

Re: Ghosting clients

Source:

<http://www.tech-archive.net/Archive/Windows/microsoft.public.windows.server.general/2004-11/1564.html>

From: Mark-Allen Perry (*mark-allen_at_mvps_dot_org*)

Date: 11/19/04

Date: Fri, 19 Nov 2004 15:49:51 +0100

Cool. Ok, what does the network information look like on the DOS machine under DOS?

Are there IP address(es), mask, default gateway, WINS, DNS, etc.?

Have you check that the other machine can be reach easily?

It's been a long time for DOS but there has to be a simple reason for the bad one way traffic.

Keep me informed.

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Always try the MS KB first before posting.

MS KB: <http://support.microsoft.com/default.aspx?scid=fh;EN-US;KBHOWTO>

And the answer could have already been posted, so try searching this and other newsgroups first.

Mark-Allen Perry

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"GMA257" <GMA257@discussions.microsoft.com> wrote in message news:A71F33A8-028A-4EAF-B05C-A8D78

I checked the server and also found that the network cards were set to auto.

I changed both the internet and intranet card configuration but still no go.

"GMA257" wrote:

> That was an excelent point that was posted just as I was starting an incedent
> with Microsoft Tech Support so I called off the incedent knowing that I
> hadn't configured the card for anything and knowing that Auto mode does
> indeed assume some of the worse settings. Anyway I configured the card for
> full duplex 100Mb in the protocol.ini file, rebooted the client, and that
> didn't seem to help. The W2K3 server has the defaults in it for network
> connectivity so I'm not for certain that it is also full duplex 100Mb. I'll
> have to check that tonight but I'm not certain that it could be an issue on
> the server side because the same network connection between the server and
> the ethernet switch is shared between this DOS client and the other Windows
> clients which are showing no network throughput problems. Unless the card
> reconfigures itself between sepearte packets of information depending on
> which client is do the packet transmission.?

>

> "Mark-Allen Perry" wrote:

>

> > Are the network settings under DOS set to the same as under WinZZZZZ?

> >

> > Meaning: network speed, duplex settings, etc.

> >

microsoft.public.windows.server.general: Re: Ghosting clients

> > And are the network settings under DOS (IP address, mask, DNS, etc.) the same also?
> >
> > I have seen the DOS settings go to either half-duplex or 'Auto' and then the network is hos
> >
> > Just a thought.
> >
> > --
> > Always try the MS KB first before posting.
> > MS KB: <http://support.microsoft.com/default.aspx?scid=fh;EN-US;KBHOWTO>
> > And the answer could have already been posted, so try searching this and other newsgroups f
> > ----
> > Mark-Allen Perry
> > ALPHA Systems
> > Marly, Switzerland
> > mark-allen_AT_mvps_DOT_org
> >
> > "GMA257" <GMA257@discussions.microsoft.com> wrote in message news:0733489B-4989-485C-A9F4
> > I have everything in place to begin ghosting except fast network throughput
> > from the DOS machine to the W2K3 server. If I copy any file from the DOS
> > machine to the server it is painfully slow (45 seconds for 1.4Mb). However
> > if I copy a file from the server to the DOS machine all is as it should be.
> > I can reboot the DOS machine into Win95 or WinXP go to a DOS prompt and copy
> > works just fine both directions.
> >
> > I have followed article 263088:
> > <http://support.microsoft.com/default.aspx?scid=kb;en-us;263088>
> > then I followed article 321098:
> > <http://support.microsoft.com/?kbid=321098>
> > I have determined from article 270926:
> > <http://support.microsoft.com/kb/270926>
> > That I am dealing with the Raw Mode data copy method.
> >
> > Using network monitor I'm not entirely convinced that I'm not having the
> > problem discussed in article 810382:
> > <http://support.microsoft.com/default.aspx?scid=kb;en-us;810382>
> > because the TCP Window size does get above the 8192 figure that was set in
> > the above earlier article. I did not see an entry in the registry for
> > SynAttackProtect so I did not create one with a value of 0 or 1 the article
> > nearly stated that if the values was 2 to change it to 0 or 1.
> >
> > I have found that Ping can not be used to determine speed or to generate the
> > needed traffic to determine TCP window size. In DOS, ping reports <50ms for
> > a reply whether I'm pinging 127.0.0.1 or the server. The server however
> > claims to ping the client in <1ms.
> >
> > I'm using NDIS 2 drivers on the client for a SIS900 network card. The boot
> > disk was created by Norton Ghost. I have also used "Bart's Network Boot
> > Disk" with no better luck.
> > --
> > G-ANDERSON