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# =====$
# $Id: ipkungfu.conf 57 2005-11-02 17:04:20Z s0undt3ch $
# =====$
```

```
# Please read the README and FAQ for more information
```

```
# Some distros (most notably Redhat) don't have
# everything we need in $PATH so we specify it here.
# Make sure modprobe, iptables, and route are here,
# as well as ordinary items such as echo and grep.
# Default is as shown in the example below.
#PATH=/sbin:/usr/sbin:/bin:/usr/bin:/usr/local/bin:/usr/local/sbin
```

```
# Set the path to ipkungfu's runtime error log.
# Default: /var/log/ipkungfu.log
#IPKUNGFU_LOG=
```

```
# Your external interface
# This is the one that connects to the internet.
# Ipkungfu will detect this if you don't specify.
#EXT_NET="eth0"
#EXT_NET="eth1"
#EXT_NET="ppp0"
```

```
# Your internal interfaces, if any. If you have more
# than 1 internal interface, separate them with
# spaces. If you only have one interface, put "lo"
# here. Default is auto-detected.
#INT_NET="eth0"
#INT_NET="eth1"
#INT_NET="lo"
```

```
# IP Range of your internal network. Use "127.0.0.1"
# for a standalone machine. Default is a reasonable
# guess. Separate multiple ranges with spaces.
#LOCAL_NET="192.168.0.0/255.255.0.0 10.0.0.0/255.0.0.0"
```

```
# Set this to 0 for a standalone machine, or 1 for
# a gateway device to share an Internet connection.
# Default is 1.
#GATEWAY=1
```

```
# TCP ports you want to allow for incoming traffic
# Don't add ports here that you intend to forward.
# This should be a list of tcp ports that have
# servers listening on them on THIS machine,
# separated by spaces. You can add port ranges
# delimited by hyphens, such as "20-22". Default
# is none.
#ALLOWED_TCP_IN="21 22"
```

```
# UDP ports to allow for incoming traffic
# See the comments above for ALLOWED_TCP_IN
#ALLOWED_UDP_IN=""
```

```
# Temporarily block future connection attempts from an
# IP that hits these ports (If module is present)
# Hits to these ports will be logged as "BADGUY" hits
# regardless of log.conf settings.
#FORBIDDEN_PORTS="135 137 139"
```

```
# Drop all ping packets?
# Set to 1 for yes, 0 for no. Default is no.
#BLOCK_PINGS=0
```

```
# Possible values here are "DROP", "REJECT", or "MIRROR"
#
# "DROP" means your computer will not respond at all. "Stealth mode"
#
# "REJECT" means your computer will respond with a
# message that the packet was rejected.
#
```

```
# "MIRROR", if your kernel supports it, will swap the source and
# destination IP addresses, and send the offending packet back
# where it came from. USE WITH EXTREME CAUTION! Only use this if you$
# understand the consequences.
#
# The safest option, and the default in each case,, is "DROP". Don't c$
# unless you fully understand this.
```

# What to do with 'probably malicious' packets

#SUSPECT="REJECT"

#SUSPECT="DROP"

# What to do with obviously invalid traffic

# This is also the action for FORBIDDEN\_PORTS

#KNOWN\_BAD="REJECT"

#KNOWN\_BAD="DROP"

# What to do with port scans

#PORT\_SCAN="REJECT"

#PORT\_SCAN="DROP"

# How should ipkungfu determine your IP address? The default

# answer, "NONE", will cause ipkungfu to not use the few

# features that require it to know your external IP address.

# This option is good for dialup users who run ipkungfu on

# bootup, since dialup users rarely use the features that

# require this, and the IP address for a dialup connection

# generally isn't known at bootup. "AUTO" will cause

# ipkungfu to automatically determine the IP address of

# \$EXT\_NET when it is started. If you have a static IP

# address you can simply enter your IP address here.

# If you do port forwarding and your ISP changes your IP

# address, choose NONE here, or your port forwarding

# will break when your IP address changes. Default is

# "NONE".

#GET\_IP="NONE"

#GET\_IP="AUTO"

#GET\_IP="128.238.244.16"

# If the target for identd (113/tcp) is DROP, it can take

# a long time to connect to some IRC servers. Set this to

# 1 to speed up these connections with a negligible cost

# to security. Identd probes will be rejected with the

# 'reject-with-tcp-reset' option to close the connection

# gracefully. If you want to actually allow ident probes,

# and you're running an identd, and you've allowed port

# 113 in ALLOWED\_TCP\_IN, set this to 0. Default is 0.

#DONT\_DROP\_IDENTD=0

# Set this to 0 if you're running ipkungfu on a machine

# inside your LAN. This will cause private IP addresses  
# coming in on \$EXT\_NET to be identified as a spoof,  
# which would be inaccurate on intra-LAN traffic

# This will cause private IP addresses coming in on  
# \$EXT\_NET to be identified as a spoof. Default is 1.  
#DISALLOW\_PRIVATE=1

# For reasons unknown to me, ipkungfu sometimes causes  
# kernel panics when run at init time. This is my  
# attempt to work around that. Ipkungfu will wait  
# the specified number of seconds before starting, to  
# let userspace/kernel traffic catch up before executing.  
# Default is 0.  
#WAIT\_SECONDS=5

# This option, if enabled, will cause ipkungfu to set  
# the default policy on all builtin chains in the filter  
# table to ACCEPT in the event of a failure. This is  
# intended for remote administrators who may be locked  
# out of the firewall if ipkungfu fails. A warning to  
# this effect will be echoed so that the situation can be  
# rectified quickly. This is the same as running  
# ipkungfu with --failsafe. Default is 0.  
#How should ipkungfu=0

# Configurable list of kernel modules to load at runtime.  
# If no list is provided, the default and needed ones,  
# ip\_nat\_irc, ip\_conntrack\_ftp ip\_nat\_ftp ip\_conntrack\_irc,  
# will still be loaded.  
#MODULES\_LIST=""