation (NAT) and IP filtering to protect your network.

Each scenario includes a diagram and sample configuration.

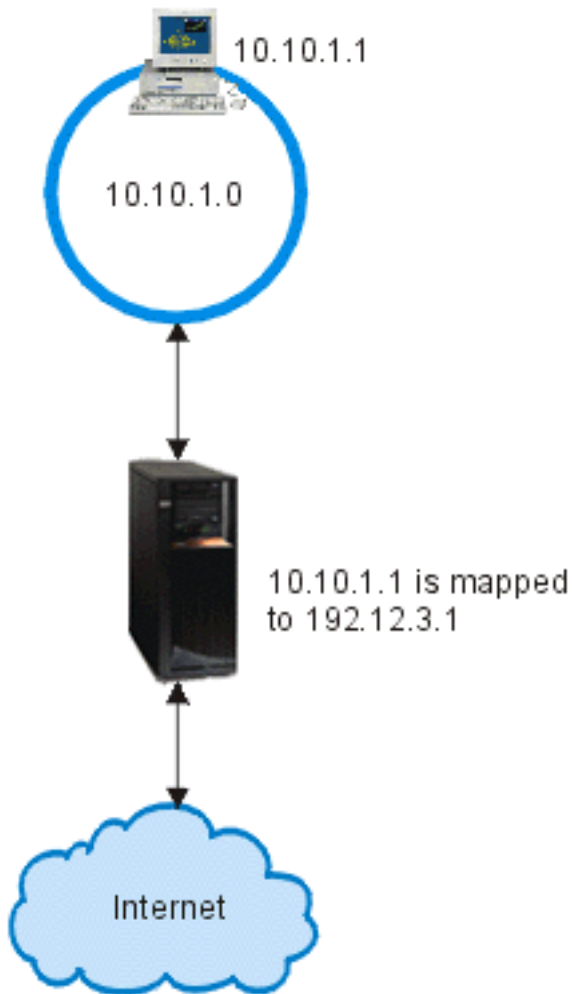
Tip: In each scenario, the 192.x.x.x IP addresses represent public IP addresses. All addresses are for example purposes only.

Scenario: Mapping IP addresses using NAT

In this scenario, your company uses static network address translation (NAT) to map its private IP addresses to public addresses.

Situation

You own a company and you decide to start a private network. However, you have never registered or acquired permission to use public IP addresses. When you access the Internet, you find that your company's address range is registered to someone else, so you think your current setup is obsolete. You need to allow public users access to your Web server. What should you do?



Solution

You can use static NAT. Static NAT assigns one original (private) address to one registered (public) address. Your system maps this registered address to your private address. The registered address enables your private address to communicate with the Internet. Essentially, it forms a bridge between the two networks. Communication can be initiated from either network.

By using static NAT, you can keep all of your current internal IP addresses and still access the Internet. You need to have one registered IP address for each private address that accesses the Internet. For example, if you have 12 users, you need 12 public IP addresses to map to your 12 private addresses.

In this example, the NAT address, 192.12.3.1, sits unusable, like a shell, waiting for information to come back. When the information returns, NAT maps the address back to the personal computer. When static NAT is active, any inbound traffic destined directly to the address 192.12.3.1 never gets to that interface

because it only represents your internal address. The real private address 10.10.1.1 is the actual destination, even though (to the world outside the system) it appears that 192.12.3.1 is the required IP address.

Configuration

To configure the packet rules described in this scenario, you should use the **Address Translation** wizard in iSeries Navigator. The wizard requires the following information:

- The private address you want to map: 10.10.1.1
- The public address to which you want to map the private address: 192.12.3.1
- The name of the line over which the address mapping takes place: TRNLINE

To use the **Address Translation** wizard, follow these steps:

1. In iSeries Navigator, select *your system* → **Network** → **IP Policies**.
2. Right-click **Packet Rules**, and select **Rules Editor**.
3. From the Welcome Packet Rules Configuration dialog, select **Create a new packet rules file**, and click **OK**.
4. From the Wizards menu, select **Address Translation**, and follow the wizard's instructions to configure the map-address -translation packet rules.

The packet rules look like the following example.

```
Statements to map 10.1.1.1 to 192.12.3.1 over TRNLINE
-----
ADDRESS MAPPRIVATE1  IP = 10.1.1.1
ADDRESS MAPPUBLIC1  IP = 192.12.3.1 MAP
MAPPRIVATE1         TO MAPPUBLIC1    LINE = TRNLINE
-----
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```

After you finish creating these rules, you need to verify them to ensure that they can be activated without errors.

Note: The token ring line that is defined above (LINE=TRNLINE) must be the line that 192.12.3.1 uses. This static NAT will not work if 10.10.1.1 uses the defined token ring line above. Whenever you use NAT, you should also enable IP forwarding.

Related concepts

“Static (map) NAT” on page 13

Static (map) network address translation (NAT) provides a one-to-one mapping of private IP addresses to public IP addresses. It allows you to map an IP address on your internal network to an IP address that you want to make public.

Related tasks

“Verifying packet rules” on page 25

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

“Activating packet rules” on page 26

Activating the packet rules that you create is the final step in configuring packet rules.

Related reference

“Troubleshooting packet rules” on page 29

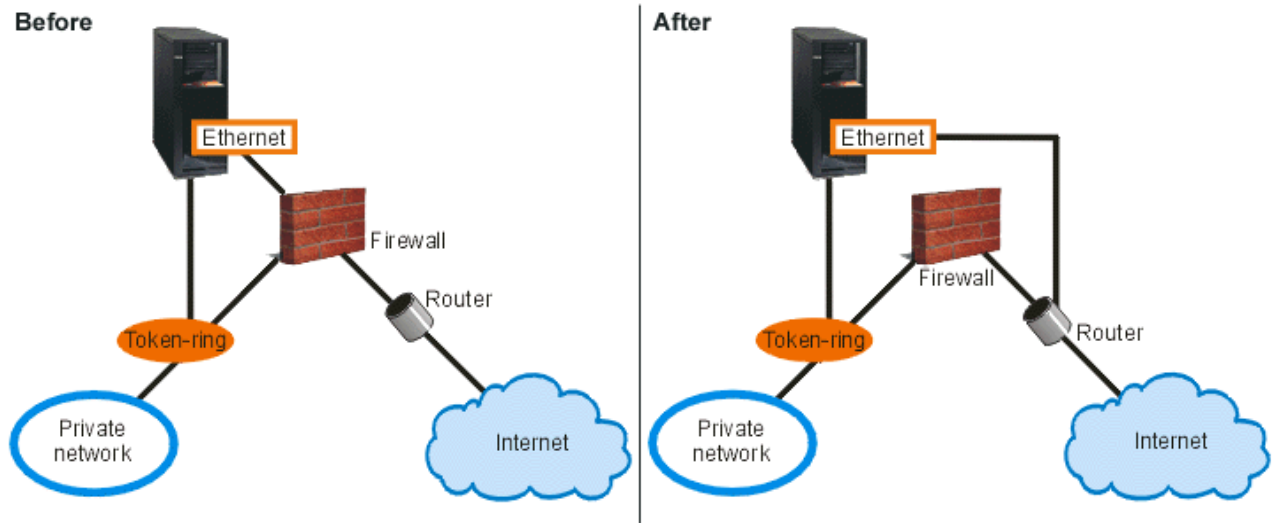
This topic provides troubleshooting advice for some common packet rules problems.

Scenario: Creating filter rules to allow HTTP, Telnet, and FTP traffic

In this scenario, your company uses IP filtering to restrict the IP traffic that can access its Web server to only HTTP, Telnet, and File Transfer Protocol (FTP) traffic.

Situation

You want to provide Web applications to your customers, but your current firewall is working at capacity and you do not want to add additional traffic to it. Your colleague suggests running the applications outside the firewall. However, you want only HTTP, FTP, and Telnet traffic to have access to your System i™ Web server from the Internet. What should you do?



Solution

IP filtering enables you to set rules that define what information can flow through your Web server. In this scenario, you can write filter rules that permit HTTP, FTP, and Telnet traffic (inbound and outbound). The public address of the server is 192.54.5.1, and the private IP address is 10.1.2.3.

Configuration

To configure the packet rules described in this scenario, use the **Permit A Service** wizard in iSeries Navigator. The wizard requires the following information:

- The type of the service you want to permit: HTTP.
- The public address of the Web server: 192.54.5.1.
- The address of the client: any IP address.
- The interface over which the service runs: TRNLN1.
- The direction the service runs: INBOUND.
- The name you want to use to identify this filter set: external_files.

To use the **Permit Service** wizard, follow these steps:

1. In iSeries Navigator, select *your system* → **Network** → **IP Policies**.
2. Right-click **Packet Rules**, and select **Rules Editor**.
3. From the Welcome Packet Rules Configuration dialog, select **Create a new packet rules file**, and click **OK**.

- From the Wizards menu, select **Permit A Service**, and follow the wizard's instructions to create the filter rules.

These packet rules permit HTTP traffic into and out of the system. The packet rules looks like the following example.

Statements to permit inbound HTTP over TRNLIN

```

INCLUDE FILE = /QIBM/UserData/OS400/TCPIP/PacketRules/Services.i3p
FILTER SET external_files ACTION = PERMIT DIRECTION = OUTBOUND SRCADDR = 192.54.5.1 DSTADDR = *
SERVICE = HTTP_80_FS JRN = OFF
FILTER SET external_files ACTION= PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR = 192.54.5.1
SERVICE= HTTP_80_FC JRN = OFF
FILTER SET external_files ACTION = PERMIT DIRECTION = OUTBOUND SRCADDR = 192.54.5.1 DSTADDR = *
SERVICE = HTTP_443_FS JRN = OFF FILTER
SET external_files ACTION = PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR = 192.54.5.1
SERVICE = HTTP_443_FC JRN = OFF
FILTER_INTERFACE LINE = TRNLIN SET = external_files

```

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Use the Permit a Service wizard two more times to create filter rules that permit FTP traffic and Telnet traffic into and out of the system.

After you finish creating these filter rules, verify them to ensure that they can be activated without errors.

Related tasks

“Verifying packet rules” on page 25

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

“Activating packet rules” on page 26

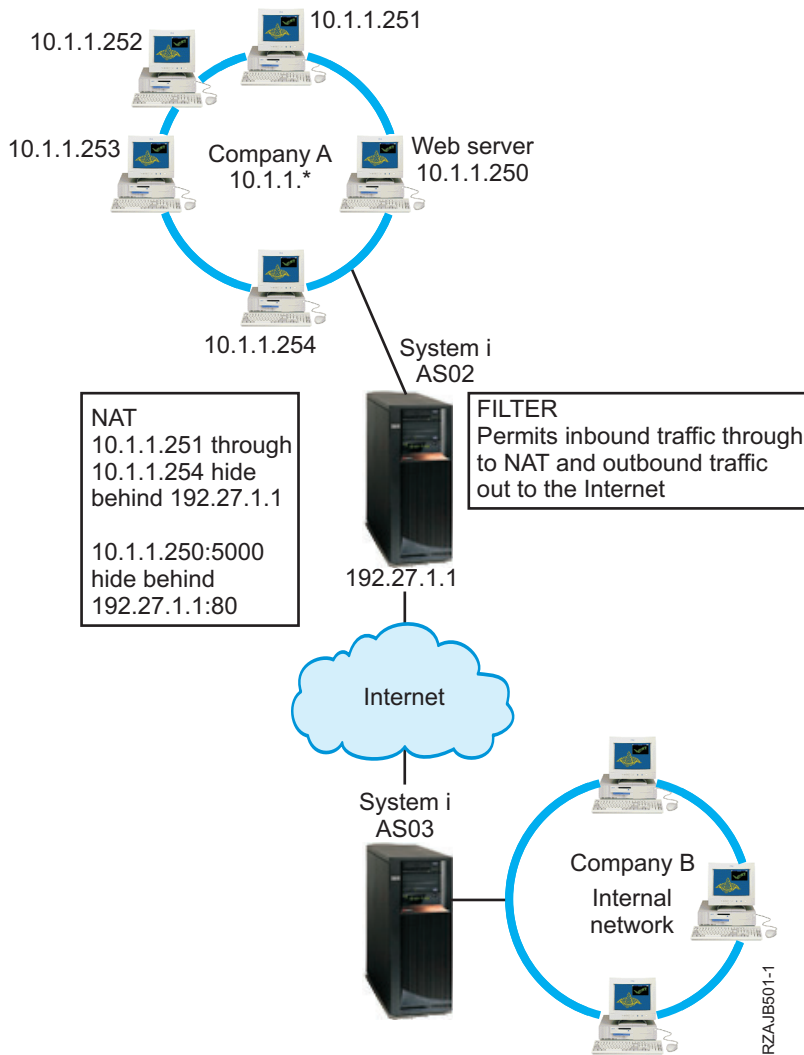
Activating the packet rules that you create is the final step in configuring packet rules.

Scenario: Combining NAT and IP filtering

In this scenario, your company combines network address translation (NAT) and IP filtering together. Your company wants to hide its personal computers and Web server behind a single, public IP address and wants to allow other companies to access the Web server.

Situation

Your business has a moderately sized internal network that uses a System i model as its gateway. You want to transfer all Web traffic from the gateway system to a dedicated Web server behind the gateway. The Web server runs on port 5000. You want to hide all of your private personal computers and the Web server behind an address on the System i interface, AS02 in the following figure. You also want to allow other companies to access the Web server. What should you do?



Solution

You can use IP filtering and NAT together to configure your personal computers and Web server:

- Hide NAT to hide your personal computers behind a public address, 192.27.1.1, so they can access the Internet.
- Port-mapped NAT to hide your Web server address, 10.1.1.250, and port number, 5000, behind a public address, 192.27.1.1, and port number, 80. Notice that both NAT rules are hidden behind 192.27.1.1. This is acceptable as long as the addresses you are hiding do not overlap. The port-mapped NAT rule only allows externally initiated traffic on port 80 to access your system. If the externally initiated traffic does not match the exact address and port number, NAT will not translate it and the packet will be discarded.
- Rules that filter all inbound traffic destined for your private network through to NAT and any outbound traffic out to the Internet.

Configuration

To configure the hide NAT packet rules described in this scenario, use the Address Translation wizard in iSeries Navigator. The wizard requires the following information:

- The set of addresses you want to hide: 10.1.1.251 through 10.1.1.254.
- The interface address behind which you want to hide the set of addresses: 192.27.1.1.

To use the Address Translation wizard, follow these steps:

1. In iSeries Navigator, select *your system* → **Network** → **IP Policies**.
2. Right-click **Packet Rules**, and select **Rules Editor**.
3. From the Welcome Packet Rules Configuration dialog, select **Create a new packet rules file**, and click **OK**.
4. From the Wizards menu, select **Address Translation**, and follow the wizard's instructions to configure the hide address translation packet rules.

This packet rule hides your four personal computers behind a public address so that they can access the Internet. Your hide NAT packet rule looks like the following example.

Statements to hide 10.1.1.251 - 10.1.1.254 behind 192.27.1.1

```
ADDRESS HIDE1    IP = 10.1.1.251 THROUGH 10.1.1.254
ADDRESS BEHIND1 IP = 192.27.1.1
HIDE HIDE1      BEHIND BEHIND1
```

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To configure the port-mapped NAT, follow these steps:

1. Access the Packet Rules Editor from iSeries Navigator.
2. Create a defined address for the Web server address and port 5000.
 - a. From the Insert menu, select **Address**.
 - b. On the General page, enter Web250 in the **Address name** field.
 - c. Select **IP addresses** in the **Defined address** list. Then click **Add** and enter the IP address of the Web server 10.1.1.250 in the field.
 - d. Click **OK**.
3. Create a defined address to represent the public address 192.27.1.1.

Note: Because you already created a defined address to represent the public address 192.27.1.1 when you configured the hide NAT packet rules, you can omit this step for this particular scenario and skip to Step 4. However, if you use these instructions to configure the port-mapped NAT for your own network and you did not configure the hide NAT packet rules, then continue with the instructions for this step:

- a. From the Insert menu, select **Address**.
 - b. On the General page, enter or select BEHIND1 in the **Address name** field.
 - c. Select **IP addresses** in the **Defined address** list. Then click **Add** and enter 192.27.1.1 in the **IP addresses** edit field.
 - d. Click **OK**.
4. Create the port-mapped NAT rule:
 - a. From the Insert menu, select **Hide**.
 - b. On the General page, select Web250 from the **Hide address name** list.
 - c. Select **BEHIND1** from the **Behind address name** list.
 - d. Select **Allow inbound connections**, and enter 5000 in the **Hide port** field.
 - e. Enter 80 in the **Behind port** field.
 - f. Enter 16 and select **seconds** in the **Timeout** fields.
 - g. Enter 64 in the **Maximum conversations** field.

- h. Select **OFF** from the **Journaling** list.
- i. Click **OK**.

This port-mapped NAT hides your Web server address and port number behind a public address and port number. Notice that both NAT rules are hidden behind one common IP address. This is acceptable as long as the addresses you are hiding do not overlap. This port-mapped NAT rule only allows externally initiated traffic on port 80 to access your system.

The port-mapped NAT rule looks like the following example:

```
ADDRESS Web250   IP = 10.1.1.250
ADDRESS BEHIND1  IP = 192.27.1.1
HIDE Web250:5000 BEHIND BEHIND1:80  TIMEOUT = 16  MAXCON = 64  JRN = OFF
```

To create the filter rules described in this scenario, follow these steps:

1. Access the Packet Rules Editor from iSeries Navigator.
2. Create a filter rule to permit inbound traffic destined for your private network.
 - a. From the Welcome Packet Rules Configuration dialog, select **Create a new packet rules file**, and click **OK**.
 - b. From the Insert menu, select **Filter**.
 - c. On the General page, enter `external_rules` in the **Set name** field.
 - d. Select **PERMIT** from the **Action** list.
 - e. Select **INBOUND** from the **Direction** list.
 - f. Select `=` and `*` from the **Source address name** lists.
 - g. Select `=` and enter `192.27.1.1` in the **Destination address name** fields.
 - h. Select **OFF** from the **Journaling** list.
 - i. On the Services page, select **Service**.
 - j. Select **TCP** from the **Protocol** list.
 - k. Select `=` and `*` from the **Source port** lists.
 - l. Select `=` and `*` from the **Destination port** lists.
 - m. Click **OK**.
3. Create a filter rule to permit outbound traffic from your private network to the Internet:
 - a. From the Welcome Packet Rules Configuration dialog, select **Open an existing packet rules file**, and click **OK**.
 - b. From the Open File dialog, select the `external_rules` file, and click **Open**.
 - c. From the Insert menu, select **Filter**.
 - d. On the General page, select `external_rules` from the **Set name** list.
 - e. Select **PERMIT** from the **Action** list.
 - f. Select **OUTBOUND** from the **Direction** list.
 - g. Select `=` and enter `192.27.1.1` in the **Source address name** fields.
 - h. Select `=` and `*` from the **Destination address name** lists.
 - i. Select **OFF** from the **Journaling** list.
 - j. On the Services page, select **Service**.
 - k. Select **TCP** from the **Protocol** list.
 - l. Select `=` and `*` from the **Source port** lists.
 - m. Select `=` and `*` from the **Destination port** lists.
 - n. Click **OK**.
4. Define a filter interface for the filter set that you created:
 - a. From the Insert menu, select **Filter interface**.

- b. Select **Line name** and select TRNLINE from the **Line name** list.
- c. On the Filter Sets page, select **external_rules** from the **Filter set** list, and click **Add**.
- d. Click **OK**.

These filters, in conjunction with the HIDE statement, permit any inbound traffic destined for your private network through to NAT and any outbound traffic out to the Internet. However, NAT enables only externally initiated traffic on port 80 to enter the system. NAT does not translate externally initiated traffic that does not match the port-mapped NAT rule. The filter rules look like the following example:

```
FILTER SET external_files ACTION = PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR = 192.27.1.1
  PROTOCOL = TCP DSTPORT = * SRCPORT = * JRN = OFF
FILTER SET external_files ACTION = PERMIT DIRECTION = OUTBOUND SRCADDR = 192.27.1.1 DSTADDR = *
  PROTOCOL = TCP DSTPORT = * SRCPORT = * JRN = OFF
```

This statement binds (associates) the 'external_rules' filter set with the correct physical interface.

```
FILTER_INTERFACE LINE = TRNLINE SET = external_files
```

After you finish creating these filter rules, you should verify them to ensure they will be activated without errors. After that, you can activate them.

Related tasks

"Verifying packet rules" on page 25

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

"Activating packet rules" on page 26

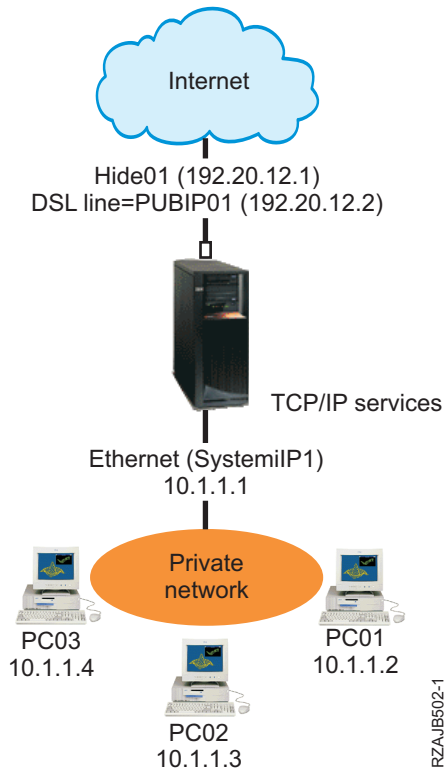
Activating the packet rules that you create is the final step in configuring packet rules.

Scenario: Hiding IP addresses using masquerade NAT

In this scenario, your company uses masquerade network address translation (NAT) to hide the private addresses of your personal computers. At the same time, your company enables your employees to access the Internet.

Situation

You have a small company and you want to allow HTTP service on your System i platform. Your system has one Ethernet card and three personal computers. Your Internet service provider (ISP) provides you with a Digital Subscriber Line (DSL) connection and a DSL modem. The ISP also assigns you the following public IP addresses: 192.20.12.1 and 192.20.12.2. All of your personal computers have 10.1.1.x addresses on the internal network. You want to ensure that the private addresses of your personal computers remain hidden to prevent external users from initiating communications with your internal network, while allowing your employees to access the Internet. What should you do?



Solution

Hide your personal computer addresses, 10.1.1.1 through 10.1.1.4, behind the public address, 192.20.12.1. You can run TCP/IP services from the 10.1.1.1 address. Range NAT (hiding a range of internal addresses) protects your personal computers from communication that is initiated outside your network because for range NAT to start, traffic must be initiated internally. However, range NAT do not protect the System i interface. You need to filter traffic to protect your system from receiving unwanted information.

Configuration

To configure the packet rules described in this scenario, use the Address Translation wizard in iSeries Navigator. The wizard requires the following information:

- The set of the addresses you want to hide: 10.1.1.1 through 10.1.1.4.
- The interface address behind which you want to hide the set: 192.20.12.1.

To use the Address Translation wizard, follow these steps:

1. In iSeries Navigator, select *your system* → **Network** → **IP Policies**.
2. Right-click **Packet Rules**, and select **Rules Editor**.
3. From the Welcome Packet Rules Configuration dialog, select **Create a new packet rules file**, and click **OK**.
4. From the Wizards menu, select **Address Translation**, and follow the wizard's instructions to configure the hide-address -translation packet rules.

The packet rules look like the following example.

Statements to hide 10.1.1.1 - 10.1.1.4 behind 192.20.12.1

```
ADDRESS HIDE1 IP = 10.1.1.1 THROUGH 10.1.1.4
ADDRESS BEHIND1 IP = 192.20.12.1
HIDE HIDE1 BEHIND BEHIND1
```

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After you finish creating these filter rules, you should verify them to ensure that they will activate without errors. After that, you can activate them.

Related concepts

“Masquerade (hide) NAT” on page 14

Masquerade (hide) network address translation (NAT) enables you the actual address of a personal computer private. NAT routes traffic from your personal computer to your system, which essentially makes the system the gateway for your personal computer.

Related tasks

“Verifying packet rules” on page 25

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

“Activating packet rules” on page 26

Activating the packet rules that you create is the final step in configuring packet rules.

Packet rules concepts

Packet rules comprise both network address translation (NAT) rules and IP filtering rules. These two rules run at the IP layer of the TCP/IP stack and help protect your system against potential risks that are commonly associated with TCP/IP traffic.

To better understand how packet rules work, you need to be familiar with the following concepts and how they apply to your system:

- Packet rules versus other i5/OS® security solutions
- NAT

Packet rules terminology

Here are the useful terms related to the packet rules.

border address

A border address is a public address that acts as a boundary between a trusted and an untrusted network. It describes the IP address as an actual interface on the system. The system needs to know the type of address you are defining. For example, your personal computer’s IP address is trusted, but your system’s public IP address is a border address.

firewall

A logical barrier around systems in a network. A firewall consists of hardware, software, and a security policy that controls the access and flow of information between secure (trusted) systems and nonsecure (untrusted) systems.

maxcon

Maxcon is a parameter that is part of masquerade network address translation (NAT) filter rule. It is the number of conversations that can be active at one time. You are required to define this number when you set up NAT masquerade rules. The default value is 128. Maxcon only pertains to masquerade NAT rules.

NAT conversation

A NAT conversation is a relationship between any of the following IP addresses and port numbers:

- Private source IP address and source port number (without NAT).
- Public (NAT) source IP address and public (NAT) source port number.
- Destination IP address and port number (an external network).

PPP filter identifier

A PPP filter identifier allows you to apply filter rules to an interface that has been defined in a point-to-point profile. The PPP filter identifier also links the filter rules to groups of users in a point-to-point profile. Because the point-to-point profile is associated with a specific IP address, the filter identifier implicitly defines the interface to which the rules apply.

timeout

Timeout controls the amount of time a conversation is allowed to last. If you have timeout set too short, the conversation is stopped too quickly. The default value is 16.

Related information

Scenario: Managing remote user access to resources using group policies and IP filtering

Packet rules versus other i5/OS security solutions

In high-risk situations, such as securing a production system or securing communications between your System i platform and other systems in a network, you might need to investigate other security solutions to broaden your protection.

Your system has integrated security components that can protect your system from several types of risks. Packet rules provide an economical way for you to secure your system. In some cases, packet rules can provide everything you need without any additional purchases.

See these information center topics for information to help you ensure that your security strategy includes multiple lines of defense:

- **System i and Internet security**

This topic collection provides information about the risks and solutions that you need to consider before using the Internet.

- **Secure Sockets Layer (SSL)**

SSL provides secure connections between server applications and their clients. This topic includes information about how you can enable SSL on your i5/OS applications.

- **Virtual Private Networking (VPN)**

VPN enables your company to securely extend its private intranet over the existing framework of a public network, such as the Internet. This topic describes VPN and tells you how to use it on your system.

Network address translation

Network address translation (NAT) enables you to access the Internet safely without having to change your private network IP addresses.

IP addresses are depleting rapidly due to widespread Internet growth. Organizations use private networks, which allows them to select any IP addresses they want. However, if two companies have duplicate IP addresses and they attempt to communicate with each other, they will have problems. In order to communicate on the Internet, you must have a unique, registered address. Just as the name implies, NAT is a mechanism that translates one Internet Protocol (IP) address into another.

Packet rules contains three methods of NAT. You commonly use NAT to map addresses (static NAT) or hide addresses (masquerade NAT). By hiding or mapping addresses, NAT solves various addressing problems.

Example: Hiding internal IP addresses from public knowledge

You are configuring a System i platform as a public Web server. However, you do not want external networks to know your system's real internal IP addresses. You can create NAT rules that translate your private addresses to public addresses that can access the Internet. In this instance, the true address of the system remains hidden, making the system less vulnerable to attack.

Example: Converting an IP address for an internal host into a different IP address

You want private IP addresses on your internal network to communicate with Internet hosts. To arrange this, you can convert an IP address for an internal host into a different IP address. You must use public IP addresses to communicate with Internet hosts. Therefore, you use NAT to convert your private IP addresses to public addresses. This ensures that IP traffic from your internal host is routed through the Internet.

Example: Making the IP addresses of two different networks compatible

You want to allow a host system in another network, such as a vendor company, to communicate with a specific host in your internal network. However, both networks use private addresses (10.x.x.x), which creates a possible address conflict for routing the traffic between the two hosts. To avoid conflict, you can use NAT to convert the address of your internal host to a different IP address.

Related reference

“Creating IP filter rules” on page 23

When you create a filter, you specify a rule that governs the IP traffic flow into and out of your system.

Static (map) NAT

Static (map) network address translation (NAT) provides a one-to-one mapping of private IP addresses to public IP addresses. It allows you to map an IP address on your internal network to an IP address that you want to make public.

Static NAT allows communication to be initiated from your internal network or an external network, like the Internet. It is especially useful if you have a system within your internal network that you want to allow public users to access. In this case, you need to create a NAT rule that maps the actual system address to a public address. The public address becomes external information. This ensures that private information remains out of the hands of someone who might attack your systems.

The following list highlights the features of static NAT:

- It is a one-to-one mapping.
- It can be initiated by the external and internal network.
- The address you associate or map to can be any address.
- The address you associate or map to becomes unusable as an IP interface.
- Do not use port-mapped NAT.

Attention: Use static NAT with caution if you decide to map a personal computer to the well-known address of the System i platform. The *well-known address* is the IP address reserved for most Internet and intranet traffic. If you do map to this IP address, NAT will translate and send all traffic to the internal private address. Because this interface is reserved for NAT, your system and the interface become unusable.

Related concepts

“Scenario: Mapping IP addresses using NAT” on page 1

In this scenario, your company uses static network address translation (NAT) to map its private IP addresses to public addresses.

Masquerade (hide) NAT

Masquerade (hide) network address translation (NAT) enables you the actual address of a personal computer private. NAT routes traffic from your personal computer to your system, which essentially makes the system the gateway for your personal computer.

Masquerade NAT allows you to translate multiple IP addresses to another single IP address. You can use masquerade NAT to hide one or more IP addresses on your internal network behind an IP address that you want to make public. This public address is the address to which the private addresses are translated and has to be a defined interface on your system. To be a defined interface, you must define the public address as a BORDER address.

Hiding multiple addresses

To hide multiple addresses, you specify a range of addresses that NAT should translate through the system. Here is the general process:

1. The translated IP address replaces the source IP address. This occurs in the IP header of the IP packet.
2. The IP source port number (if there is one) in a Transmission Control Protocol (TCP) or User Datagram Protocol (UDP) header is replaced with a temporary port number.
3. An existing conversation is the relationship between the new IP source address and port number.
4. This existing conversation enables your NAT server to untranslate IP datagrams from the outside system.

When you use masquerade NAT, an internal system initiates traffic. When this happens, NAT translates the IP packet as it passes through the NAT server. Masquerade NAT is a great choice because external hosts cannot initiate traffic into your network. As a result, your network gains additional protection from an outside attack. Also, you only need to purchase a single public IP address for multiple internal users.

The following list highlights the features of masquerade NAT:

- Private IP address or range of IP addresses are bound behind a public IP address on the NAT workstation.
- Masquerade NAT can only be initiated by the internal network.
- Port numbers are associated with random port numbers. This means that both the address and the port number are hidden from the Internet.
- The registered address on the NAT workstation is a usable interface outside of NAT.

Note:

If parameters are not set to fit your environment, the address translation might not function as expected. For example, the IP addresses in the packets are not translated or the packets might be discarded. However, it will not cause any hardware or system damage. If you want to adjust the values of the parameters, consider the following items:

- You must set MAXCON high enough to accommodate the number of conversations you want to use. For example, if you are using File Transfer Protocol (FTP), your personal computer will have two conversations active. In this case, you need to set MAXCON high enough to accommodate multiple conversations for each personal computer. You need to decide how many concurrent conversations you want to allow in your network. The default value is 128.
- You must have TIMEOUT (a HIDE rule statement) set high enough to allow enough time for conversations between personal computers and server. For Hide NAT to occur properly, there must be an internal conversation in progress. The timeout value tells the code how long to wait for a reply to this internal conversation. The default value is 16.

- Masquerade NAT supports only the following protocols: TCP, User Datagram Protocol (UDP), and Internet Control Message Protocol (ICMP).
- Whenever you use NAT, you must enable IP forwarding. Use the Change TCP/IP Attributes (CHGTCPA) command to verify that you set IP datagram forwarding to YES.

Related concepts

“IP packet header” on page 17

You can create filter rules to refer to various portions of IP, TCP, UDP, and ICMP headers.

“Scenario: Hiding IP addresses using masquerade NAT” on page 9

In this scenario, your company uses masquerade network address translation (NAT) to hide the private addresses of your personal computers. At the same time, your company enables your employees to access the Internet.

Masquerade (port-mapped) NAT

Port-mapped network address translation (NAT) is a variation of masquerade NAT.

In port-mapped NAT, you can specify both the IP address and the port number to translate. This enables both your internal personal computer and the external workstation to initiate IP traffic. You can use port-mapped NAT if the external workstation (or client) needs to access workstations or systems inside your network. Only IP traffic that matches both the IP address and the port number is allowed to access.

Internal initiation

When the internal personal computer with *Address 1: Port 1* initiates traffic to an outside workstation, the translating code will check the NAT rule file for *Address 1: Port 1*. If both the source IP address (*Address 1*) and the source port number (*Port 1*) match the NAT rule, NAT starts the conversation and performs the translation. The specified values from the NAT rule replace the IP source address and source port number. *Address 1: Port 1* is replaced with *Address 2: Port 2*.

External initiation

An external workstation initiates IP traffic with the destination IP address of *Address 2*. The destination port number is *Port 2*. The NAT server untranslates the datagram with or without an existing conversation. In other words, NAT automatically creates a conversation if one does not already exist. *Address 2: Port 2* is untranslated to *Address 1: Port 1*.

The following list highlights the features of masquerade port-mapped NAT:

- Masquerade port-mapped NAT has a one-to-one relationship.
- Masquerade port-mapped NAT can be initiated by both external and internal networks.
- The registered address that the private address hides behind must be defined on the System i platform that performs the NAT operations.
- IP traffic outside of NAT operations cannot use the registered address. However, if this address attempts to use a port number that matches the hidden port in the NAT rule, then the traffic will be translated. The interface will be unusable.
- Typically the port numbers are mapped to well-known port numbers, so extra information is not necessary. For example, you can run an HTTP server bound to port 5123, then map this to the public IP and port 80. If you want to hide an internal port number behind another (uncommon) port number, the client needs to be physically told the value of the destination port number. If not, it is difficult for communication to occur.

Notes:

- You must set MAXCON high enough to accommodate the number of conversations you want to use. For example, if you are using File Transfer Protocol (FTP), your personal computer will have two conversations active. You need to set MAXCON high enough to accommodate multiple conversations for each personal computer. The default value is 128.

- Masquerade NAT supports only the following protocols: TCP, User Datagram Protocol (UDP), and Internet Control Message Protocol (ICMP).
- Whenever you use NAT, you must enable IP forwarding. Use the Change TCP/IP Attributes (CHGTCPA) command to verify that IP datagram forwarding is set to YES.

IP filtering

The IP filtering component of packet rules enables you to control what IP traffic you want to allow into and out of your company's network.

Use IP filtering to help protect your system by filtering packets according to the rules that you specify.

You can apply filter rules to multiple lines or you can apply different rules to each line. Filter rules are associated with lines; for example, token ring (trnline), not logical interfaces or IP addresses. The system checks each packet against each rule that you associate with a line. The rules are checked in a sequential process. After the system matches the packet to a rule, it stops the process and applies the matching rule.

When your system applies a matching rule, it actually performs the action that is specified by that rule.

- PERMIT — allows the packet to process as usual
- DENY — immediately discards the packet
- IPSEC — sends the packet through a virtual private network (VPN) connection, which you specify in the filter rule

Note: In this case, IP security protocol (IPSec) is an action that you can define in your filter rules. Even though this topic does not cover IPSec specifically, it is important to note that filtering and virtual private networking (VPN) are closely related.

After you apply a rule, the system continues its sequential comparison of rules and packets and assigns actions to all corresponding rules. If the system is unable to find a matching rule for a particular packet, the system automatically discards that packet. The system's default deny rule ensures that the system automatically discards any packet that is not matched to a filter rule. Note that if a filter rule is designed to permit traffic in only one direction, such as inbound or outbound, the system implements the default deny rule in both directions; that is, both inbound and outbound packets are discarded.

Related information

Virtual Private Networking (VPN)

Sample filter statements

The purpose of this sample filter statement is to demonstrate the proper syntax for creating filter rules on your system and to show you how the various statements work together in a file.

Use them as examples only.

A common filter statement might look like this:

```
FILTER SET TestFilter ACTION = PERMIT DIRECTION = INBOUND SRCADDR = 162.56.39.100 DSTADDR
= * PROTOCOL = * DSTPORT >= 1024 SRCPORT = 80
```

This filter will permit all traffic entering the interface (INBOUND) that has a source address of 162.56.39.100, a source port of 80, and destination port greater or equal to 1024.

Because IP traffic typically flows both INBOUND and OUTBOUND over a connection, it is common to have two related statements to permit traffic in both directions. These two statements are called mirrors of each other and can be seen in the example that follows:

```
FILTER SET TestFilter ACTION = PERMIT DIRECTION = INBOUND SRCADDR = 162.56.39.100 DSTADDR
= * PROTOCOL = * DSTPORT >= 1024 SRCPOR = 80 FILTER SET TestFilter ACTION = PERMIT
DIRECTION = OUTBOUND SRCADDR = * DSTADDR = 162.56.39.100 PROTOCOL = * DSTPORT = 80
SRCPOR >= 1024
```

You might notice that both of these filter statements have the same set name, TestFilter. All filters with the same set name are considered to be in the same set. You can have any number of filters in a set. When you activate filters within a given set, they are processed in the order in which they appear in the file.

A filter statement alone do not have any effect when you activate rules. You must apply the filter set to a filter interface. An example of applying the set, TestFilter, to an Ethernet line interface is as follows:

```
FILTER_INTERFACE LINE = ETH237 SET = TestFilter
```

After you activate these rules, only IP traffic permitted by the TestFilter set will be permitted over ETH237.

Note: The system adds a default DENY ALL TRAFFIC rule to the end of any activated filters on an interface. When you apply rules to the interface through which you are configuring the System i platform, it is very important that you permit your own workstation or that of anyone else who might be configuring the system to be connected to the System i platform. Failure to do so causes a loss of communication with the system.

You can also apply multiple sets to a filter interface statement such as in the following example:

```
FILTER_INTERFACE LINE = ETH237 SET = set1, set2, set3
```

These sets are processed in the same order as you listed them in the filter interface statement (set1, set2, and set3). The filters within each set are processed in the order in which they appear in the file. This means that the ordering of filters between different sets is irrelevant. Filter order matters only when filters are in the same set.

IP packet header

You can create filter rules to refer to various portions of IP, TCP, UDP, and ICMP headers.

The following list includes the fields you refer to in a filter rule that make up the IP packet header:

- Source IP address
- Protocol (for example, TCP, UDP)
- Destination IP address
- Source port
- Destination port
- IP datagram direction (inbound, outbound, or both)
- TCP SYN bit

For example, you can create and activate a rule that filters a packet based on the destination IP address, source IP address, and direction (inbound). In this case, the system matches all incoming packets (according to their origin and destination addresses) with corresponding rules. Then the system takes the action that you specified in the rule. The system discards any packets that are not permitted in your filter rules. This is called the *default deny rule*.

Note: The system applies the default deny rule to packets only if the physical interface has at least one active rule. This rule can be customer defined or generated by iSeries Navigator. Regardless of

whether the filter rule permits inbound traffic or outbound traffic, the system implements the default deny rule in both directions. If there is no filter rule active on the physical interface, the default deny rule will not work.

Related concepts

“Masquerade (hide) NAT” on page 14

Masquerade (hide) network address translation (NAT) enables you the actual address of a personal computer private. NAT routes traffic from your personal computer to your system, which essentially makes the system the gateway for your personal computer.

Organizing NAT rules with IP filter rules

While network address translation (NAT) and IP filtering work independently of each other, you can use NAT in conjunction with IP filtering.

If you choose to apply only NAT rules, your system will only perform address translation. Similarly, if you choose to apply only IP filter rules, your system will only filter IP traffic. However, if you apply both types of rules, your system will translate and filter addresses. When you use NAT and filtering together, the rules occur in a specific order. For inbound traffic, NAT rules process first. For outbound traffic, filter rules process first.

You might want to consider using separate files to create your NAT and filter rules. Although this is not necessary, it will make your filter rules easier to read and troubleshoot. Either way (separate or together), you will receive the same errors. If you decide to use separate files for your NAT and filter rules, you can still activate both sets of rules. However, you should make sure that your rules do not interfere with one another.

To activate both NAT and filtering rules at the same time, you need to use the *include* feature. For example, you create File A for filter rules and File B for NAT rules. You can include the contents of File B into File A without rewriting all of your rules.

Related tasks

“Including files in packet rules” on page 25

By using the **Include** feature of the Packet Rules Editor, you can activate more than one packet rules file on your system.

Organizing multiple IP filter rules

When you create a filter rule, it refers to a one-rule statement. A group of filter rules is called a *set*. The filters within a set are processed top to bottom, in physical order. Multiple sets are processed in physical order within a `FILTER_INTERFACE` statement.

The following example shows where one set contains three filter statements. Whenever you refer to this set, all three rules will be included. It is typically easiest to include all of your filter rules in one set.

```
FILTER SET all ACTION = PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR %
    = * PROTOCOL = TCP/STARTING DSTPORT = * SRCPORT = * FRAGMENTS %
    = HEADERS JRN = FULL
FILTER SET all ACTION = PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR %
    = * PROTOCOL = TCP DSTPORT = * SRCPORT = * FRAGMENTS = NONE %
    JRN = OFF
FILTER SET all ACTION = PERMIT DIRECTION = INBOUND SRCADDR = * DSTADDR %
    = * PROTOCOL = ICMP TYPE = * CODE = * FRAGMENTS = NONE JRN %
    = OFF
FILTER_INTERFACE LINE = ETHLINE SET = all
###Ethernet line ETHLINE
```


SpooF protection

SpooFing occurs when someone attempts to access your system by pretending to be within a system that you normally trust within your own network. You need to protect any interfaces that are linked to a public network from this type of attack.

You can protect against spooFing by completing the SpooF Protection wizard which is available from the Packet Rules Editor in iSeries Navigator. This wizard helps you to assign rules to your vulnerable interfaces. After the rules are active, a system from the public (untrusted) network will not be able to act as a trusted workstation from a private (trusted) network.

Planning for packet rules

Before you connect any of your network resources to the Internet, you need to develop a security plan and understand the potential security risks involved.

In general, you must gather detailed information about how you plan to use the Internet as well as a document that describes your internal network configuration. Based on the results of gathering this information, you can accurately evaluate your security needs. System i and Internet security provides you with the details you need to create a total network security plan.

After you develop a plan, you can begin to configure your packet rules.

Related tasks

“Configuring packet rules” on page 20

This checklist contains an overview of the tasks you must complete to ensure that your rules work properly when activated.

Packet rules: User authority requirements

Before you can administer packet rules on your System i platform, ensure that you have the necessary access authorities. You must have *IOSYSCFG special authority in your user profile.

If you plan to administer packet rules from the QSECOFR user ID, or from a user ID of type, *SECOFR, or you have *ALLOBJ authority, you have the correct authority. If you do not have the correct user ID or *ALLOBJ authority, you must have authority to the following directories, files and QSYS user ID:

1. Add object authority, *RXW, and data authority, OBJMGT, to these three files:

```
/QIBM/ProdData/OS400/TCPIP/PacketRules/Template4PacketRules.i3p  
/QIBM/ProdData/OS400/TCPIP/PacketRules/Template4PacketRules.txt  
/QIBM/ProdData/OS400/TCPIP/PacketRules/Template4PacketRules.tcpipl
```

2. Add Object authority, *RWX, to the following directories:

```
/QIBM/UserData/OS400/TCPIP/PacketRules  
/QIBM/UserData/OS400/TCPIP/OpNavRules
```

3. Add Object authority, *RWX, to the following files:

```
/QIBM/UserData/OS400/TCPIP/OpNavRules/VPNPolicyFilters.i3p  
/QIBM/UserData/OS400/TCPIP/OpNavRulesPPPFilters.i3p
```

4. You also need ADD authority to the QSYS profile, because QSYS owns the newly created rules files.

These are the default directories and files that the Packet Rules Editor uses. If you choose to store your files in directories other than those in the preceding list, you need authority to those directories.

Packet rules: System requirements


You need to ensure that the system meets the minimum system requirements to work with packet rules.

To function properly on your system, packet rules require the following products:

- OS/400® V5R2 (5722-SS1), i5/OS V5R3, or later.

- iSeries Access for Windows® (5722-XE1) and iSeries Navigator.
 - Network component of iSeries Navigator.
- TCP/IP Connectivity Utilities for i5/OS (5722-TC1) must be configured, including IP interfaces, routes, the local host name, and the local domain name.

Related information

-  [TCP/IP Tutorial and Technical Overview](#)
-  [V4 TCP/IP for AS/400: More Cool Things Than Ever](#)

Packet rules: Planning worksheet

You can use the planning worksheet of packet rules to gather detailed information about your packet rules usage plan.

You need this information to pinpoint your security needs. You can also use this information to configure your packet rules. You should answer each question before you proceed with configuring packet rules on your system.

You need this information to create a plan for using packet rules	Answers
What is the layout of your network and connections? Create a drawing to show this.	
What routers and IP addresses will you use?	
What rules will you use to control TCP/IP traffic that passes through your systems? For each rule that you list, specify these aspects of the TCP/IP traffic flow: <ul style="list-style-type: none"> • The type of service that you want to permit or deny (for example, HTTP, File Transfer Protocol (FTP), and so forth). • The well-known port number for that service. • The direction of the traffic. • Whether the traffic is reply or initiating traffic. • The IP addresses for the traffic (source and destination). 	
What IP addresses do you want to map to other addresses or hide behind other addresses? (You need this list only if you are using network address translation.)	

Configuring packet rules

This checklist contains an overview of the tasks you must complete to ensure that your rules work properly when activated.

You can find the specific information in the Packet Rules Editor online help.

After you have created a plan for packet rules on your system, you should be ready to begin actually creating and applying them.

- Access the Packet Rules Editor. Follow these instructions to access the Packet Rules Editor in iSeries Navigator.

- Use the wizards provided as part of the Packet Rules Editor (V5R2 and later) to create your rules files:
 - **Permit a Service Wizard**
This wizard generates and inserts a set of packet rule statements that permits the necessary traffic for a given TCP or User Datagram Protocol (UDP) service.
 - **Spoof Protection Wizard**
This wizard generates and inserts a set of packet rule statements that denies any traffic on an interface that should only be entering this server through a different interface.
 - **Address Translation Wizard**
This wizard generates and inserts a set of either map or hide packet rules statements.
- Depending on what type of rules you want to configure, these wizards create all of the required filter and network address translation (NAT) statements for you. You can access the wizards from the Wizards menu in the Packet Rules Editor. If you prefer to write the rules yourself, continue to the next item in the checklist.
- Define addresses and services by creating aliases for the addresses and services for which you plan to create multiple rules.
Note: You must define addresses if you want to create NAT rules.
 - Create NAT rules. Perform this task only if you plan to use NAT.
 - Create filter rules to define what filters to apply to the network that this system administrates.
 - Specify any additional files that you want to include in your master rules file. Complete this task only if you have existing rules files that you want to reuse in a new rules file.
 - Define the interfaces by applying your rules.
 - Make comments to describe what each rules file does.
 - Verify your rules files to ensure that your rules will be activated error free and without problems.
 - Activate your rules file. Packet rules must be activated in order for them to work.
 - Manage packet rules. After you have activated your packet rules, you must manage them periodically to maintain the security of your system.

Related tasks

“Planning for packet rules” on page 19

Before you connect any of your network resources to the Internet, you need to develop a security plan and understand the potential security risks involved.

“Managing packet rules” on page 27

You need to use every possible means to effectively and efficiently manage your packet rules. The security of your system depends on the accurate and current rules.

Accessing the packet rules editor

You can use the Packet Rules Editor to start creating packet rules on your system. You can create a new file, edit an existing one, or you can work with the sample files provided on the system.

You must access the Packet Rules Editor through iSeries Navigator.

To access the Packet Rules Editor, follow these steps:

1. In iSeries Navigator, expand *your system* → **Network** → **IP Policies**.
2. Right-click **Packet Rules** and select **Rules Editor**.

Use the online help for instructions on how to complete each of these tasks.

Related reference

“Troubleshooting packet rules” on page 29

This topic provides troubleshooting advice for some common packet rules problems.

Defining addresses and services

When you create packet rules, you must specify the IP addresses and services to which you want the rules to apply.

Defined addresses are interface specifications that have been given symbolic names. You should define addresses when the address you want to represent is a range of addresses, a subnet, a list of point-to-point identifiers, or a list of non-contiguous addresses. A defined address statement is required when you plan to create map address translation rules. If the address you want to represent is a single IP address in a filter statement, then a defined address statement is not required. Service aliases allow you to define services and then to reuse them in any number of filters. Service aliases also keep track of the purposes of different service definitions.

Defining addresses and service aliases makes it easier to create your packet rules. When you create the rules, you refer to the address nickname or service alias rather than the specific address or service details. Using nicknames and aliases in your filter rules has the following advantages:

- Minimizes the risks of typographical errors.
- Minimizes the number of filter rules that you need to create.

For example, you have users on your network who need Internet access. However, you want to restrict these users to Web access only. You have two choices about how to create the filter rules that you need in this situation.

- Define a filter rule for each user's IP address.
- Create a nickname for the entire address set that represents your users by defining an address.

The first choice increases your chances of making typographical errors, as well as increasing the amount of maintenance that you must perform for your rules file. Using the second choice, you only need to create two filter rules. Use a nickname in each rule to refer to the entire set of addresses to which the rule applies.

You can also create nicknames for services and use them in the same manner as address nicknames. The service alias defines what TCP, User Datagram Protocol (UDP), and Internet Control Message Protocol (ICMP) criteria you want to select. You select the source and destination port that you want to use.

Remember: You must define addresses if you plan to use network address translation (NAT). NAT rules can only point to a defined address.

For instructions on how to define addresses, service aliases, and ICMP services, use the Packet Rules Editor online help.

If you plan to use network addresses translation, go to create NAT rules. Otherwise, go to "Creating IP filter rules" on page 23 to filter IP traffic coming into and going out of your network.

Related tasks

"Adding comments in the packet rules" on page 25

You can record how you intend your rules to work by adding comments about your rules files.

Creating NAT rules

You must define the nicknames for the IP addresses you intend to use if you want to use network address translation (NAT).

You cannot create NAT rules with the standard 32-bit address notation. Rather than specifying a real address such as 193.112.14.90, you must refer to 193.112.14.90 by a name. The system associates the name you defined with the corresponding addresses and translates them accordingly. Therefore, you must define your addresses before your system can apply NAT rules to them.

The Packet Rules Editor enables you to create two types of NAT rules. One type enables you to hide addresses while the other type enables you to map addresses.

Hiding Addresses

Hide addresses when you want to keep your private addresses hidden from public view. A hidden address rule enables you to hide multiple internal addresses behind a single public IP address. This type of NAT is also known as masquerade NAT.

Mapping Addresses

Map addresses when you want to route traffic from a single public IP address into a single internal address. This type of NAT is also known as static NAT.

For instructions on how to hide or map addresses, use the Packet Rules Editor online help.

Next Topic

If you plan to filter traffic flowing into and out of your network, go to Creating IP filter rules. Otherwise, proceed to “Adding comments in the packet rules” on page 25.

Creating IP filter rules

When you create a filter, you specify a rule that governs the IP traffic flow into and out of your system.

The rules you define specify whether the system should permit or deny packets that attempt to access your system. The system directs IP packets based on the type of information in the IP packet headers. It also directs the IP packet to the action that you have specified the system to apply. The system discards any packets that do not match a specific rule. This automatic discard rule is called the *default deny rule*. Located at the end of the file, the default deny rule is automatically activated any time a packet does not match the criteria in any of the preceding rules. You must have at least one filter rule activated for the default deny rule to be active.

Important: When you apply rules to an interface through which you are configuring the System i platform, it is very important that you permit your own workstation or that of anyone else who might be configuring the system. Failure to do so will result in a loss of communication with the system. If this happens, you need to log on to the system using an interface that still has connectivity, such as the operators console. Use the RMVTCPTBL command to remove all the filters on the system.

Before you create your filter rules, you need to determine whether you need to use network address translation (NAT). If you use NAT rules, you must define addresses and services. NAT is the only function that requires a defined address, but you can use it for other functions as well. If you define addresses and services, you can reduce the number of rules that you must create as well as minimizing the possibility of typographical errors.

Here are some other ways you can use to minimize error and maximize efficiency when creating filter rules:

- Define one filter rule at a time. For example, create all the permits for Telnet at the same time. This way you can group associate the rules whenever you refer to them.
- Filter rules are processed in the order that they appear in the file. Be sure to order the rules the way you intend them to be applied when you create them. If the order is incorrect, your system is vulnerable to attack because the packets will not be processed as you intend them to be. To make things easier, consider the following optional actions:
 - Place your filter set names in the FILTER_INTERFACE statement in the same order in which the sets are physically defined in the file.
 - Place all filter rules in one set to avoid problems with set order.

- Verify the syntax of each rule as you go along. This is easier and faster than debugging them all at once.
- Create set names for groups of files that are logically associated with each other. This is important because only one rule file can be active at a time. See the following example.
- Only write filter rules for the datagrams you want to permit. Everything else will be discarded by the automatic deny rule.
- Write rules for high traffic volume first.

Example:

Look at the Create set names tip. You might want to enable Telnet access to a number of internal users, but not to all. To manage these rules easier, you can assign each of them the set name `TelnetOK`. A second criteria can enable Telnet through a specific interface and block Telnet traffic from all others. In this case, you need to create a second set of rules that block Telnet access entirely. You can assign these rules the set name `TelnetNever`. By creating set names, you make it easier to distinguish the purpose of the rule. It is also easier to determine which interfaces you intend to apply to particular sets. Use all of the tips above to ease the process of creating filters.

For instructions on how to create IP filter rules, use the Packet Rules Editor online help.

After you create your filters, you might want to include files in packet rules in the filter statement. If not, the next step is to “Defining IP filter interfaces” to which the rules apply.

Related concepts

“Network address translation” on page 12

Network address translation (NAT) enables you to access the Internet safely without having to change your private network IP addresses.

Related reference

“Troubleshooting packet rules” on page 29

This topic provides troubleshooting advice for some common packet rules problems.

Defining IP filter interfaces

You can define filter interfaces to establish the filter rules that you want the system to apply to each interface.

Before you can define your filter interfaces, you need to create the filters that you intend the system to apply to various interfaces. If you choose to define your addresses (when you define your interfaces), you will refer to them by name. If you choose not to define your addresses (when you define your interfaces), you will refer to them by IP addresses.

When you create your filters, you can include multiple filters in one set. You then add the set to a `FILTER_INTERFACE` statement. The set name used in the statement needs to be a set name that you defined in a filter statement. For example, if you have a set name, `ALL`, and all of your filters are in that set, you must include the set name, `ALL`, in the filter interface statement for the filters to work properly. Not only can you have multiple filters in a set, but you can also have multiple sets in a `FILTER_INTERFACE` statement.

Before you define your interfaces, you should include any additional files you want to use. Then you can define your interfaces. Remember that the filter sets are applied in the order that they are specified in the filter interface statement. So the filter rules should appear in the `FILTER_INTERFACE` statement in the same order in which the sets are physically defined in the file.

For instructions on how to define a filter interface, use the Packet Rules Editor online help.

Including files in packet rules

By using the **Include** feature of the Packet Rules Editor, you can activate more than one packet rules file on your system.

Using multiple files makes it much easier for you to work with your rules. Especially, if you need a large number of rules to control traffic on multiple interfaces. For example, you might want to use a group of rules on multiple interfaces.

You can create this group within an individual file. Instead of rewriting the rules every time you want to use them in other files, you can include them in the master file. The master file is the file that can be active at any given time. You only need to use the include feature to add the rules to your master file.

When creating include files, you might want to keep your NAT rules for an interface separate from your filter rules for that interface. However, only one file can be active at any given time.

When you create a new rules file, you can include any existing files as part of the new file. Before you do this, you should create the new filter rules you want to use. Whenever you create a rule, you should file (group) them by type. This way you do not need to re-create the rules that you have used before. You can just include or remove them as needed.

For instructions on how to include a file in your rules, use the Packet Rules Editor online help.

Related concepts

“Organizing NAT rules with IP filter rules” on page 18

While network address translation (NAT) and IP filtering work independently of each other, you can use NAT in conjunction with IP filtering.

Adding comments in the packet rules

You can record how you intend your rules to work by adding comments about your rules files.

For example, you might want to record what a particular rule permits or denies. This type of information can save you hours of time in the future. If you ever need to fix a security problem, you might need these comments to explain how the rules work. You might not have the time to figure out what your rules mean at a later time, so use comments generously.

Each of the dialogs associated with creating and activating packet rules has a **Description** field. This is the field that is reserved for your comments. The system ignores anything you put in this field. You might want to use the comment field at each step of the rule creation process. This can reduce your chance of forgetting to make a significant comment. It is best to make your comments while the process on which you are commenting is still fresh in your mind. However, you can wait until you finish creating all your rules.

For instructions on how to make comments in a rules file, use the Packet Rules Editor online help.

Related tasks

“Defining addresses and services” on page 21

When you create packet rules, you must specify the IP addresses and services to which you want the rules to apply.

Verifying packet rules

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

When you verify your packet rules, the system checks them for syntax and semantic errors and reports the results in a message window at the bottom of the Packet Rules Editor. For error messages that are associated with a specific file and line number, you can right-click the error and select **Go To Line** to highlight the error in the file you are editing.

Before using the verify function, you might want to consider viewing your packet rules to check for visible errors. You cannot activate the rules that have syntactical errors. The verify function checks for errors of a syntactical nature. The system cannot verify whether you have ordered your rules correctly. You must check for rule order manually. Packet rules are order-dependent, which means that you must order the rules the way that you want them applied. If you order them incorrectly, you will not get the intended result.

For instructions on how to verify packet rules, use the Packet Rules Editor online help.

Related concepts

“Scenario: Mapping IP addresses using NAT” on page 1

In this scenario, your company uses static network address translation (NAT) to map its private IP addresses to public addresses.

“Scenario: Creating filter rules to allow HTTP, Telnet, and FTP traffic” on page 4

In this scenario, your company uses IP filtering to restrict the IP traffic that can access its Web server to only HTTP, Telnet, and File Transfer Protocol (FTP) traffic.

“Scenario: Combining NAT and IP filtering” on page 5

In this scenario, your company combines network address translation (NAT) and IP filtering together. Your company wants to hide its personal computers and Web server behind a single, public IP address and wants to allow other companies to access the Web server.

“Scenario: Hiding IP addresses using masquerade NAT” on page 9

In this scenario, your company uses masquerade network address translation (NAT) to hide the private addresses of your personal computers. At the same time, your company enables your employees to access the Internet.

Related tasks

“Viewing packet rules” on page 27

Before you activate your filter rules, you need to verify that they are correct.

Activating packet rules

Activating the packet rules that you create is the final step in configuring packet rules.

You must activate or load the rules that you created in order for them to work. However, before you activate your rules, you should verify that they are correct. Always try to resolve any problems before activating your packet rules. If you activate the rules that have errors or that are ordered incorrectly, your system will be at risk. Your system has a verify function that is automatically invoked any time you activate your rules. Because this automatic feature only checks for major syntactical errors, you should not rely solely on it. Make sure to always manually check for the errors in your rules files as well.

When filter rules are not applied to an interface (for example, you are only using NAT rules, not filtering rules), a warning (TCP5AFC) appears. This is not an error. It only verifies whether using one interface is your intention. Always look at the last message. If it says the activation is successful, the messages above it are all warnings.

Note: When you activate new rules on all interfaces, they replace all the previous rules on all physical interfaces. Even if a physical interface is not mentioned in the new rules, it will be replaced. However, if you choose to activate new rules on a specific interface, the rules will only replace the rules on that specific interface. Existing rules on other interfaces will be untouched.

After your packet rules have been configured and activated, you might need to periodically manage them to ensure the security of your system.

Related concepts

“Scenario: Mapping IP addresses using NAT” on page 1

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Related tasks

“Managing packet rules”

You need to use every possible means to effectively and efficiently manage your packet rules. The security of your system depends on the accurate and current rules.

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You need to use every possible means to effectively and efficiently manage your packet rules. The security of your system depends on the accurate and current rules.

Note: You can find the specific instructions for these tasks in the Packet Rules Editor online help, unless otherwise noted.

Related tasks

“Configuring packet rules” on page 20

This checklist contains an overview of the tasks you must complete to ensure that your rules work properly when activated.

“Activating packet rules” on page 26

Activating the packet rules that you create is the final step in configuring packet rules.

Deactivating packet rules

If you need to make changes to your active packet rules, or you want to activate new rules, you must first deactivate the currently active rules.

You can choose to deactivate the rules on a specific interface, on a point-to-point identifier, or on all interfaces and all point-to-point identifiers.

For instructions on how to deactivate your packet rules, use the Packet Rules Editor online help.

Viewing packet rules

Before you activate your filter rules, you need to verify that they are correct.

By viewing the filter rules you create, you can check for any visible errors. You might want to view your filter rules not only before activating and testing, but also before printing and backing up. Viewing your rules is not your only way of checking for errors. However, it is a useful way to minimize or remove the errors before testing.

You should print out the filter rules you create so that you can look over them. This enables you to catch any visible mistakes and verify that you included any previously created filter rules files you wanted to add.

Your system also has a verify function, but do not solely rely on it. You should take the necessary measures to ensure that you correct all the errors manually. This saves you valuable time and resources.

To view inactive rules, you need to open the rules file in the Packet Rules Editor.

If you want to edit your active filter rules, you should first view them to determine how you want to change them.

To view your currently active rules, follow these steps:

1. In iSeries Navigator, select *your system* → **Network** → **IP Policies** → **Packet Rules**.
2. Select the interface for those active packet rules you want to view.
3. View the list of active packet rules in the right pane.

Note: You cannot edit the rules from within this dialog. You must deactivate your rules file and then use the Packet Rules Editor to edit your rules.

Related tasks

“Verifying packet rules” on page 25

You always need to verify your rules before you activate them. This ensures that the rules can be activated without problems.

“Editing packet rules”

As your network security requirements change, you must edit your rules to ensure that they complement your new security strategy.

Editing packet rules

As your network security requirements change, you must edit your rules to ensure that they complement your new security strategy.

However, before you can edit your active packet rules, you must first deactivate them. Then, use the Packet Rules Editor in iSeries Navigator to make the necessary changes to your rules. Make sure that you verify and then reactivate the rules when you finish editing them.

For instructions on how to edit your packet rules, use the Packet Rules Editor online help.

Related tasks

“Viewing packet rules” on page 27

Before you activate your filter rules, you need to verify that they are correct.

Backing up packet rules

By backing up your packet rules files, you can save your time and work to re-create them in the event of a loss.

These are general tips you can use to ensure that you have an easy way to replace the lost files:

Print out the filter rules

You can store the printouts wherever they are most likely to be secure and reenter the information as necessary. Printouts are also useful if you need to search for an error in a filter rule.

For instructions on how to print your packet rules, use the Packet Rules Editor online help.

Copy the information to a disk

Copying has an advantage over printouts: rather than reentering manually, the information exists electronically. It provides you a straightforward method for transporting information from one online source to another.

Note: Your system copies information to the system disk, not to a diskette. The rules files are stored in the integrated file system on the System i platform, not on a personal computer. You can use a disk protection method as a backup means for protecting the data that is stored on the system disk.

When using a System i platform, you must plan a backup and recovery strategy.

Related information



Backup and recovery

Journaling and auditing packet rules actions by packet rules

Your packet rules include a journaling feature. Journaling enables you to troubleshoot NAT and filtering problems.

You can use the journal to create a log of rule actions that occurred for each packet rule.. This enables you to debug and spot check your rules. You can also audit the traffic that flows in and out of your system by reviewing these system logs or journals.

The journaling feature is used on a per-rule basis. When you create a NAT or filter rule, you have the following journaling options: full or off. See the following table for more detail.

Option	Definition
FULL	Every packet that is translated is logged.
OFF	No journaling occurs.

If journaling is turned on, a journal entry is generated for each rule applied to a datagram (NAT or filter). The only rules for which a journal entry is not created are the default deny rules. They are never journaled because they are created by the system.

By using these journals, you create a general file on the system. You can then use the information recorded in your system's journals to determine how your system is being used. This can help you decide to change various aspects of your security plan.

If you set the journaling feature to OFF, your system will not create a journal entry for that rule. Although you can choose to do this, it might not be your best option. If you are not experienced in creating filter and NAT rules, you might want to use FULL (logging) as necessary. You can then use the logs as troubleshooting tools. However, be selective in what you choose to journal. Journaling is a heavy burden on your system's resources. Try to focus on the rules that control the heavy traffic.

To view these journals, do the following step:

1. From a command line, enter DSPJRN JRN(QIPNAT) for NAT journals or DSPJRN JRN(QIPFILTER) for IP filter journals.

Troubleshooting packet rules

This topic provides troubleshooting advice for some common packet rules problems.

- **i5/OS communications trace** capability enables you to see all datagram traffic for a specified interface. Use the Start Communications Trace (STRCMNTRC) and Print Communications Trace (PRTCMNTRC) commands to collect and print the information.
- **NAT and IP filtering rule order** determines how your rules are processed. They are processed in the order which they appear in the file. If the order is not correct, the packets will not be processed as you intend. This leaves your system vulnerable to attack. Place your filter set names in the FILTER_INTERFACE statement in the same order in which the sets are physically defined in the file. Remember the process shown in the following table.

Inbound traffic process	Outbound traffic process
1. NAT rules	1. IP filter rules
2. IP filter rules	2. NAT rules

- **Removing all rules** is the best way to reset your system and clear out errors. On the System i platform, issue the Remove TCP/IP Table (RMVTCPTBL) command. If you lock yourself out of the iSeries Navigator application, you can also use this command to go back and repair any rules.

Note: The Remove TCP/IP Table command also starts the virtual private network (VPN) servers, only if the VPN servers (IKE and ConMgr) were running before.

- **Allowing IP datagram forwarding** in your TCP/IP configuration on the system is essential if you are using NAT. Use the Change TCP/IP Attributes (CHGTCPA) command to verify that the IP datagram forwarding is set to YES.
- **Verifying default return routes** ensures that the address that you map to or hide behind is correct. This address must be routable on the return route back to the system and pass through the correct line to be untranslated by network address translation (NAT).

Note: If your System i platform has more than one network or line connected to it, you need to be especially careful about routing inbound traffic. Inbound traffic is handled on any line that it comes in on, which might not be the correct line waiting to untranslate it.

- **Viewing error and warning messages** in the EXPANDED.OUT file to ensure that the rules are ordered as you intend. When you verify and activate a set of filters, these filters are merged with any iSeries Navigator-generated rules. The combination produces the merged rules in a new file called EXPANDED.OUT, which is placed in the same directory that contains your rules (typically /QIBM). Warning and error messages refer to this file. To view this file, complete the following steps to open it from the Packet Rules Editor:

1. Access the Packet Rules Editor in iSeries Navigator.
2. From the File menu, select **Open**.
3. Go to the directory, QIBM/UserData/OS400/TCPIP/PacketRules/ or to the directory where you have saved your packet rules if it is different than the default.
4. From the Open File window, select **EXPANDED.OUT** file. The EXPANDED.OUT file should appear.
5. Select this file and click **Open**.

The EXPANDED.OUT file is for your information only. You cannot edit it.

Related concepts

“Scenario: Mapping IP addresses using NAT” on page 1

In this scenario, your company uses static network address translation (NAT) to map its private IP addresses to public addresses.

Related tasks

“Accessing the packet rules editor” on page 21

You can use the Packet Rules Editor to start creating packet rules on your system. You can create a new file, edit an existing one, or you can work with the sample files provided on the system.

Related reference

“Creating IP filter rules” on page 23

When you create a filter, you specify a rule that governs the IP traffic flow into and out of your system.

Related information for packet rules

Listed below are the IBM® Redbooks™ (in PDF format) that provide additional information about IP filtering and network address translation (NAT). You can view or print the PDFs.

IBM Redbooks

- **TCP/IP Tutorial and Technical Overview** 

Find information about security issues related to TCP/IP networks.

- **TCP/IP for AS/400®: More Cool Things Than Ever** 


Find several scenarios that demonstrate NAT and IP packet filtering.

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