

How to Configure Generic Tunnels

<https://campus.barracuda.com/doc/72515980/>

A generic tunnel is made up of multiple SSL tunnels that forward the TCP traffic of the remote service. The local port used by the SSL tunnel can be configured statically or chosen by the SSL VPN service when the SSL tunnel is enabled. Ensure that you do not have any local services listening on the ports assigned to the SSL tunnels. You can only tunnel TCP connections.

Before You Begin

- Enable SSL VPN and CudaLaunch. For more information, see [CloudGen Firewall Configuration for CudaLaunch](#).
- If you are assigning a fixed local port, verify that the port is not already in use.

Create a Generic Tunnel

Configure a resource containing one or more SSL tunnels that forward the TCP traffic of the remote service. Access to tunnel resources can be limited via the user groups.

1. Go to **VPN > SSL VPN**.
2. Click the **Resources** tab.
3. In the **Generic Tunnels** section, click **Generic Tunnel**. The **Add Generic Tunnel** window opens.
4. Set **Enable** to **Yes**.
5. (optional) Click **Browse** to upload a PNG file for the web portal. It must be less than 30 kB and no larger than 80x80 pixels.
6. In the **Name** field, enter the visible name for the tunnel resource. This is the name used in the web portal for this resource.
7. For each port you want to forward, add an SSL tunnel:
 1. Enter the **Name**.
 2. Configure the SSL tunnel settings:
 - **Server Host** - Enter the IP address, hostname, or FQDN of your internal server.
 - **Application TCP Port** - Enter the port the service on the internal server is listening on.
 - **Client Loopback TCP Port** - Enter the local port the SSL tunnel listens on. Enter 0 for the firewall to select a random port.
 3. Click **+** to add the SSL tunnel.
8. (optional) To restrict access to this generic tunnel based on user groups, remove the ***** and add **Allowed User Groups**. Click **+** after each entry.

Add Generic Tunnel ?

Enable: Yes No

Icon:
PNG File, less than 30kB and not bigger than 80x80 pixel.

Name:
Name displayed in the SSL-VPN portal page

Tunnels ?

Name	Server Host	Application TCP Port	Client Loopback TCP Port	
<input type="text" value="WebSSL"/>	<input type="text" value="10.0.10.50"/>	<input type="text" value="5900"/>	<input type="text" value="80"/>	<input type="button" value="+"/>
<input type="text" value="WebSSL"/>	<input type="text" value="10.0.10.50"/>	<input type="text" value="5900"/>	<input type="text" value="80"/>	<input type="button" value="-"/>

Use zero as local loopback port to use a randomly chosen port.

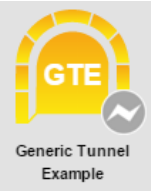

Allowed Groups:

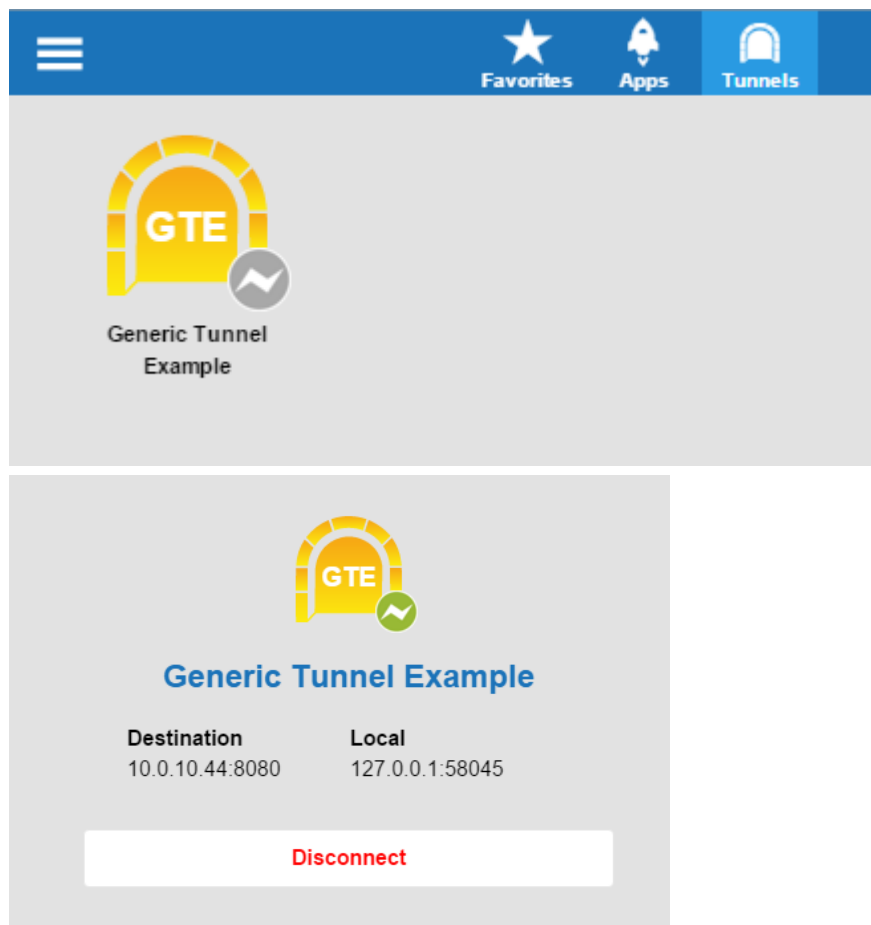
Use * as a wildcard

9. Click **Save**.

Tunnels in CudaLaunch

Tunnels are available only in CudaLaunch. To enable or disable the tunnel, go to the **Tunnels** tab and click the tunnel icon. The gray or green status icon shows the state of the tunnel.

State	Icon
Tunnel inactive	 Generic Tunnel Example
Tunnel active	 Generic Tunnel Example



The screenshot shows the 'Tunnels' section of the Barracuda CloudGen Firewall interface. At the top, there is a navigation bar with icons for 'Favorites', 'Apps', and 'Tunnels'. Below this, a card displays a yellow tunnel icon with 'GTE' and a checkmark, labeled 'Generic Tunnel Example'. A second, larger card below it provides more details for the 'Generic Tunnel Example', including a table of destination and local IP addresses and a 'Disconnect' button.

Destination	Local
10.0.10.44:8080	127.0.0.1:58045

Disconnect

Figures

1. generic_tunnel.png
2. sslvpn_gen_tunnel_05.png
3. sslvpn_gen_tunnel_04.png
4. sslvpn_gen_tunnel_07.png
5. sslvpn_gen_tunnel_06.png

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