

Required Ports for the Uptime Infrastructure Monitor Monitoring Station

Uptime Infrastructure Monitor uses the TCP ports listed in the table below. Network firewall rules may need to be modified to accommodate the required connectivity on these ports. You can configure these ports to resolve to different port numbers but Uptime Infrastructure Monitor needs each one to function correctly.


When addressing security measures on the Monitoring Station, and the agents being monitored, all ports should be opened for outgoing connections except for the Web interface and event listener port, which must be opened for incoming connections.

Uptime Infrastructure Monitor Standard Ports

| Port | Direction | Description |
|------|-----------|---|
| 9999 | Incoming | Uptime Infrastructure Monitor Web Server |
| 9998 | Both | Uptime Infrastructure Monitor server agent data collection port (this port is also used for any service monitors that require an Uptime Infrastructure Monitor agent) |
| 9997 | Outgoing | Uptime Infrastructure Monitor Controller |
| 9996 | Incoming | Uptime Infrastructure Monitor Event Listener |
| 9995 | Outgoing | Uptime Infrastructure Monitor Data Collector Core |
| 3308 | Outgoing | MySQL database |

The port that a service monitor requires to verify an agent's service status (e.g. using port 25 to access an agent system's email service) must be open for outgoing connections from the Monitoring Station and incoming connections on the agent system(s) that will be receiving these connections.

Note

 If the Monitoring Station or agent software is installed on a Windows system, ensure that the Windows firewall has been updated to allow connections to the required ports.

Other Port related articles:

[What ports need to be open to add an ESX or vCenter system to Uptime Infrastructure Monitor?](#)

[What ports are required for WMI agentless monitoring](#)

[Add firewall rule to open port 9998 for Linux agent](#)

[Changing the Windows Agent Port](#)

[Configuring SQL Server Ports](#)