

## pfSense - Bug #7568

### unused openvpn client\_mgmt\_port ?

05/20/2017 09:55 AM - Jeremy C. Reed

<b>Status:</b>	Resolved	<b>Start date:</b>	05/20/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jim Pingle	<b>% Done:</b>	100%
<b>Category:</b>	OpenVPN	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.4.0		
<b>Affected Version:</b>	2.4	<b>Affected Architecture:</b>	All

#### Description

vpn\_openvpn\_server.php  
configures client\_mgmt\_port  
but as far as I can tell this number is not used  
and the management is using a Unix domain socket and not a TCP port.

(I noticed this while working on my book.  
My list of bugs is at <http://reedmedia.net/books/pfsense/bugs.html> )

#### Associated revisions

##### Revision d44942d3 - 05/22/2017 11:15 AM - Jim Pingle

Remove refs to defunct OpenVPN client manager port. Fixes #7568

#### History

##### #1 - 05/22/2017 11:15 AM - Jim Pingle

- Category changed from VPN to OpenVPN
- Status changed from New to Assigned
- Assignee set to Jim Pingle
- Target version set to 2.4.0
- Affected Version set to 2.4
- Affected Architecture set to All

It was a part of the OpenVPN Client Export package that was used with the OpenVPNManager add-on. That add-on has been removed, since it was no longer necessary. Any references to it can be removed.

##### #2 - 05/22/2017 11:20 AM - Phillip Davis

Indeed, in "the olden days" we had to run OpenVPN Manager on a Windows client so that unpriv users could use it to start/stop their OpenVPN connections. If users had multiple configs installed on their client Windows system (e.g. for links up to different offices), then each one had to have a unique port number that OpenVPN Manager would talk to in order to start/stop/control the particular client.

##### #3 - 05/22/2017 11:30 AM - Jim Pingle

- Status changed from Assigned to Feedback
- % Done changed from 0 to 100

Applied in changeset [d44942d3477c609e37794dc31c36fcd5c4435fbb](#).

##### #4 - 06/15/2017 09:35 AM - Jim Pingle

- Status changed from Feedback to Resolved