Tunneling

A tunnel is a connection between two AREDN nodes that uses the Internet instead of RF, where an RF isn't possible due to geography. It's also possible to use a tunnel as a backup connection, which can be useful if conditions change.

In order to setup a tunnel connection between two AREDN nodes, one node needs to act as the server, and the other as the client.

Most nodes are configured as Tunnel Clients, and they connect to a central Tunnel Server.

Tunnel Client

Most end-user nodes will be configured as Tunnel Clients.

This provides you with a connection to the mesh.

See the current list of tunnels to know who to contact. Reach out to an operator with an existing Tunnel Server for connection details.

Continue with the Tunnel Client Setup steps

Tunnel Server

Advanced Usage

Most operators will not need to set up a tunnel server.

If you need to configure your node as a Tunnel Server for others to be able to connect *to*:

Continue with the Tunnel Server Setup steps