

87- PPP Server

ISDN PPP server Installation:

- in Yast:

- System Administration
 - Network configuration
 - Network base configuration
 - **New Device** : ISDN SyncPP
 - **Adresse** (F6) : any adresse NOT part of the local Net.
 - **Dynamic IP** = no
 - **Point to point** =: same network as Adresse but different IP
 - **Default gateway address** : same as ippp0 (outgoing) if exist or same as Point to point
 - Activale it (F4)
 - Save (F10)
 - Configure ISDN parameters
 - Chose the Server (ipppx)

```

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                CONFIGURATION OF ISDN PARAMETERS
The telephone numbers, additional ISDN parameters, login and password (only
PPP) are set here. To test your configuration, choose 'Start', and to save
it, choose 'Save'. For help, press F1!

```

```

Type of network:                ippp6
Your telephone number (MSN):    : 3078711515 :
Number to be called:           :                :
Numbers that are allowed to call:  : 301234567 :
Only given numbers are allowed:  [X]
Dial mode                       [manual   ]
Idle time                       :300      :
Maximum number of tries         :1        :
ISDN Callback configuration     [off     ]

Name of PPP login                :my_name  :
Password of PPP login           :mypassw:

<   Save   > <   Start   > <ISDN hardware > <   Abort   >

```

- Note: The name and password will be stored in /etc/ppp/chap-secrets

- /etc/ppp/options.ippp? will be created and now modify it as on the following page:

```
# /etc/ppp/options.ippp?
# for isdn4linux/syncPPP and dynamic IP-numbers
#
# Klaus Franken, kfr@suse.de  Version: 27.08.97 (5.1)
#
# This file is copied by YaST from /etc/ppp/iptables.YaST to options.<device>

debug

# The device(s)
# for more than one device try:
# /dev/ipp0 /dev/ipp1 ...
/dev/ipp1

# The IP addresses:<local>:<remote>
# Just "0.0.0.0:" or nothing for dynamic IP
#0.0.0.0:
192.168.3.1:192.168.3.2

# my user name
user "michel"

# my system name (only for CHAP!)
# name my_system_name
# name asterix

# accept IP addresses from peer
# use with dynamic IP
#ipcp-accept-local
#ipcp-accept-remote
#noipdefault

# default route should be set by ipppd
# defaultroute

# try to get IP address from interface
# option specific to ipppd (as opposed to pppd)
# use only with static IP
#useifip

# disable all header-compression
-vj
-vjccomp
-ac
-pc
-bsdcomp

# max receive unit
mru 1524
# max transmit unit
mtu 1500

# If this machine is a server, force authentication by uncommenting one
# of the following. However, if this machine is a client, doing this will
# prevent a successful connection! (message "peer refused to authenticate").
# So, only uncomment on a server.
# "+pap" / "+chap" NUR AKTIVIEREN, WENN DIES EIN SERVER IST!!!
+pap
#+chap

# if you have problems with handshaking (no response for first
# lcp-package) try to decrease the retry-cycle. Default is 3 sec,
# try for example 2 sec:
# lcp-restart 2
# sometimes you need this:
# noccp

# Get dns info from peer
# ms-get-dns
```