

# alt.comp.jgaa FAQ

Jarle (jgaa) Aase  
Jgaa's Internet

[jgaa@jgaa.com](mailto:jgaa@jgaa.com)

This documents is a humble attempt to answer the most commonly asked questions about the War FTP Daemon

The latest version of this document should always be available from [www.warftp.org](http://www.warftp.org)  
(<http://www.warftp.org>)

## 1. The alt.comp.jgaa Newsgroup

### 1.1. What Is This Newsgroup For?

alt.comp.jgaa is an unmoderated newsgroup for general discussion of the free software from Jgaa's Internet [www.jgaa.com](http://www.jgaa.com) (<http://www.jgaa.com>)

### 1.2. I can't find the newsgroup alt.comp.jgaa on my newsserver

The *alt* hierarchy is not automatically carried by all newsservers. You should contact your ISP (or whoever who runs yournewsserver) and ask them to add the group. This normally takes less than 24 hours.

### 1.3. How do I use this forum?

Due to the general nature of alt.comp.jgaa, there really aren't any restrictions on what can or cannot be posted. However, some important points should be kept in mind:

- Be very specific in your questions. People will always be willing to help out. But they can't help you if they don't know what you're talking about.
- If you are replying to a post, decide whether or not the whole group needs to see your reply. Sometimes, many people could use your information or answer your question. Other times, it may be better to simply e-mail your reply to a specific person or persons.
- When announcing a new program, plugin, utility or new version, please announce what site it's available at and provide details about the program.
- Also, it is common courtesy to not only ask questions, but to answer some as well. That is what keeps this group functioning. So, if someone has a question that you know the answer to, please take a little time to reply.

- Finally - remember that noone is obligated to help you. If they do, they do so because they want to help you. If you use a negative language or demand help NOW(!), people will probably just ignore you - or feel provoked and yell back, without helping you with your problem.

For a general introduction to usenet, see [www.usenet.org](http://www.usenet.org) (<http://www.usenet.org>)

## **2. The alt.comp.jgaa.binaries Newsgroup**

### **2.1. What Is This Newsgroup For?**

alt.comp.jgaa.binaries is an unmoderated newsgroup for redistribution of programs, sourcecode and utilities related to the free software at [www.jgaa.com](http://www.jgaa.com) (<http://www.jgaa.com>). Other content should not be posted here.

### **2.2. I can't find the newsgroup alt.comp.jgaa.binaries on my newsserver**

The *alt* hierarchy is not automatically carried by all newsservers. You should contact your ISP (or whoever who runs yournewsserver) and ask them to add the group. This normally takes less than 24 hours.

## **3. War FTP Daemon**

### **3.1. General questions**

#### **3.1.1. What is War FTP Daemon?**

War FTP Daemon is a popular free FTP server, written by Jarle (jgaa) Aase in Norway.

War FTP Daemon has become the most successful FTP server for Windows, ever. It was an instant success when it was released in 1996, and has only gained more and more popularity. Since 1997, I have been working on the successor. There has been War FTP Daemon 2.0, which were discontinued due to design flaws, and 1.70, that was a major rewrite, and has been the most popular version up to today.

In July 2000, version 3, a total redesign of the server, was being prepared for beta-release. It ran under Windows, Linux and FreeBSD. But, - there was still room for improvements, and the design had limitations in how easy the server could be extended and modified.

In October 2000, a well known international company, who wanted a FTP server as an embedded part of a larger industrial system, contacted me. This new approach - to design a the server to be totally generic, and to be part of another application, actually solved some technical problems I had been struggling with since 1997!

Updated information about the variuos versions and the progress in the development of version 3 is posted partly to <http://www.warftp.org> and <http://support.jgaa.com>

**3.1.2.** There has not been a new version for a long time. Has the development stopped?

No. The development is very much going on. Jarle (jgaa) Aase has spent thousands of hours on reserach and development on version 3. But unlike many other free software projects, there has not been lots of early alpha and beta versions of version 3. The reason for this is primarily that the project is large for a single developer to handle, and that lots of early feedback could steel valuable time that is better spent on the initial implementaion. This will change when all the major modules are written, and all the known bugs are fixed.

**3.1.3.** Can I export the user database to another program?

In versions prior to 3, you can not. War FTP Daemon will upgrade from version to version, - but there is no export mecanism. The file format is binary and is handled by C++ objects in a way that makes it hard to document. In version 1.6\*, the file is also encrypted.

From version 3, the user information storage is well documented. The full version will use a SQL data source, making import and export of data a trivial matter.

**3.1.4.** How do I set max number of logins in 1.7?

This feature was simply forgotton when the options for 1.70 was designed. It's availablein in version 1.81, from the Advanced Server Properties / `ftpd_MAXCONN` option.

**3.1.5.** What is the chat feature, and why don't it work?

The chat feature has a history back to the early versions of War FTP Daemon. In 1.70, the feature has not been fully implemented. What it does in 1.6, is to allow the site-operator to send messages to the FTP users (provided that they can see the FTP reply codes), and also a way for the FTP users to send messages back to the FTP server console trouch a special command.

**3.1.6.** Something don't work and I don't understand why!

Try to turn on logging of debug messages and restart the server. This will produce a huge amount of log-output, which will give you a good idea about how the sever interperates the sistuation, why it refuses logins, why it refuses file transfers and so on.

**3.1.7.** How do I enable resumimg of broken transfers?

Resumimg is controlled by the FTP client. The server will start to resume a transfer if the FTP client program sends tells it to do so. There was a problem with resumimg of uploads in earlier versions of War FTP Daemon, but this is fixed in recent versions.

**3.1.8.** I recently downloaded your War FTP Daemon but i have no clue how to use it. Can you give me an idea on what i can do with it

Yes. Delete the file and forget all about it. Read some books about Internet technology. When you know the difference between client and server software, you can ask yourself if you really want to mess with FTP servers. If the answer is yes, download War FTP Daemon again. By then, you know the answer to your initial question.

### 3.1.9. Can users be added from the command-line?

Yes. The full distribution of 1.70 comes with a command-line utility called **WarFtpdUtil** that can add and modify user accounts when the server is running. Open a DOS window and start the program as **warftpdutil --help** to get a list of available commands and options for the program. The program is also available from ftp.jgaa.com (ftp://ftp.jgaa.com/).

### 3.1.10. Can users be added from a webpage?

If you run a webserver on a Windows machine, you can use the **warftpdutil** program from a script to accomplish this. See the previous paragraph for more information about warftpdutil

### 3.1.11. Does War FTP support FXP?

If you by FXP mean server to sever transfer, the answer is yes. Server to server transfers are supported by all modern FTP servers. But if the client tries to be "smart", and poll progress infomation from the servers, it's up to the client to interperete the server-dependent replies. This may fail if the client don't support both the servers used.

### 3.1.12. What is the largest file you can transfer?

I just tested a 5 GB transfer with 1.80.05 and the **ftp.exe** command that comes with Windows 2000. The server reported a wrong file-size in the LIST (DIR/LS) command, but correct file-size with the SIZE command and at the transfer reply. The **ftp.exe** program reported that just 1 GB was transfered, but the file on disk was 5 GB. So it seems like the server will transfer any file-size. The reason that some programs (including the internal DIR command in War FTPD) wraps around at 4 GB is that the size is measured in 32 bit variables, that can only keep values in the range 0 - 4294967295. Internally, War FTPD use 64 bit variables, that can handle values between 0 - 18446744073709551615.

### 3.1.13. Does War FTP Daemon work with my operating system?

War FTP Daemon 1.6 and 1.7 are reported to work with the following operating systems:

- Windows 95 (no longer officially supported)
- Windows 98, Second Edition
- Windows ME
- Windows NT 4, Service Pack 6
- Windows 2000 (all versions)
- Windows XP (not officially supported due to Microsofts new activation policy)

War FTP Daemon Lite version 3 (wfde) will support Windows (98, ME, 2000, XP), Linux, FreeBSD, Solaris and Hurd. At this time it's only running (pre-beta) under Windows 2000 and XP. A Linux version is soon to be announced.

## 3.2. Security

### 3.2.1. Is War FTP Daemon secure?

No. FTP servers have a horrifying record when it comes to security. There have been discovered *critical* security problems with all major FTP servers over the last years. Even if

War FTP Daemon has been better than most in regard of the number of problems found, and the servity of the problems, there have been found serious bugs. Version 3 has been written from scratch with a strong focus on security, and the design will prevent all of the common problems that are causing problems in current versions.

But to the question: No. War FTP Daemon is not safe. You should therefore stay updated about security alerts, just as you should for *all* software that communicates over the Net. If you do, War FTP Daemon will be as safe as any FTP server can be, and it is not likely that someone will exploit your system.

**3.2.2.** Is there a backdoor?

No. There is not, and have never been, a backdoor in War FTP Daemon.

**3.2.3.** People tries to connect to my server, even if I don't allow anonymous access

There are lots of *script-kiddies* (wannabe crackers) who run scanners, looking for FTP servers with security holes they can exploit. These scanners connects to a huge number of IP numbers to see if there are a FTP server responding. The number of such idiots are large enough today that most machines on the Net is probed from time to time. War FTP Daemon does not announce your FTP server anywhere, - so unless you have broadcasted the address, you are probably probed by fools.

**3.3. Licensing and redistribution**

**3.3.1.** I'm using the server at home, is that ok?

Everyone is allowed to use the server privately.

**3.3.2.** Can the server be used by commercial companies?

Yes. Versions before 3.0 can not be used by companies owned 50% or more by the government. All other companies may use the server freely. From version 3.0, any company may use the server freely.

**3.3.3.** I'm working at a school, owned by the government. Can I we use the server?

Yes. All schools, universities and educational institutions may use the server freely.

**3.3.4.** I'm working at a hospital, owned by the government. Can we use the server?

You can not use any versions prior to 3.0.

**3.3.5.** I'm working in a magazine. Can we redistribute the server on CD-ROM?

Yes. But please use the original distribution files from <ftp://ftp.jgaa.com>, and also tell your readers about the support-site; <http://support.jgaa.com>

**3.3.6.** Where do I register the server?

You dont. War FTP Daemon is free software, and dont require any end-user registration.

**3.3.7. Can I donate money to the project?**

No. If you want to contribute, - there are other ways. You can grab a copy of the source code for version 3 and fix a few bugs. Or you can make some documentation. Or, if you don't have the time or knowledge for that, you can help other users on the newsgroup alt.comp.jgaa or in the mailing list.

If you have too much money, there are still lots of hungry children in the world.

**3.3.8. I work at NASA. Can we use the server?**

Yes. NASA and "NASA International Partners" are allowed to use War FTP Daemon, any version. (The reason for this is that I used a 3COM driver for Linux that was developed by NASA, - and that I like double standards even less then I like governments).

**3.4. Installation and upgrades**

**3.4.1. Where do I get the latest version?**

You can get it at <http://support.jgaa.com>. If you get it there, you will also be notified about other required packages.

**3.4.2. There are two versions, one full, and one upgrade. Which should I install?**

Both. First the latest full version, and then the latest upgrade. Both are available from <http://support.jgaa.com>.

**3.4.3. I recently installed 1.7 and found that certain domains such as \*.mil\*, \*.gov\* etc. are pre-configured for rejection. Either this is hard coded or I don't understand how to remove this restriction**

Version 1.6 does not have this preconfigured

Version 1.7 does have these settings hardcoded, partly because governments sucks, and partly to demonstrate the feature. You can disable this by opening War Daemon Manager and then open the User Manager. Expand the "Security" node on the lower left menu-tree, and select "IP Access List". Now, make sure that you have selected the root node in the left tree (User Browser), and then choose "Disable" or "Use this level only" in the combo-box below the IP access lists. This will disable the default rules.

**3.4.4. How do I uninstall the server? The uninstall program wount work!**

On some installations the uninstall program woun't work. This is a bug in WarSetup that I'm trying to fix. Look at the guide at [www.warftp.org](http://www.warftp.org) (<http://www.warftp.org>) for how to do a manual uninstall.

### 3.4.5. How do I install the upgrade?

The upgrade comes without an installation program. It's simply a zip-file with the **war-ftpd.exe** program and other new updated files. Just unzip the .zip-file in the directory where the server is installed. *Remember to always take a backup before you do an upgrade!*

### 3.4.6. How do I back up the server

Take a backup of the directory where the server is installed. The configuration information is stored in the \*.dat, \*.ini and \*.conf files.

### 3.4.7. Can I move the server from one machine to another?

Yes. You can install the server on the new machine, and then copy the \*.dat, \*.ini and \*.conf files from the old server (remember to shut down both servers first). If the drive-names or paths are different on the two machines you then have to manually correct the shares from the user manager.

### 3.4.8. I have two icons in the tray. How do I get rid of the extra one?

When you install the server, you assign it a *tag* name. This is used to identify the server by the program that show the tray icon. If you install the server again, with another tag-name, you will get a new icon. To remove the unused icon, you have to delete a registry key. Open `regedit.exe`, and delete the key `HKEY_LOCAL_MACHINE\SOFTWARE\Jgaa\Servers\<obsolete_name>` where *obsolete\_name* is the tag-name you want to remove. Then, stop the tray-icon program and restart it (you will find it in the *Startup* menu under *Programs*, when you press the start-button in Windows.)

## 3.5. Starting and connecting to the server

### 3.5.1. When I try to start the FTP service I get the error message: 21 failed: WSAEADDRNOTAVAIL

This means that TCP port 21 on the machine is in use. Port 21 is normally used by FTP servers, which means that War FTP Daemon or another FTP sever is most likely running already. You can open a DOS window and open a telnet connection to the port to see what's going on:

```
Microsoft Windows 2000 [Version 5.00.2195]
(C) Copyright 1985-2000 Microsoft Corp.

C:\>telnet localhost 21

220-Some FTP site
    WarFTPD 1.80.04 (Dec  2 2000) Ready
    (C)opyright 1996 - 2000 by Jarle (jgaa) Aase - all rights reserved.
220 Please enter your user name.
```

**3.5.2.** I have lost the system password to the server.

In version 1.6, you can unlock the console by changing the value `Protect Console` to 0. In version 1.7, you can reset the system account by starting the server from the command-line as **war-ftpd.exe -restore**. The `-restore` option resets the Sysadmin account, including the password. See the `Command line arguments` section in the helpfile for more information.

**3.5.3.** When I try to connect to the server with the Daemon Manager, I get error code 1. What does that mean?

Error code 1 means that the manager fails to connect to the server. There are several possible reasons for this. If a firewall or router blocks the UDP packages between the server and the client, you will get this error. If the IP address you connect from is banned for the administrative interface (by default, all addresses except the local machine; 127.0.0.1) is banned) you will also get this error. And last, - if the password is wrong, you will get the same message. You should check the server-logs to see if the server has written a note about why the connection was refused.

### 3.6. Firewalls

**3.6.1.** I have War FTP Daemon on a 192.168.0.0 network. Can it use the routers IP address for PASV connections?

Yes. From version 1.81, War FTP Daemon supports advanced NAT (Network Address Translation) options. See the `nat.conf.template` file supplied with the server. If this file is renamed to `nat.conf`, the server will read the rules in the file during startup.

### 3.7. Configuration and use

**3.7.1.** I can't get anyone to connect. They are all denied access

If they are denied access, it's simply because you have not given them access, or configured the server wrong. By default, nobody gets access to anything. So you have to enable the anonymous user account or create new user accounts, and set up the appropriate file shares and user rights. You must also make sure that the user have a root path (and, in version 1.6, that the user have a home path). See the helpfile that comes with the server, and the resources at [www.warftp.org](http://www.warftp.org) (<http://www.warftp.org>). If you still can't figure out why users cant log in, you can examine the servers logfile and eventually turn on logging of debug-messages to get an exact view of the servers perspective of the login.

**3.7.2.** How do I get rid of the "Failed to connect to ODBC source" warning message?

Either set up the ODBC connection (see the helpfile), or ignore this warning. The ODBC feature allows the server to log file-transfers to a SQL database - if there is an ODBC source available. If not, the server prints the warning to the log and continues the startup procedures.