

Smuxi Issues [FROZEN ARCHIVE] - Feature # 64: Remove dependency on TCP ports for 2-way communication

<b>Status:</b>	Closed	<b>Priority:</b>	Normal
<b>Author:</b>	Kalle Kaitala	<b>Category:</b>	Server
<b>Created:</b>	07/21/2008	<b>Assigned to:</b>	Mirco Bauer
<b>Updated:</b>	08/06/2009	<b>Due date:</b>	
<b>Subject:</b>	Remove dependency on TCP ports for 2-way communication (passive mode)		
<b>Description:</b>	Currently both the client and server need open ports for successful communication. Since most home-level connections come with port restrictions, and because you can basically do everything inside a single TCP connection, remove the need of a client having an open TCP port.		

History

08/30/2008 11:43 PM - Mirco Bauer

I agreed with Cobrian that a temporarily solution using [[TcpChannel]] + SSH tunnel (controlled by smux) is acceptable to solve firewall and NAT issues. In the long term the [[TcpChannel]] itself should be smarter or be replaced by something else.

09/27/2008 11:51 PM - Mirco Bauer

- Status changed from New to Closed

- 1 set to fixed

Implemented in SVN r427

01/03/2009 06:50 PM - Mirco Bauer

- Status changed from Closed to Feedback

- 1 deleted (fixed)

Well this is not fully completed yet, as you can't configure it.

05/01/2009 10:53 AM - Mirco Bauer

- % Done changed from 0 to 80

The Engine Manager needs SSH settings.

05/25/2009 05:08 PM - Mirco Bauer

- Target version changed from 0.8 to 0.6.4

08/06/2009 02:38 AM - Mirco Bauer

- Status changed from Feedback to Closed

- % Done changed from 80 to 100

SSH is now fully configurable with the GUI.

Implemented in git commit commit:15440b60da30f55775edf75e42bcb7ca9a140002