

General Information

**Disabled**  Disable this server  
Set this option to disable this server without removing it from the list.

**Server mode** Remote Access ( User Auth )

**Backend for authentication** Local Database

**Protocol** UDP on IPv4 only

**Device mode** tun - Layer 3 Tunnel Mode  
"tun" mode carries IPv4 and IPv6 (OSI layer 3) and is the most common and compatible mode across all platforms.  
"tap" mode is capable of carrying 802.3 (OSI Layer 2.)

**Interface** WAN  
The interface or Virtual IP address where OpenVPN will receive client connections.

**Local port** 1194  
The port used by OpenVPN to receive client connections.

**Description** Holland VPN   
A description may be entered here for administrative reference (not parsed).

## Cryptographic Settings

### TLS Configuration Use a TLS Key

A TLS key enhances security of an OpenVPN connection by requiring both parties to have a common key before a peer can perform a TLS handshake. This layer of HMAC authentication allows control channel packets without the proper key to be dropped, protecting the peers from attack or unauthorized connections. The TLS Key does not have any effect on tunnel data.

### TLS Key

```
#
# 2048 bit OpenVPN static key
#
-----BEGIN OpenVPN Static key V1-----
014e31fb3d11373d1800b63d793cbb35
```

Paste the TLS key here.

This key is used to sign control channel packets with an HMAC signature for authentication when establishing the tunnel.

### TLS Key Usage Mode

TLS Authentication

In Authentication mode the TLS key is used only as HMAC authentication for the control channel, protecting the peers from unauthorized connections. Encryption and Authentication mode also encrypts control channel communication, providing more privacy and traffic control channel obfuscation.

### Peer Certificate Authority

Holland

### Peer Certificate Revocation list

No Certificate Revocation Lists defined. One may be created here: [System > Cert. Manager](#)

### Server certificate

Holland VPN (Server: Yes, CA: Holland, In Use)

### DH Parameter Length

2048 bit

Diffie-Hellman (DH) parameter set used for key exchange. [?](#)

### ECDH Curve

Use Default

The Elliptic Curve to use for key exchange.

The curve from the server certificate is used by default when the server uses an ECDSA certificate. Otherwise, secp384r1 is used as a fallback.

### Encryption Algorithm

AES-256-CBC (256 bit key, 128 bit block)

The Encryption Algorithm used for data channel packets when Negotiable Cryptographic Parameter (NCP) support is not available.

### Enable NCP

Enable Negotiable Cryptographic Parameters

Check this option to allow OpenVPN clients and servers to negotiate a compatible set of acceptable cryptographic Encryption Algorithms from those selected in the NCP Algorithms list below. [?](#)

### NCP Algorithms

```
AES-128-CBC (128 bit key, 128 bit block)
AES-128-CFB (128 bit key, 128 bit block)
AES-128-CFB1 (128 bit key, 128 bit block)
AES-128-CFB8 (128 bit key, 128 bit block)
AES-128-GCM (128 bit key, 128 bit block)
AES-128-OFB (128 bit key, 128 bit block)
AES-192-CBC (192 bit key, 128 bit block)
AES-192-CFB (192 bit key, 128 bit block)
AES-192-CFB1 (192 bit key, 128 bit block)
AES-192-CFB8 (192 bit key, 128 bit block)
```

Available NCP Encryption Algorithms

Click to add or remove an algorithm from the list

The order of the selected NCP Encryption Algorithms is respected by OpenVPN. [?](#)

```
AES-256-GCM
AES-128-GCM
```

Allowed NCP Encryption Algorithms. Click an algorithm name to remove it from the list

### Auth digest algorithm

SHA1 (160-bit)

The algorithm used to authenticate data channel packets, and control channel packets if a TLS Key is present.

When an AEAD Encryption Algorithm mode is used, such as AES-GCM, this digest is used for the control channel only, not the data channel.

The server and all clients must have the same setting. While SHA1 is the default for OpenVPN, this algorithm is insecure.

### Hardware Crypto

No Hardware Crypto Acceleration

### Certificate Depth

One (Client+Server)

When a certificate-based client logs in, do not accept certificates below this depth. Useful for denying certificates made with intermediate CAs generated from the same CA as the server.

### Tunnel Settings

<b>IPv4 Tunnel Network</b>	<input type="text" value="10.0.0.0/24"/>
This is the IPv4 virtual network used for private communications between this server and client hosts expressed using CIDR notation (e.g. 10.0.8.0/24). The first usable address in the network will be assigned to the server virtual interface. The remaining usable addresses will be assigned to connecting clients.	
<b>IPv6 Tunnel Network</b>	<input type="text"/>
This is the IPv6 virtual network used for private communications between this server and client hosts expressed using CIDR notation (e.g. fe80::/64). The ::1 address in the network will be assigned to the server virtual interface. The remaining addresses will be assigned to connecting clients.	
<b>Redirect IPv4 Gateway</b>	<input checked="" type="checkbox"/> Force all client-generated IPv4 traffic through the tunnel.
<b>Redirect IPv6 Gateway</b>	<input type="checkbox"/> Force all client-generated IPv6 traffic through the tunnel.
<b>IPv6 Local network(s)</b>	<input type="text"/>
IPv6 networks that will be accessible from the remote endpoint. Expressed as a comma-separated list of one or more IP/PREFIX. This may be left blank if not adding a route to the local network through this tunnel on the remote machine. This is generally set to the LAN network.	
<b>Concurrent connections</b>	<input type="text"/>
Specify the maximum number of clients allowed to concurrently connect to this server.	
<b>Compression</b>	<input type="text" value="Omit Preference (Use OpenVPN Default)"/>
Compress tunnel packets using the LZO algorithm. Compression can potentially increase throughput but may allow an attacker to extract secrets if they can control compressed plaintext traversing the VPN (e.g. HTTP). Before enabling compression, consult information about the VORACLE, CRIME, TIME, and BREACH attacks against TLS to decide if the use case for this specific VPN is vulnerable to attack.  Adaptive compression will dynamically disable compression for a period of time if OpenVPN detects that the data in the packets is not being compressed efficiently.	
<b>Push Compression</b>	<input type="checkbox"/> Push the selected Compression setting to connecting clients.
<b>Type-of-Service</b>	<input type="checkbox"/> Set the TOS IP header value of tunnel packets to match the encapsulated packet value.
<b>Inter-client communication</b>	<input type="checkbox"/> Allow communication between clients connected to this server
<b>Duplicate Connection</b>	<input type="checkbox"/> Allow multiple concurrent connections from clients using the same Common Name. (This is not generally recommended, but may be needed for some scenarios.)

### Client Settings

<b>Dynamic IP</b>	<input checked="" type="checkbox"/> Allow connected clients to retain their connections if their IP address changes.
<b>Topology</b>	<input type="text" value="Subnet - One IP address per client in a common subnet"/>
Specifies the method used to supply a virtual adapter IP address to clients when using TUN mode on IPv4. Some clients may require this be set to "subnet" even for IPv6, such as OpenVPN Connect (iOS/Android). Older versions of OpenVPN (before 2.0.9) or clients such as Yealink phones may require "net30".	
<b>Advanced Client Settings</b>	
<b>DNS Default Domain</b>	<input type="checkbox"/> Provide a default domain name to clients
<b>DNS Server enable</b>	<input type="checkbox"/> Provide a DNS server list to clients. Addresses may be IPv4 or IPv6.
<b>Block Outside DNS</b>	<input checked="" type="checkbox"/> Make Windows 10 Clients Block access to DNS servers except across OpenVPN while connected, forcing clients to use only VPN DNS servers. Requires Windows 10 and OpenVPN 2.3.9 or later. Only Windows 10 is prone to DNS leakage in this way, other clients will ignore the option as they are not affected.
<b>Force DNS cache update</b>	<input checked="" type="checkbox"/> Run "net stop dnscache", "net start dnscache", "ipconfig /flushdns" and "ipconfig /registerdns" on connection initiation. This is known to kick Windows into recognizing pushed DNS servers.
<b>NTP Server enable</b>	<input type="checkbox"/> Provide an NTP server list to clients
<b>NetBIOS enable</b>	<input type="checkbox"/> Enable NetBIOS over TCP/IP If this option is not set, all NetBIOS-over-TCP/IP options (including WINS) will be disabled.

## Advanced Configuration

### Custom options

Enter any additional options to add to the OpenVPN server configuration here, separated by semicolon.  
EXAMPLE: push "route 10.0.0.0 255.255.255.0"

### UDP Fast I/O

Use fast I/O operations with UDP writes to tun/tap. Experimental.

Optimizes the packet write event loop, improving CPU efficiency by 5% to 10%. Not compatible with all platforms, and not compatible with OpenVPN bandwidth limiting.

### Send/Receive Buffer

Default

Configure a Send and Receive Buffer size for OpenVPN. The default buffer size can be too small in many cases, depending on hardware and network uplink speeds. Finding the best buffer size can take some experimentation. To test the best value for a site, start at 512KIB and test higher and lower values.

### Gateway creation

Both

IPv4 only

IPv6 only

If you assign a virtual interface to this OpenVPN server, this setting controls which gateway types will be created. The default setting is 'both'.

### Verbosity level

default

Each level shows all info from the previous levels. Level 3 is recommended for a good summary of what's happening without being swamped by output.

None: Only fatal errors

Default through 4: Normal usage range

5: Output R and W characters to the console for each packet read and write. Uppercase is used for TCP/UDP packets and lowercase is used for TUN/TAP packets.

6-11: Debug info range

## Firewall / NAT / Port Forward

Port Forward | 1:1 | Outbound | NPT

### Rules

Interface	Protocol	Source Address	Source Ports	Dest. Address	Dest. Ports	NAT IP	NAT Ports	Description	Actions
LAN	TCP/UDP	*	*	LAN address	53 (DNS)	127.0.0.1	53 (DNS)	force dns	
WAN	TCP	*	*	WAN address	80 (HTTP)	192.168.1.242	81	Webserver http	
WAN	TCP	*	*	WAN address	443 (HTTPS)	192.168.1.242	444	Web server https	
WAN	UDP	*	*	WAN address	3478 (STUN)	192.168.1.242	3478 (STUN)	Ubiquiti STUN	
WAN	TCP	PlexBlock	*	WAN address	32400	192.168.1.242	32400	Plex	
WAN	TCP/UDP	*	*	WAN address	19132 - 19133	192.168.1.239	19132 - 19133	MinecraftServerWindows10VM	
WAN	TCP	*	*	WAN address	8443	192.168.1.242	8443	Unifi Controller (not sure if necessary)	
LAN	TCP	*	*	10.10.10.1	80 (HTTP)	127.0.0.1	8081	pfB DNSBL - DO NOT EDIT	
LAN	TCP	*	*	10.10.10.1	443 (HTTPS)	127.0.0.1	8443	pfB DNSBL - DO NOT EDIT	

Add
 Add
 Delete
 Save
 Separator

## Firewall / NAT / Outbound

Port Forward | 1:1 | Outbound | NPT

### Outbound NAT Mode

Mode

- Automatic outbound NAT rule generation. (IPsec passthrough included)
- Hybrid Outbound NAT rule generation. (Automatic Outbound NAT + rules below)
- Manual Outbound NAT rule generation. (AON - Advanced Outbound NAT)
- Disable Outbound NAT rule generation. (No Outbound NAT rules)

Save

### Mappings

Interface	Source	Source Port	Destination	Destination Port	NAT Address	NAT Port	Static Port	Description	Actions
WAN	games_consoles	*	*	*	WAN address	*	<input checked="" type="checkbox"/>	gamesconsole online play	

Add
 Add
 Delete
 Save

### Automatic Rules:

Interface	Source	Source Port	Destination	Destination Port	NAT Address	NAT Port	Static Port	Description
<input checked="" type="checkbox"/> WAN	10.10.10.1/32 127.0.0.0/8 ::1/128 192.168.1.0/24	*	*	500	WAN address	*	<input checked="" type="checkbox"/>	Auto created rule for ISAKMP
<input checked="" type="checkbox"/> WAN	10.10.10.1/32 127.0.0.0/8 ::1/128 192.168.1.0/24	*	*	*	WAN address	*	<input checked="" type="checkbox"/>	Auto created rule

