

# Install Cockpit and Firewalld on Debian 12

## Install Cockpit, Firewalld, and Open Ports on Debian 12

### 1. Update the System

```
sudo apt update  
sudo apt upgrade -y
```

### 2. Install Cockpit

```
sudo apt install -y cockpit
```

### 3. Enable and Start Cockpit

```
sudo systemctl enable --now cockpit.socket
```

## 4. Install firewalld

```
sudo apt install -y firewalld
sudo systemctl enable --now firewalld
sudo install cockpit-machines cockpit-pcp network-manager cockpit-networkmanager -y
```

**Note:** If you previously used another firewall (like UFW), remove it first:

```
sudo apt remove --purge ufw
```

## 5. Open Required Ports in firewalld

- **SSH** (port 22): For remote access
- **HTTP** (port 80): For web traffic
- **HTTPS** (port 443): For secure web traffic
- **Cockpit** (port 9090): For Cockpit web UI
- **Webmin** (port 12321): For Webmin web UI (on Turnkey images, default is port 1000)

```
sudo firewall-cmd --zone=public --add-service=ssh --permanent
sudo firewall-cmd --zone=public --add-service=http --permanent
sudo firewall-cmd --zone=public --add-service=https --permanent
sudo firewall-cmd --zone=public --add-service=cockpit --permanent
sudo firewall-cmd --zone=public --add-port=12321/tcp --permanent
sudo firewall-cmd --reload
```

## 6. Verify firewalld Rules

```
sudo firewall-cmd --list-all
```

## 7. Access Cockpit and Webmin

- Cockpit: `https://your-server-ip:9090`
- Webmin: `https://your-server-ip:12321`

# References

- Official Cockpit documentation: [cockpit-project.org](https://cockpit-project.org)
- HowtoForge: [Install Cockpit Web Console on Debian 12](#)
- edafe.de: [Install Cockpit on Debian 12 bookworm](#)
- Webmin Firewall: [webmin.com/firewall.html](https://webmin.com/firewall.html)

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