



Pro-Watch® Microsoft Patch Update – January 2026

Re: Neverfail Continuity Engine

Technology Disclaimer:

Neverfail Continuity Engine is a technology that is designed to provide BC/DR for Windows Applications. Neverfail Continuity Engine provides best in class continuous availability with application monitoring available. It is designed to provide both automatic and push-button recovery of Windows systems locally or at a remote location. It runs on top of the Windows operating system like most applications.

Neverfail releases a major version of Continuity Engine each quarter. These releases are available around end of February, end of May, end of August, end of November. Each release supersedes the previous release and it is supported 15 months from its release date. More information in the following: [Continuity Engine Release Model](#), [EOL Policy - Continuity Engine](#).

PLUGINS REQUIRED

Plugins are integral components of Continuity Engine, ensuring their automatic installation upon Engine deployment. Each Engine Plugin delivers a specialized solution, critical for enabling High Availability and Disaster Recovery (HA+DR) protection for individual applications.

PLUGIN SUBSCRIPTION

Each Engine deployment requires the appropriate Plugins to be installed and corresponding Plugin subscriptions to be purchased. A separate plugin subscription is required for each installed and protected application that has its own dedicated plugin.

General Availability (GA) releases of Continuity Engine consistently bundle the most current and fully compatible plugin versions, effectively replacing any prior iterations. Furthermore, plugins are seamlessly upgraded as part of the Engine upgrade procedure. A comprehensive list of available Plugins can be found by following [link](#).

>>>> Subscribe to [Continuity Engine](#) to stay informed with latest Continuity Engine release and updated documentation.

>>> The current supported version is Neverfail Continuity Engine v18. For a current list of features and known issues please review the [release notes](#).

>>> In order to know the procedure to upgrade from Neverfail Engine version 8.5 Update 3 (or older versions) to supported Continuity Engine version, check [this link](#).

>>> Read End of Life Policy for Neverfail Continuity Engine in [this link](#).

>>> Read important information regarding Neverfail Continuity Engine Licensing Model and Subscription renewal on time to avoid down time in [this link](#) . Please contact Honeywell Support if you have any questions.

Portal Configuration:

If using Windows Firewall, Engine Management Service can automatically configure the necessary ports for traffic. If other than Windows Firewall is being used, configure the following specific ports to allow traffic to pass through:

Firewalls

- From VMware vCenter Server -> Engine Management Service
- TCP 443 / 9727 / 9728 / Ephemeral port range
- From Engine Management Service -> VMware vCenter Server
- TCP 443 / 9727 / 9728 / Ephemeral port range

Engine Management Service Communications with vCenter

- From VMware vCenter Server -> The protected virtual machine
- TCP 443 / Ephemeral port range
- From the Protected Virtual Machine -> VMware vCenter Server
- TCP 443 / Ephemeral port range

vCenter Communications with Protected VMs

From Engine Management Service -> The protected virtual machine
- TCP 7 / 445 / 135-139 / 9727 / 9728 / Ephemeral Port Range

Communications of the Engine Management Services with the Target Engine Web Service

- From the Protected Virtual Machine -> Engine Management Service
- TCP 7 / 445 / 135-139 / 9727 / 9728 / Ephemeral Port Range

Neverfail Channel and Web Services Communications

- From Protected Virtual Machines -> VProtected Virtual Machines in Duo/Trio and back
- TCP 7 / 52267 / 57348 / Ephemeral port range
- From Management Workstation -> VProtected Virtual Machines in Duo/Trio and back
- TCP 52267 / 57348 / Ephemeral port range

Neverfail Channel over a WAN

Note: The default dynamic ephemeral port range for Windows 2016 , 2019 , 2022 is ports 49152 through 65535.