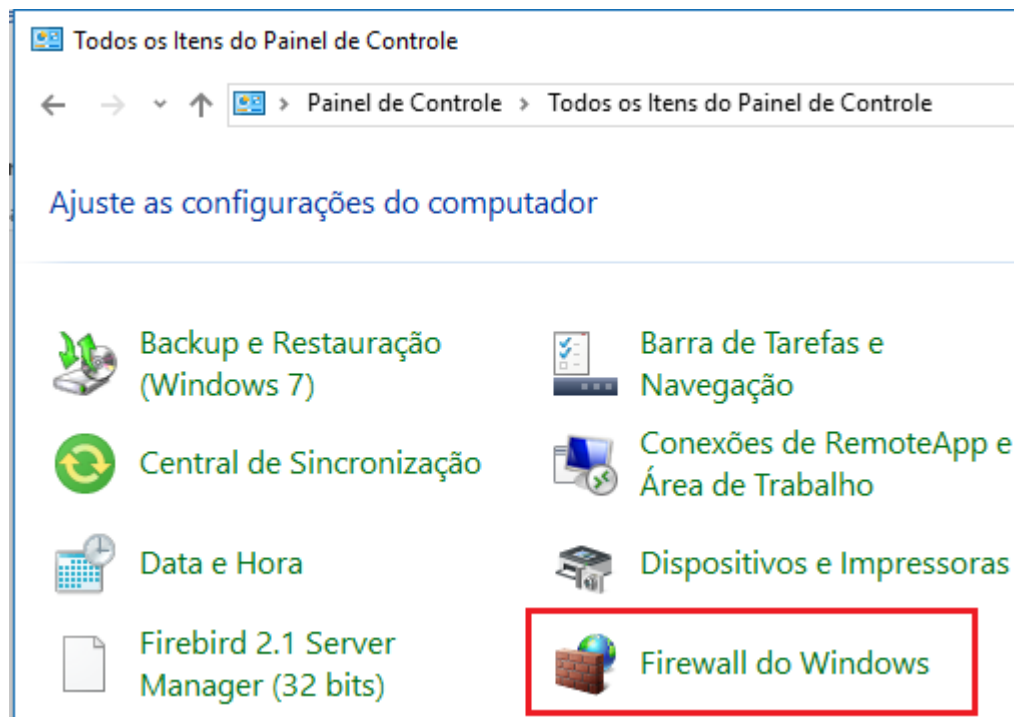


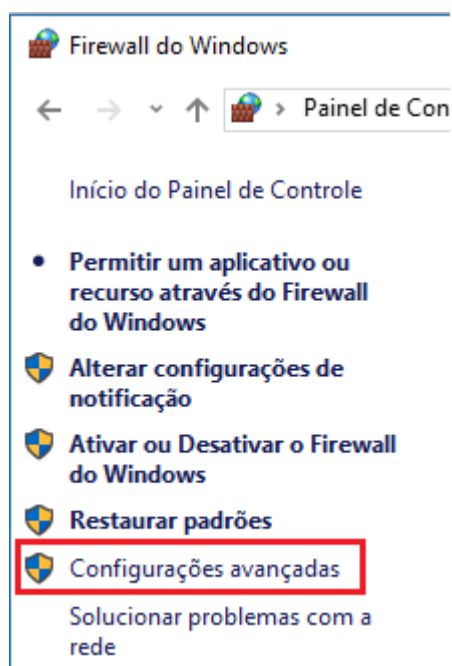
## Configuração para liberar as Portas no Firewall

São as portas: 3050, 3051, 5050, 5051, 5997, 8070

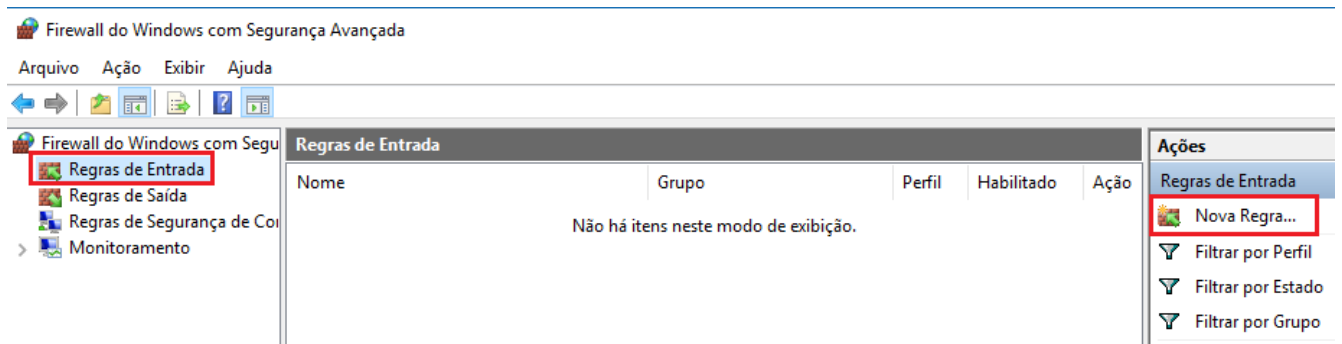
Para configurar no Servidor : Painel de Controle > Firewall do Windows



Configurações Avançadas.



Na Regras de Entrada e Regras de Saída criar uma Regra.



### Assistente para Nova Regra de Entrada

#### Tipo de regra

Selecionar o tipo de regra de firewall a ser criada.

**Etapas:**

- Tipo de regra
- Protocolo e Portas
- Ação
- Perfil
- Nome

Que tipo de regra você deseja criar?

- Programa**  
Regra que controla conexões para um programa.
- Porta**  
Regra que controla conexões para uma porta TCP ou UDP.
- Predefinida:**  
Área de Trabalho Remota  
Regra que controla conexões para uma experiência do Windows.
- Personalizado**  
Regra personalizada.

Essa regra se aplica a todas as portas locais ou a portas locais específicas?

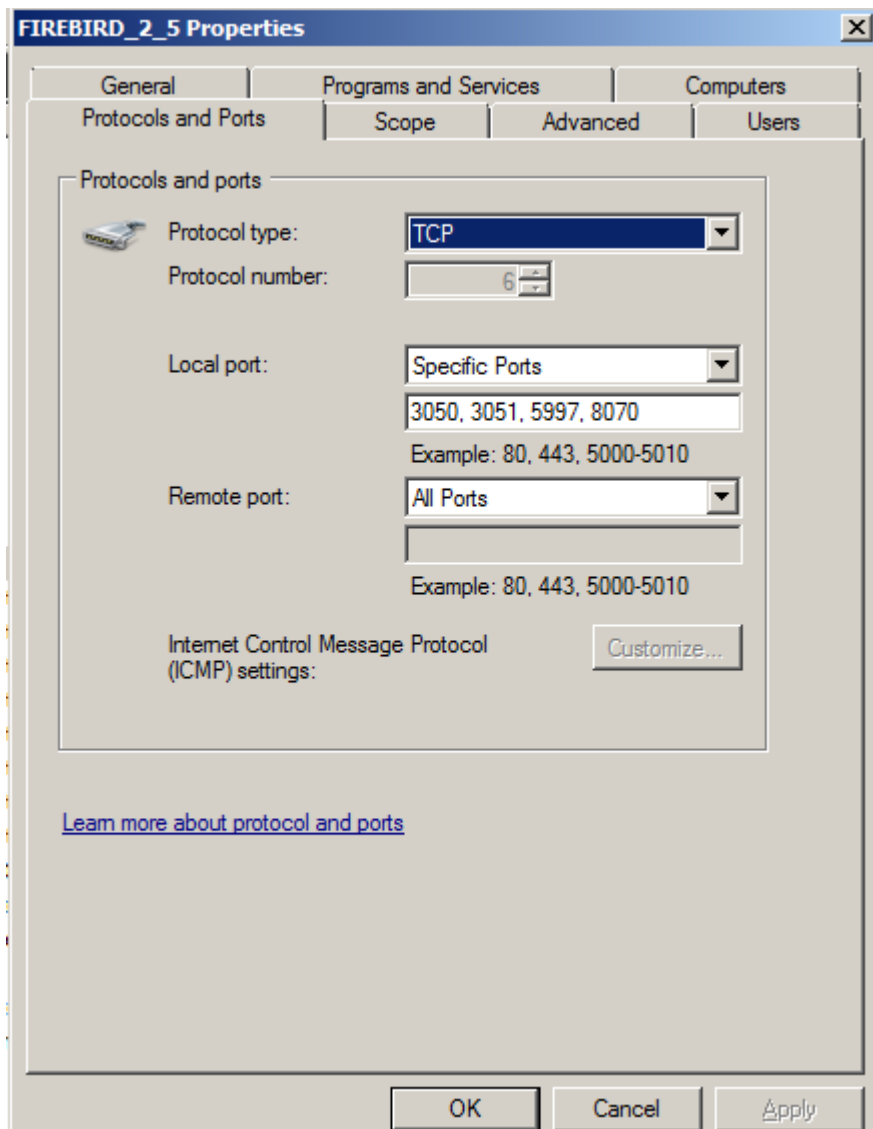
**Todas as portas locais**

**Portas locais específicas:**

3050, 3051, 5050, 5051, 5997, 8070

Exemplo: 80, 443, 5000-5010

Regra de entrada do firewall  
SOMENTE PORTA LOCAL



### **FIREBIRD.CONF**

#

RemoteServiceName = gds\_db  
RemoteServicePort = 3050

#

# The TCP Port Number to be used for server Event Notification  
# messages. The value of 0 (Zero) means that the server will choose  
# a port number randomly.

#

# Type: integer

#

RemoteAuxPort = 3051

```
#
# TCP/IP buffer size for send and receive buffers of both the client
# and server. The engine reads ahead of the client and can send
# several rows of data in a single packet. The larger the packet size,
# the more data is sent per transfer. Range is 1448 to 32767 (MAX_SSHORT).
#
# Type: integer
#
TcpRemoteBufferSize = 8192
```

```
#
# Either enables or disables Nagle algorithm (TCP_NODELAY option of
# socket) of the socket connection.
#
# Note: Currently is a default for classic and super servers.
#
# Type: boolean
#
#TcpNoNagle = 1
```

```
#
# Allows incoming connections to be bound to the IP address of a
# specific network card. It enables rejection of incoming connections
# through any other network interface except this one. By default,
# connections from any available network interface are allowed.
# If you are using Classic Server, this setting is for Windows only.
# Under Linux, BSD or Mac OS X, with Classic server use xinetd or launchd
# configuration file (bind parameter).
#
# Type: string
#
RemoteBindAddress = SRV-CNSS-SCP (INFORMAR O NOME DO SERVIDOR)
```

