
Subject: TCP socket Listen port via VPN

Posted by [smartrektech](#) on Wed, 12 May 2021 16:22:52 GMT

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Hi,

I made an U++ program enable a tcpserver so a device can connect locally to this server. It is working great, but now, I want to use it via a VPN, but can't manage to make it work.

My application is the tcp server and the device is the client.

With wireshark, I can confirm that the device is trying to connect via the VPN as if it was locally, but the client can't connect to the my U++ server. My guess is that I have to specified the network adapter but I can figure out the way to do it. I looked at the U++ TcpSocket libraries but I not able to solve this issues. I was believing that by default, server will accept connection from all network adapter, but it doesn't look to be the case here with my VPN and Wireshark tell me that device is really active.

The code I use to activate the server is the following

```
int port = 7000;  
mServer.Listen(port,10);
```