

## Bootstrap - Bug #5102

### vpn\_ipsec\_phase2.php doesn't allow 32 as mask

09/04/2015 01:07 AM - Chris Buechler

<b>Status:</b>	Resolved	<b>Start date:</b>	09/04/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Chris Buechler	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	2.50 hours
<b>Description</b>			
0 is a needed option in the network mask fields on vpn_ipsec_phase2.php			

#### Associated revisions

##### Revision 5c255783 - 09/04/2015 01:57 PM - Steve Beaver

Fixed #5102

Provided new method addVPNMask() that creates a mask selector including '0'

##### Revision cddc70a2 - 09/08/2015 08:38 AM - Steve Beaver

Fixed #5102

javascript revised to accommodate VPN masks

#### History

##### #1 - 09/04/2015 01:54 PM - Steve Beaver

- Status changed from Confirmed to Feedback

- Assignee changed from Steve Beaver to Jim Pingle

Provided new method addVPNMask() that creates a mask selector including '0'

##### #2 - 09/04/2015 02:00 PM - Steve Beaver

- % Done changed from 0 to 100

Applied in changeset [pfsense:5c2557832550b85a42a4ac500d4cf32e8b498a46](#).

##### #3 - 09/04/2015 09:51 PM - Chris Buechler

- Subject changed from vpn\_ipsec\_phase2.php doesn't allow 0 as mask to vpn\_ipsec\_phase2.php doesn't allow 32 as mask

- Status changed from Feedback to Confirmed

- Assignee changed from Jim Pingle to Steve Beaver

0 is fine now, but 32 has now gone missing. Now 0-31, should be 0-32.

##### #4 - 09/08/2015 08:36 AM - Steve Beaver

- Status changed from Confirmed to Feedback

- Assignee changed from Steve Beaver to Chris Buechler

Javascript revised to accommodate VPN masks. See: [http://chaos.pfmechanics.com/wiki/index.php/GUI\\_Bootstrap\\_conversion\\_notes](http://chaos.pfmechanics.com/wiki/index.php/GUI_Bootstrap_conversion_notes) : IP Addresses

##### #5 - 09/08/2015 08:40 AM - Steve Beaver

Applied in changeset [pfsense:cddc70a20177dd4d2d622f6dd8e9e08f181774c8](#).

**#6 - 09/08/2015 10:56 PM - Chris Buechler**

- *Status changed from Feedback to Resolved*

fixed