

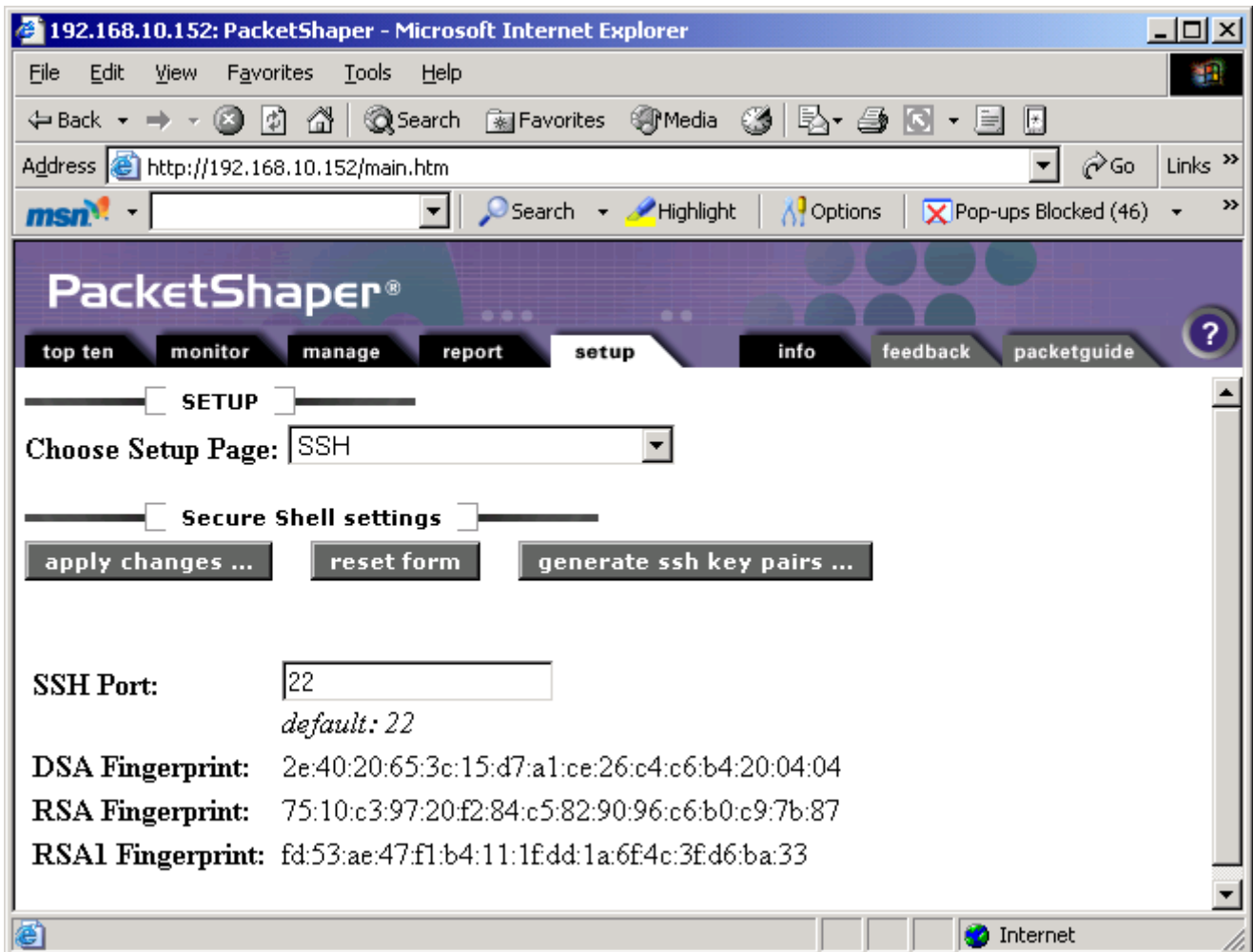


Establish SSH Connection to PacketShaper

created by: Rainer Benschel - Version 1.0 - Dated: June/08/2004

This document describes the steps to connect to a PacketShaper using SSH. It's not my intension to replace any official documentation or release notes. In order to connect to a PacketShaper using SSH you will have to verify some certain settings. First, make sure SSH is enabled.

When connected via Webbrowser, you can verify the settings for SSH by clicking SETUP tab and scroll down to SSH. In my case, several fingerprints has been generated by default. You still can re-generate them. Have a look on RSA 1 Fingerprint - this will be recognized by the SSH client's alert. See on next page.



You can get the WUI Output also on CLI

```
PacketShaper# setup ssh show
SSH service is listening on port #: 22 (default)

DSA key fingerprint is:
 2e:40:20:65:3c:15:d7:a1:ce:26:c4:c6:b4:20:04:04
RSA key fingerprint is:
 75:10:c3:97:20:f2:84:c5:82:90:96:c6:b0:c9:7b:87
RSA1 key fingerprint is:
 fd:53:ae:47:f1:b4:11:1f:dd:1a:6f:4c:3f:d6:ba:33
```



DISCLAIMER

This Technical Tip or TechNote is provided as information only. I cannot make any guarantee, either explicit or implied, as to its accuracy to specific system installations / configurations. Readers should consult each Vendor for further information or support.

Although I believe the information provided in this document to be accurate at the time of writing, I reserve the right to modify, update, retract or otherwise change the information contained within for any reason and without notice. This Technote has been created after studying the material and / or practical evaluation by myself. All liability for use of the information presented here remains with the user.

Open your SSH Client and connect to the PacketShaper.

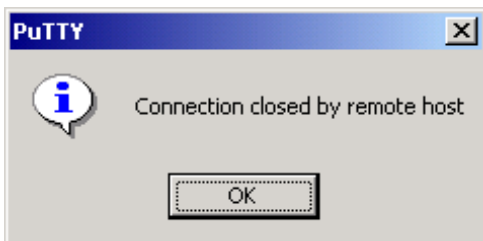
When trying to connect via SSH for the first time, you should get an alert regarding Server's Fingerprint.



Realize the fingerprint. It's the same, as stated in the WUI (previous page) and on CLI output, above.

Troubleshooting Note:

If your SSH connection is refused by remote host, make sure you have SSHv2 enabled.



After changing preferred SSH protocol version to Version 2, my connection attempt had been accepted

Although PacketShaper supports SSHv1 and SSHv2, you will have to verify the supported Ciphers and Algorithms in conjunction with your SSH client. A list of supported Ciphers and Algorithms can be found in the PacketGuide. I've configured SSH client to run SSH v2.

