

Client Side Configuration

1. Install OpenSSH client from the same installation file you downloaded. Uncheck the "Server" option when asked.
The SSH client package is installed to "C:\Program Files\OpenSSH" by default and added into your PATH variable.
2. Establish an SSH tunnel by logging into the Teamwork server SSH service from the command prompt:
`ssh -L localport:teamworkserver:teamworkserverport username@teamworkserver`
For example, the following command will establish an SSH encrypted tunnel from client port 1100 to server port 1100. When connecting to localhost:1100, the packets are encrypted and sent to twserver:1100, where the actual Teamwork server resides:
 - a. `ssh -L 1100:twserver:1100 tunnel@twserver`
localport may be any unused port on your workstation.
The Teamwork server port is the port the Teamwork server is running (usually 1100)
You are logged as user "tunnel" to the SSH service on Teamwork server machine. Leave the session open, as killing it also kills the SSH tunnel used for the MagicDraw Client.
3. Open MagicDraw Client. Use localhost:localport when connecting to the Teamwork server. In this case, localport is 1100, as we used it when creating the tunnel.



Using any value other than "localhost" or "127.0.0.1" will fail, even if connected to the actual machine name, resolved by DNS. This is because the tunnel starts on a loopback interface of your workstation for security reasons.