

Re: ISA Messenger 6.2

Source: <http://www.tech-archive.net/Archive/ISA/microsoft.public.isaserver/2004-08/0288.html>

From: Robert Bird (*RobertBird_at_discussions.microsoft.com*)

Date: 08/17/04

Date: Tue, 17 Aug 2004 10:11:02 -0700

You can't do initiated audio / video behind a ISA2000! If you re-read the section starting Network address translation (NAT) then you should see why. The section titled UPnP states that UPnP devices (like ISA2004) will work however.

If I wanted to have an audio conversation with someone I have to start talking to them Text Only and type in "Start Audio Please" they then will initiate it and I can accept :-). Long winded but the only way with ISA2000. Of course if they are also behind ISA2000 then that won't work :-(

You should be able to do file tranfers. To setup ISA2000 for this goto www.isatools.org and download MSNIM.zip . Run that and you will also need the Firewall Client on the client PC. Take a look at the vbs script for more info on it.

Hope that helps further clarify the situation.

Rob

"Jimbo" wrote:

> *Hi Robert,*
>
> *Great post. I have been wondering about this and wish to ask you to specify*
> *HOW you do this.*
>
> *From logging on to MSN 6.2, what then do you and your contact do exactly to*
> *initiate a video conference? What are the steps to follow?*
>
> *And, what did you have to do with ISA2000 to allow this?*
>
> *This info would be VERY helpful to me!*
>
> *Thanks,*
>
> *JS*
>
>

microsoft.public.isaserver: Re: ISA Messenger 6.2

> "Robert Bird" <RobertBird@discussions.microsoft.com> wrote in message
> news:34BD35AF-3E50-474A-B186-9CB2E46A8D7E@microsoft.com...
>> If you are using ISA2000 then you will be out of luck trying to initiate
>> anything other than text only stuff, unless you ask the other person to
>> start
>> it in a text session that is – like I do :-) This is because MSN 6.2 needs
>> a
>> uPnP enabled firewall and ISA2000 isn't. I believe ISA2004 is though, so
>> should work.
>>
>> Here is some text from a Microsoft web page to explain further, related to
>> ISA2000:
>>
>> ISA Server Issues
>> There are several common issues that affect the general use of instant
>> messaging applications with firewall devices. For Microsoft Internet
>> Security
>> and Acceleration (ISA) Server with MSN Messenger and Windows Messenger,
>> these
>> include:
>>
>> . Complex protocols. The MSN Messenger protocol used by MSN Messenger and
>> Windows Messenger is a complex protocol that may use multiple ports to
>> connect to the messenger server and to send and receive data for some
>> instant
>> messaging features. ISA Server SecureNAT clients require an application
>> filter to handle complex protocols, and ISA Server does not provide such a
>> filter for the complex MSN Messenger protocol. Only the Firewall client
>> can
>> handle complex protocols without an application filter. This means that
>> SecureNAT (and Web Proxy clients) are limited to using only the text
>> messaging chat feature of MSN Messenger and Windows Messenger.
>>
>> . Network address translation (NAT). ISA Server NAT functionality protects
>> internal private IP addresses by translating private addresses to the
>> public
>> IP address of the ISA Server external interface, allowing a single
>> external
>> IP address to be shared between multiple internal clients. Some
>> client-to-client instant messaging features, such as VoIP, whiteboard, and
>> file transfers require that an internal computer behind the ISA Server
>> computer make its IP address known to an external computer. Because the
>> internal clients address cannot be used by an external client to initiate
>> a
>> communications session with the internal computer, the connection will
>> fail.
>>
>> . UPnP. UPnP-enabled NAT devices and firewalls can overcome NAT issues and
>> determine translated IP addresses. ISA Server is not UPnP-enabled.
>>
>> Rob

> >
> > "bucklebery@paradise.net.nz" wrote:
> >
> >> *Hi*
> >> *My brother and I can use audio only if he invites me – connects in 5*
> >> *secs.*
> >> *If I invite him it doesn't connect. Does this imply there is a different*
> >> *port used if I invite rather than just accept? If so which port – if not*
> >> *any*
> >> *thought would be greatly appreciated. Thanks*
> >>
> >> *Cheers*
> >> *Ian*
> >>
> >>
> >>
>
>
>