Tinc-VPN LAN party notes

Build tinc from git

Set needed capabilities

If you used port numbers bigger than 1024 then you don't need CAP_NET_BIND_SERVICE. CAP_SYS_NICE is good for lower latency but isn't needed if ProcessPriority = high is disabled from "tinc.conf".

sudo setcap cap_net_bind_service,cap_sys_nice+ep /usr/local/sbin/tincd

Firewall

If you want to host game sessions it is advised to allow tinc to forward its UDP/TCP port at your internet access. You'll have to use the same port number (forwarding from another port won't work). The more nodes reachable externally via tinc port the better.

The easiest way to do this is allow your PC to configure the firewall on your internet router via UPnP. For example:

Details for	-		
This page shows detail	ed information on the network device or us	er.	
Name			
IPv4 address	192.168.2		Change
	last used at 2, 4, 4, 4, 4, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5, 5,		
Always assign this network device the san			IPv4 address
	Permit independent port sharing for this device		

This option allows this network device to independently open ports for sharing via PCP or UPnP.

Running the node scripts

At the first run the **TAP1** device will be created for your user (it can be removed by calling tincvpn/remove-TAP). Your user needs to be able to execute commands as super user with sudo because otherwise the tap adapter can neither be created nor configured (I haven't found a way to simplify this).

run the script with ./nodename:

