### NAME

ng\_mppc - Microsoft MPPC/MPPE compression and encryption netgraph node type

## SYNOPSIS

#include <sys/types.h>
#include <netgraph/ng\_mppc.h>

### DESCRIPTION

The **mppc** node type implements the Microsoft Point-to-Point Compression (MPPC) and Microsoft Point-to-Point Encryption (MPPE) sub-protocols of the PPP protocol. These protocols are often used in conjunction with the Point-to-Point Tunneling Protocol (PPTP).

The node has two hooks, comp for compression and decomp for decompression. Typically one or both of these hooks would be connected to the ng\_ppp(4) node type hook of the same name. Each direction of traffic flow is independent of the other.

## HOOKS

This node type supports the following hooks:

- *comp* Connection to ng\_ppp(4) comp hook. Incoming frames are compressed and/or encrypted, and sent back out the same hook.
- *decomp* Connection to ng\_ppp(4) decomp hook. Incoming frames are decompressed and/or decrypted, and sent back out the same hook.

## **CONTROL MESSAGES**

This node type supports the generic control messages, plus the following:

## NGM\_MPPC\_CONFIG\_COMP

This command resets and configures the node for a session in the outgoing traffic direction (i.e., for compression and/or encryption). This command takes a struct ng\_mppc\_config as an argument:

/\* Length of MPPE key \*/
#define MPPE\_KEY\_LEN 16

| /* MPPC/MPPE PPP negotiation bits */ |            |                             |
|--------------------------------------|------------|-----------------------------|
| #define MPPC_BIT                     | 0x00000001 | /* mppc compression bits */ |
| #define MPPE_40                      | 0x00000020 | /* use 40 bit key */        |
| #define MPPE_56                      | 0x0000080  | /* use 56 bit key */        |
| #define MPPE_128                     | 0x00000040 | /* use 128 bit key */       |

```
#define MPPE_BITS 0x00000e0 /* mppe encryption bits */
#define MPPE_STATELESS 0x01000000 /* use stateless mode */
#define MPPC_VALID_BITS 0x010000e1 /* possibly valid bits */
/* Configuration for a session */
struct ng_mppc_config {
    u_char enable; /* enable */
    uint32_t bits; /* config bits */
    u_char startkey[MPPE_KEY_LEN]; /* start key */
};
```

The enabled field enables traffic flow through the node. The bits field contains the bits as negotiated by the Compression Control Protocol (CCP) in PPP. The startkey is only necessary if MPPE was negotiated, and must be equal to the session start key as defined for MPPE. This key is based on the MS-CHAP credentials used at link authentication time.

### NGM\_MPPC\_CONFIG\_DECOMP

This command resets and configures the node for a session in the incoming traffic direction (i.e., for decompression and/or decryption). This command takes a struct ng\_mppc\_config as an argument.

### NGM\_MPPC\_RESETREQ

This message contains no arguments, and is bi-directional. If an error is detected during decompression, this message is sent by the node to the originator of the NGM\_MPPC\_CONFIG\_DECOMP message that initiated the session. The receiver should respond by sending a PPP CCP Reset-Request to the peer.

This message may also be received by this node type when a CCP Reset-Request is received by the local PPP entity. The node will respond by flushing its outgoing compression and encryption state so the remote side can resynchronize.

#### SHUTDOWN

This node shuts down upon receipt of a NGM\_SHUTDOWN control message, or when both hooks have been disconnected.

# COMPILATION

The kernel options NETGRAPH\_MPPC\_COMPRESSION and NETGRAPH\_MPPC\_ENCRYPTION are supplied to selectively compile in either or both capabilities. At least one of these must be defined, or else this node type is useless.

#### SEE ALSO

netgraph(4), ng\_ppp(4), ngctl(8)

G. Pall, Microsoft Point-To-Point Compression (MPPC) Protocol, RFC 2118.

G. S. Pall and G. Zorn, *Microsoft Point-To-Point Encryption (MPPE) Protocol*, draft-ietf-pppext-mppe-04.txt.

K. Hamzeh, G. Pall, W. Verthein, J. Taarud, W. Little, and G. Zorn, *Point-to-Point Tunneling Protocol* (*PPTP*), RFC 2637.

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## BUGS

In PPP, encryption should be handled by the Encryption Control Protocol (ECP) rather than CCP. However, Microsoft combined both compression and encryption into their "compression" algorithm, which is confusing.