

LANCOM Instructions for teachers

Setting up and using content filter override codes

For school networks in particular, a content filter is absolutely essential. Students have to be protected from Internet content that is harmful to young people or illegal. However, even unproblematic websites and content can become a major distraction in the classroom. Although it makes sense to block YouTube during lessons, for example, it may occasionally be useful to use this service in the classroom. You, as a teacher, can give your students a code that temporarily overrides the filter rule. Once the lesson is over, the filter rule comes into effect again and resumes the blocking of access to the website or application.

Management interface

If a website has been blocked, your students can override the blocking mechanisms of the content filter by entering a short numerical code on the block page. You create these codes by logging on to LANCOM R&S®Unified Firewall.

In a web browser of your choice, enter the URL that you received from the network administrator, e.g. "https://firewall" or the IP address of the firewall ("https://<IP-address>"). The web interface is created in a responsive design, i.e. it adapts to the capabilities of the device and can be operated from a smartphone.

Login to using your access credentials. These are usually the login data for your Windows account.

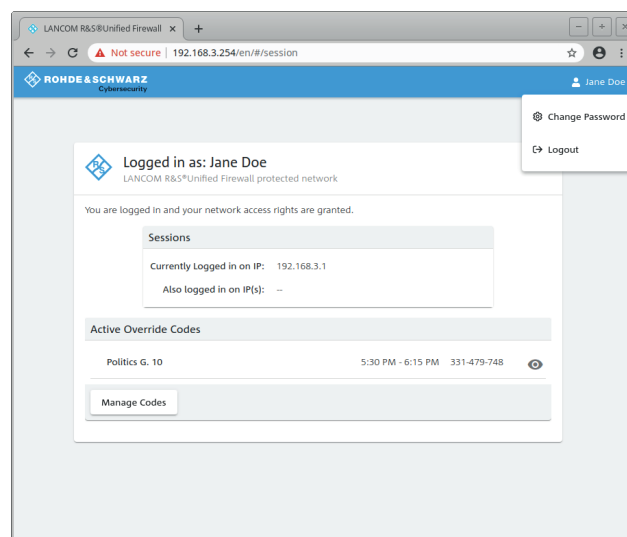


Fig. 1: Management interface

After logging in, you see the management interface for the LANCOM R&S®Unified Firewall.

If you are operating as a local user on the firewall, you can change your password at the top right of the screen. In most cases you use your Windows account and this item has no function. You can also logout here. The **Active override codes** section displays the codes that are currently available for use. These are not necessarily being used at this moment.

At the lower left you can use the button **Manage codes**.

Managing codes

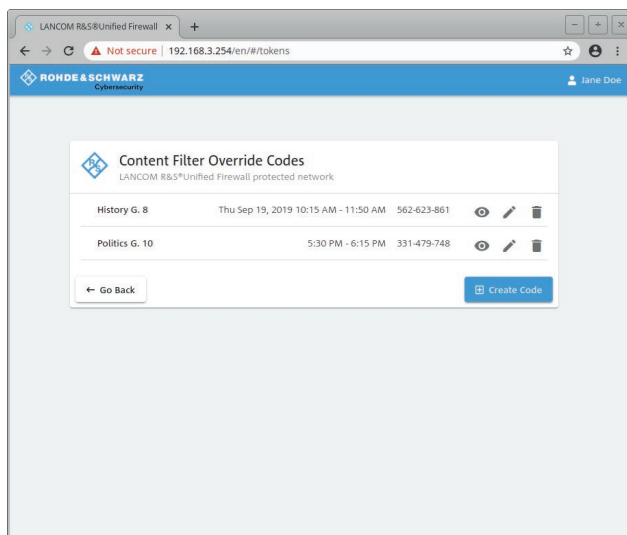


Fig. 2: Managing codes

The button **Manage codes** on the main page displays the interface for code management. All of the codes are displayed here, including those that have expired and those ready for future use.

Clicking the **eye icon** next to an active code displays the code in presentation mode. You use this mode to display the code to your students. Users can then enter the code on the block page that is displayed when attempting to view blocked content.

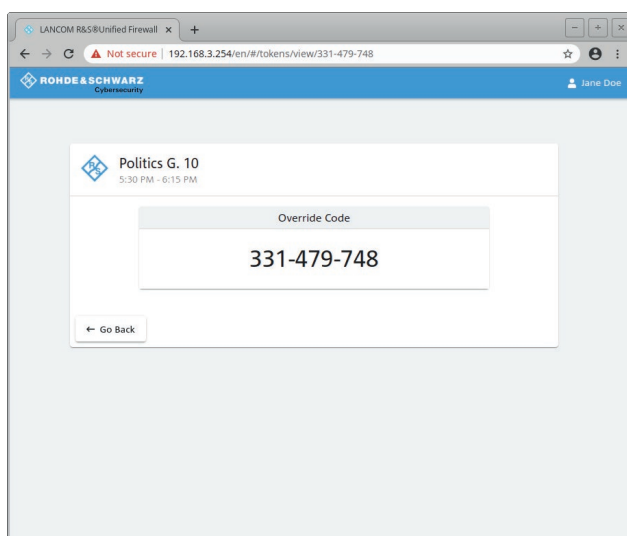


Fig. 3: Presentation mode

The **trash can icon** is used to delete a code.

The **pencil icon** is used to edit an existing code. New codes are generated using the **Create code** button. Both options open the editing mode as described below.

Creating or editing codes

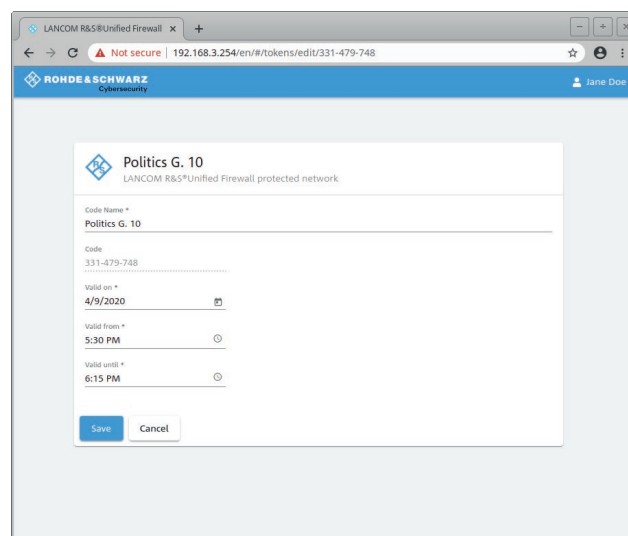


Fig. 4: Creating or editing codes

A code is defined by entering the following data:

- **Code name:** The name that refers to and is displayed with the code.
- **Code:** The code itself. This cannot be changed.
- **Valid on:** Date the code is valid. Click the **Calendar icon** to see a calendar view and select the desired date.
- **Valid from:** The time of day when the code becomes valid and can be used to bypass a filter. Click the **Clock icon** to see an analog clock and use the hands to set the desired time.
- **Valid until:** The time of day when the codes becomes invalid and can no longer be used to bypass a filter. Click the **Clock icon** to see an analog clock and use the hands to set the desired time.

Save your new or changed code by clicking **Save**, or discard your entries with **Cancel**.

If you change a code's validity periods, this change does not apply for students who are currently using this code. These overrides will expire at their original end time. Users will then have to enter the code again to continue using the override.

Block page

An attempt to access a blocked page displays an input field where a valid code can be entered.

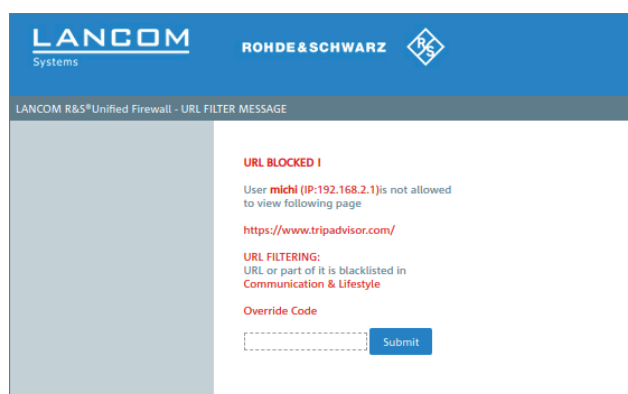


Fig. 5: Page with input field for an override code