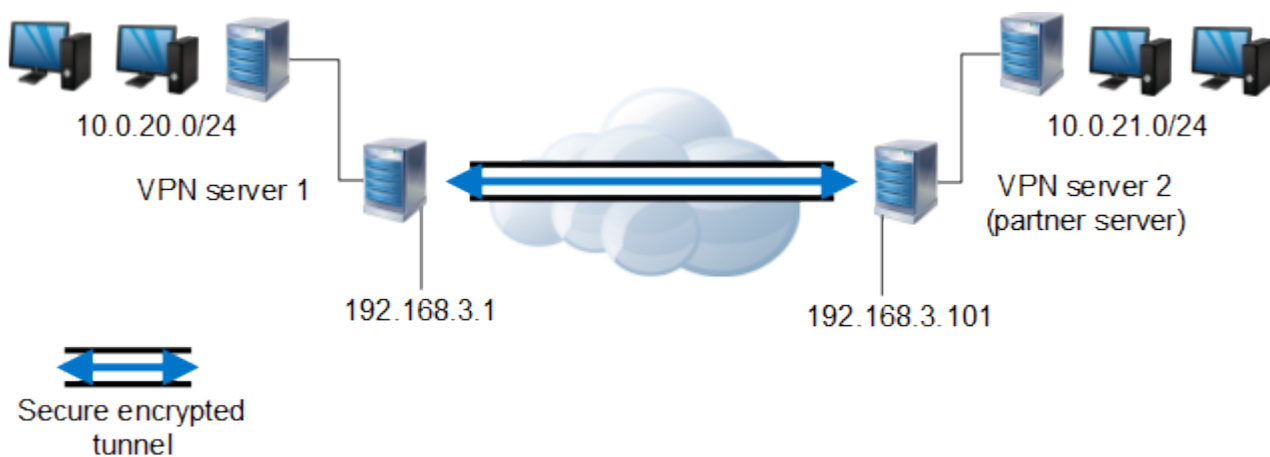


## Fully Transparent Tunnel Setup

<https://campus.barracuda.com/doc/41116245/>

The simplest site-to-site TINA VPN tunnel setup is a transparent connection of two networks with different address ranges. This setup should not be noticeable by the connected networks. The following figure illustrates a fully transparent VPN tunnel. This article provides example settings for [creating a site-to-site TINA VPN tunnel](#) for this environment. The article does not cover the routing configuration between both VPN servers. Unless overlapping addresses are used, the VPN tunnels do not interfere with the routing configuration.



### VPN Server 1 Settings

Tab	Setting	Value	Comment
Basic	Transport	UDP&TCP (or whatever is needed)	-
	Encryption	AES (or whatever is needed)	May be unencrypted for intranet connections only aiming at routing assistance.
Advanced	Tunnel Timeout	<ul style="list-style-type: none"> <li>For intranet: 10</li> <li>For Internet-like connections: 30</li> </ul>	-
Local Networks	Call Direction	Active or Passive	Converse to the partner's configuration.
	Network Address	10.0.20.0/24	-

<b>Local</b>	<b>IP Address or Interface Used for Tunnel Address</b>	Dynamic (via routing)	Only one IP address is assumed on the outside interface.
<b>Remote Networks</b>	<b>Remote Network</b>	10.0.21.0/24	-
<b>Remote</b>	<b>Remote Peer IP Addresses</b>	192.168.3.101	-

## VPN Server 2 Settings

Tab	Setting	Value	Comment
<b>Basic</b>	<b>Transport</b>	UDP&TCP (or whatever is needed)	-
	<b>Encryption</b>	Same value as on the local side	May be unencrypted for intranet connections only aiming at routing assistance.
<b>Advanced</b>	<b>Tunnel Timeout</b>	<ul style="list-style-type: none"> <li>• For intranet: 10</li> <li>• For Internet-like connections: 30</li> </ul>	-
<b>Local Networks</b>	<b>Call Direction</b>	Active or Passive	Converse to the partner's configuration.
	<b>Network Address</b>	10.0.21.0/24	-
<b>Local</b>	<b>IP Address or Interface Used for Tunnel Address</b>	Dynamic (via routing)	Only one IP address is assumed on the outside interface.
<b>Remote Networks</b>	<b>Remote Network</b>	10.0.20.0/24	-
<b>Remote</b>	<b>Remote Peer IP Addresses</b>	192.168.3.1	-

## Firewall Rules

Because the tunnel terminates at a point located previous to the firewall engine, you must create [Pass firewall rules on both systems](#) to allow traffic between the local and partner networks.

## Figures

1. trans\_tn.png

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