Subject: OT: Question for Crimson and Blazer Posted by Phoenix - Aeon on Thu, 26 Aug 2004 10:58:10 GMT View Forum Message <> Reply to Message

We're installing a new VoIP phone exchange and we want to have it sat behind the PIX, the exchange has 2 different components with different internal address, x and y, however, they have to share the same external I.P address, z. Packets coming in on ports a and b will need to go internal address x and packets coming in on ports c and d will need to go to internal address y. Also, some of the packets are based on UPnP rather than TCP/IP, as far as I'm aware, PIX is non compatible with UPnP, is this wrong? This question is also relevant to the SIP rules used for Live Communication Server.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums