

## How to Open Ports in the Windows XP Internet Connection Firewall

After you turn on Internet Connection Firewall, some of your games and other programs may stop working as they should. How can you work around this?

To work correctly, some programs and games must receive information over the network. The information enters your computer through an *inbound port*. Your computer must have the correct inbound ports open so that the Internet Connection Firewall (ICF) can allow this information to pass through. The following is a list of applications and games that may require you to manually open the ports so that the programs can work correctly. Below the list, you'll find step-by-step instructions on how to manually open ports in Internet Connection Firewall.

Applications	Vendor	Ports	Notes
File and print sharing		TCP 139, 445; UDP 137, 138, 445	
AOL Instant Messenger	America Online	TCP 443, 563	Required only for file transfers.
Backup Exec	Veritas	UDP 137; TCP 3032, 3033	
Brightstor ARCserve Backup	CA International	TCP 445	
Exceed 7	Hummingbird Communications	Consult documentation	
Exceed 8	Hummingbird Communications	Consult documentation	
HostExplorer	Hummingbird Communications	Consult documentation	
ICQ	ICQ Inc.	Consult documentation	
LapLink	Laplink.com Inc.	TCP 389, 1183, 1184, 1547	
MSN Messenger	Microsoft	TCP 6891-6900	Required only for file transfers.

Paltalk 5.0	A.V.M Software Inc.	Consult documentation	
PCAnywhere	Symantec Corporation	TCP: 5631, 5632	
Trillian	Cerulean Studios	Consult documentation	
Vypress Auvis	Vypress	Consult documentation	
Vypress Chat	Vypress	Consult documentation	
WinMessenger	Vypress	TCP 139, 445; UDP 137, 139	
WinMX	Frontcode Technologies	TCP 6699; UDP 6257	
Windows Messenger	Microsoft	TCP 6891-6900	Required only for file transfers.
Xbox Music Mixer PC Tool	Microsoft	TCP 3074; UDP 3074	

<b>Games</b>	<b>Vendor</b>	<b>Ports</b>	<b>Notes</b>
Games	Vendor	Ports	Notes
Age of Mythology	Microsoft	Consult documentation	Required only for hosting a game.
Aliens vs Predator 2	Fox Interactive	Consult documentation	Required only for hosting a game.
Battlefield 1942	Electronic Arts, Inc.	UDP 14567, 22000, 23000-23009, 27900, 28900	Required only for hosting a game.
Crimson Skies	Microsoft	TCP 1121, 3040, 28801, 28805	Required only for hosting a game.
Diablo II	Blizzard Entertainment	TCP 4000; UDP 6112	Required only for hosting a game.
Medal of Honor: Allied Assault	Electronic Arts, Inc.	Consult documentation	Required only for hosting a game.
Medieval Total War	Activision Inc.	Consult documentation	Required only for hosting a game.
NBA Live 2003	Electronic Arts, Inc.	Consult documentation	Required only for hosting a game.
Need for Speed	Electronic Arts	TCP 9442; UDP 6112	Required only for hosting a game.

Need for Speed: Hot Pursuit 2	Electronic Arts, Inc.	TCP 8511, 28900; UDP 1230, 8512, 27900, 61200 - 61230	Required only for hosting a game.
Rainbow Six	Ubi Soft Entertainment	TCP 2346, 2347, 2348	Required only for hosting a game.
Rise of Nations	Microsoft	UDP 34987	Required only for hosting a game.
Soldier of Fortune II: Double Helix	Activision Inc.	UDP 20100 - 20112	Required only for hosting a game.
Unreal Tournament	Infogrames	Consult documentation	Required only for hosting a game.
Warcraft 3	Sierra	Consult documentation	Required only for hosting a game.
Wolfenstein Enemy Territory	Activision Inc.	Consult documentation	Required only for hosting a game.

In addition to the list above, to find the port numbers you need to open for a program, you can try the following resources:

- Check the manufacturer's documentation that came with your program.
- Search the manufacturer's Web site for information about your program.
- Search the Internet for your program. There are many sites that provide helpful tips.
- Check networking Web sites, such as [Practically Networked](#) for port information.

**Important** Opening ports in ICF can create a security risk and leave your computer vulnerable. Only open ports when you absolutely need to.

**To manually open ports in ICF:**

1. Click **Start**, click **Control Panel**, click **Network and Internet Connections** and then click **Network Connections**.



Click **Network and Internet Connections**



Click **Network Connections**

2. If you have a dial-up Internet connection, under **Dial-up**, click the connection you use for the Internet. If you have a cable modem or digital subscriber line (DSL) connection, under **LAN or High-Speed Internet**, click the connection you use for the Internet.

3. Under **Network Tasks**, click **Change settings of this connection**.



Select a connection

4. On the **Advanced** tab, make sure that the check box **Protect my computer and network by limiting or preventing access to this computer from the Internet** is selected.

5. Click **Settings**.



Click **Settings**

6. On the **Services** tab, click **Add**.



On the **Services** tab, click **Add**

7. In **Description of service**, type a name so that you can identify the port you want to open. For example: **Windows Messenger file transfer**. Type a name that will help you remember the service and the port. You can use any name that you want. The name does not have any effect on the functionality but is only to help you remember.

8. In **Name or IP address of the computer hosting this service on your network**, type **127.0.0.1**.

9. In **External Port number for this service and Internal Port number for this service**, type the port number (the same number in both boxes). To find the port number, look at the list above, check the program's documentation, or one of the sources listed earlier in this article.