

RPC Problem with WinXP SP2

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2004-09/0198.html>

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Hello,

I have some problems which presumably caused by a lack of skill...
I try to explain the problem as good as can.

I have a Client application which is installed on a Windows XP SP 2 box.
On start-up the application connects to the application server. (RPC connection to a Win2k Server). This direction of communication works fine --> Client connects to the Server and does a login.

After this login succeeded, the client application (XPSP2) generates a own RPC Server, to which the application server (Win2K) is intended to connect. This RPC connection is used to inform the client app. (XPSP2) about events, which occur in the server application(Win2k).

The Firewall on the XPSP2 system is now blocking the connection establishment.

To handle this, i read, i have to use authenticated RPC connections.

The person which formerly was responsible for this project, successfully implemented this for XP SP2 Release Candidate1.

The client application used with XPSP2RC1 works fine. If i try to run the app in a identical environment (virtual machine) under XPSP2 Final, the connection establishment fails.

I don't know what the changes from RC1 to Final are (either i didnt found any change document concerning the RPC interface).

I tried different things to solve the issue. Among other things i tried the RegistryKey "RestrictingRemoteClients" - setting it to 0 which should remove the new Interface restrictions completely. Unfortunately with no success.

During my researches i found following part in a Document, which i think could be a possible reason for this behavior.

<http://www.microsoft.com/technet/prodtechnol/winxpro/maintain/sp2netwk.msp>

in section (RPC Interface Restriction) is written:

-----Snip-----

...

Because secure RPC calls over connectionless protocols such as UDP and IPX (ncadg_ip_udp and ncadg_ipx) use a lower level of security than calls over connection-oriented protocols these calls are always considered non-secure for the purposes of this policy. As a result, RPC calls over connectionless protocols will fail by default in Windows XP SP2.

-----Snap-----

Should i assume now, that every connection establishment over ncadg_ip_udp will fail?

If this is true, is it feasible to use RpcServerUseAllProtseqs() while publishing a RPC-Server?

Did anyone else have the same Problem and knows a possible solution?

Does anyone know a URL of a sample RPC implementation (C++ Server/Client) which works under XPSP2 and older Windows Platforms? I can't find it in the SDK documentation any more.

Sorry for the bunch of questions, but i really stuck in this Problem.

Regards,
Thomas