

Levantar tunel principal

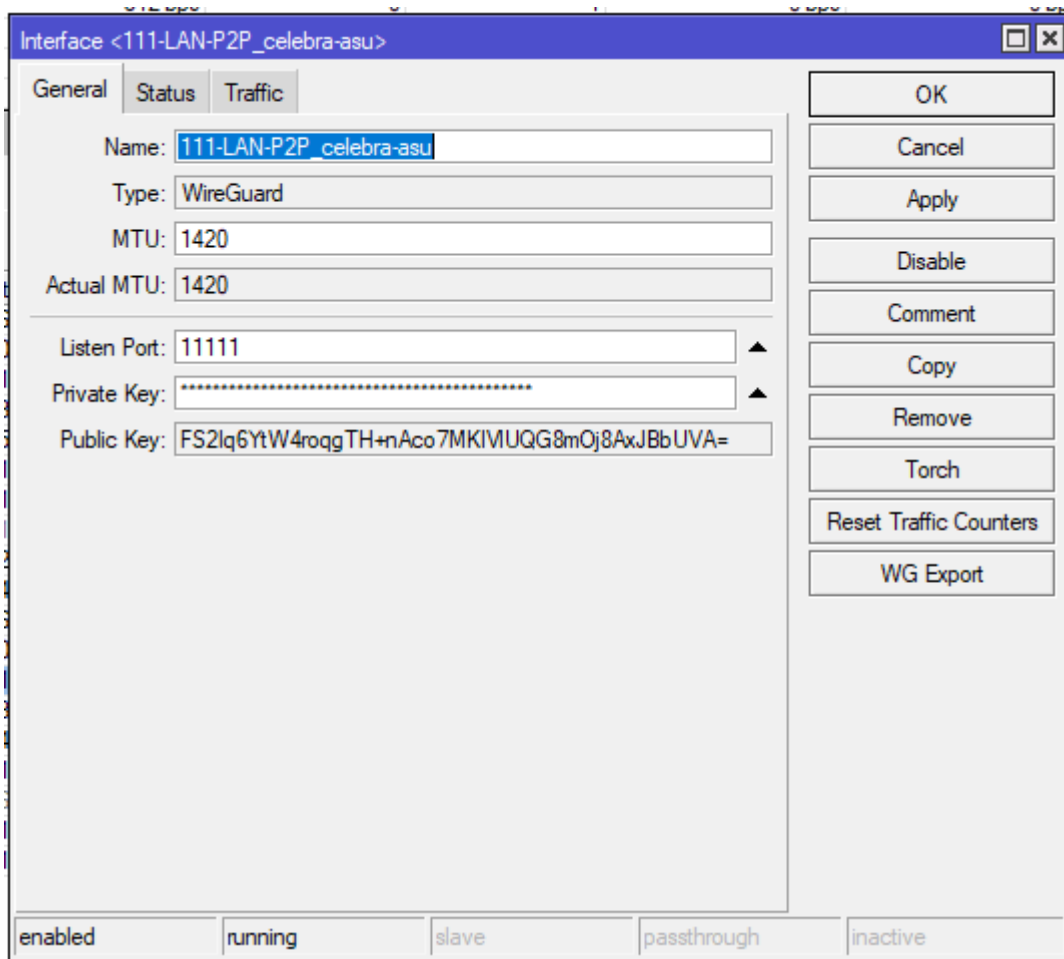
1. LADO MBYJA

1. Crear interfaz, utilizando el YY correspondiente, tanto para el nombre como para el puerto.

1. Nombre: **YY-LAN-P2P_cliente-suc**

2. Puerto: **11YY**

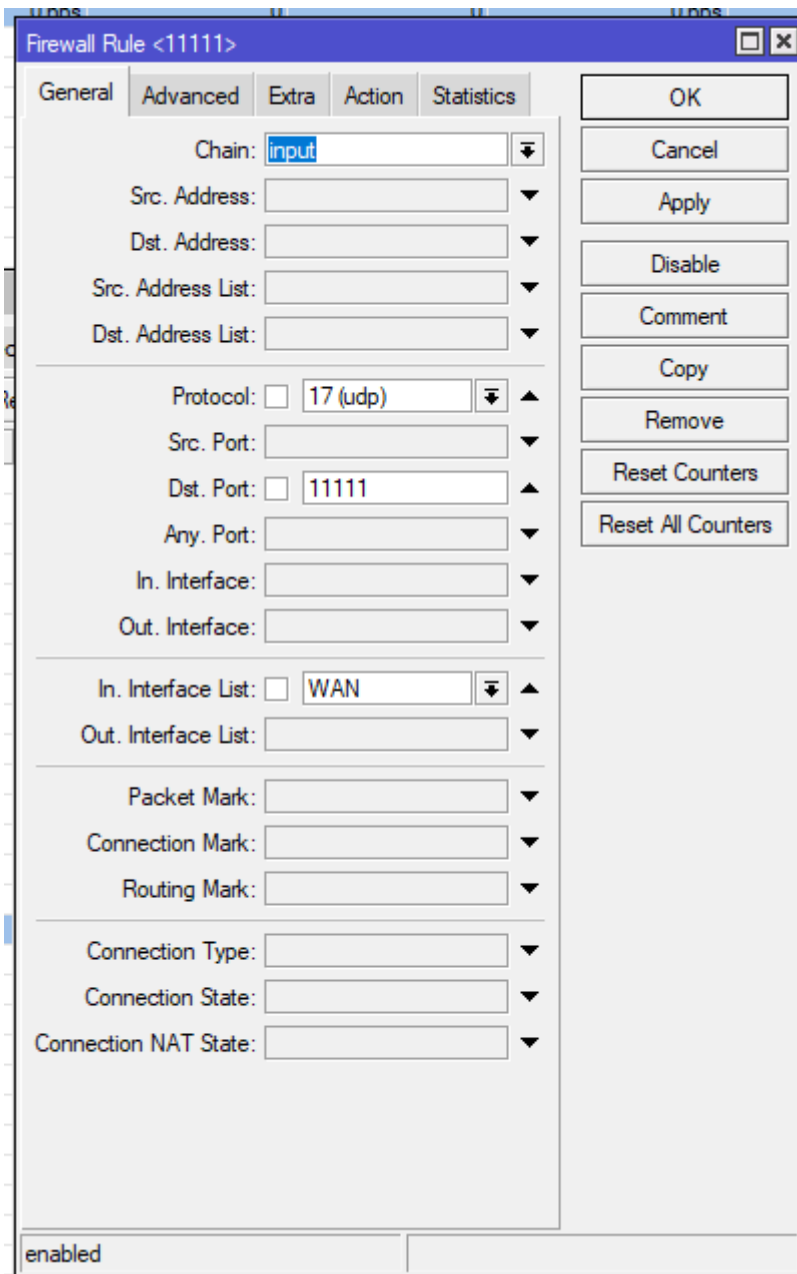
3. Ejemplo: YY=111



2. Agregar regla en firewall

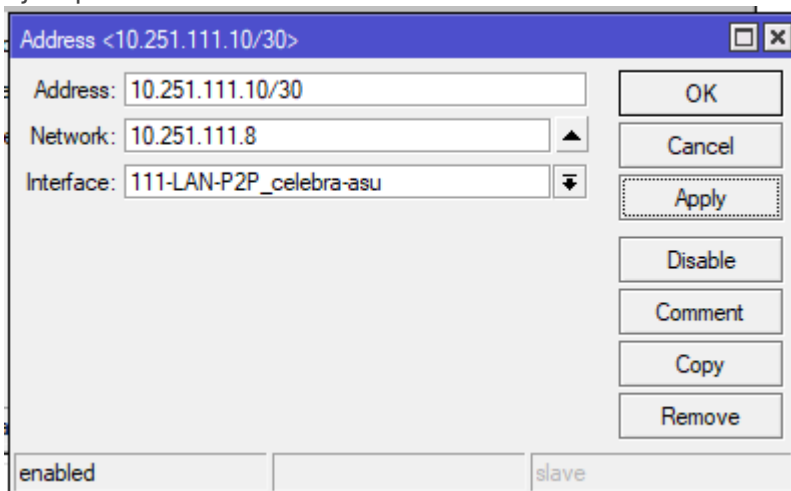
1. Regla INPUT que permita el acceso al puerto UDP correspondiente: 11YY

Ejemplo:



3. Asignar IP

1. Direccion: 10.251.YY.10
2. Ejemplo:



3.

2. LADO CLIENTE

1. En el lado del cliente, tambien agregar la interfaz y el peer correspondiente.

The screenshot shows a window titled "Interface <251-LAN-P2P_mbyja-1er_main>". It has three tabs: "General", "Status", and "Traffic". The "General" tab is active. The fields are as follows:

- Name: 251-LAN-P2P_mbyja-1er_main
- Type: WireGuard
- MTU: 1420
- Actual MTU: 1420
- Listen Port: 11111
- Private Key: [Redacted]
- Public Key: 1p1VaC5Rk8axjKCDx2UtRNJGI+r4xFDkGITSRPxN2Ek=

On the right side, there is a vertical stack of buttons: OK, Cancel, Apply, Disable, Comment, Copy, Remove, Torch, Reset Traffic Counters, and WG Export.

At the bottom of the window, there are several status indicators: "enabled", "running", "slave", and "passthrough".

1.

2.

Wireguard Peer <FS2lq6YtW4roqgTH+nAco7MKIMUQG8mOj8AxJBbUVA=>

Name: 251-LAN-P2P_mbyja-1er_main

Interface: 251-LAN-P2P_mbyja-1er_main

Public Key: FS2lq6YtW4roqgTH+nAco7MKIMUQG8mOj8AxJBbUVA=

Private Key:

Endpoint: personal.1er.mbyja.net

Endpoint Port: 11111

Allowed Address: 0.0.0.0/0

Preshared Key:

Persistent Keepalive:

Responder

Current Endpoint Address: 190.104.170.222

Current Endpoint Port: 11111

Rx: 2824 B

Tx: 2616 B

Last Handshake: 00:00:14

Client Address:

Client DNS:

Client Endpoint:

Client Keepalive:

Client Listen Port:

Client Config:

OK

Cancel

Apply

Disable

Comment

Copy

Remove

2. Asignar IP a la interfaz creada.

1.

Address <10.251.111.9/30>

Address: 10.251.111.9/30

Network: 10.251.111.8

Interface: 251-LAN-P2P_mbyja-1er_main

OK

Cancel

Apply

Disable

Comment

Copy

Remove

enabled

slave

Revision #2

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