

Créer une interface virtuelle

```
ifconfig wlan create wlan 12 vlandev igb0 name igb0.12
```

Routes

```
sysctl net.inet.forwarding.ip=1  
route add default 192.168.0.254  
route add 10.0.0.0/24 192.168.1.1  
route delete <DESTINATION>  
route flush
```

NAT

```
ipnat -l  
#rule.txt  
    map <OUT_IF> <IN_NET/CIDR> -> <OUT_NET/CIDR> <PROTOCOL>  
    map igb0 192.168.1.0/24 -> 10.0.0.0/24 icmp # NATing icmp from 192. to 10.  
    map igb0 0/0 -> 0/32 tcp  
    map igb0 0/0 -> 0/32 udp  
    map igb0 0/0 -> 0/32 icmp  
ipnat -f rule.txt  
ipnat -C -F (suppression des règles)
```

FireWall

écrire des règles dans un fichier

```
#rule.txt  
    <block|pass> <in|out> [proto <PROTOCOL>] from [any|ADDR/CIDR] [port = X] to  
    [any|ADDR/CIDR] [port = Y]  
    pass in proto icmp from any to any  
    pass out proto icmp from any to any  
    block in on igb0 proto tcp from any port = 45 to 20.20.20.0/24 port = 513  
    block in all  
ipf -f rule.txt  
ipf -F -a (supprimer les règles)  
ipf -l (lire les règles)
```

RIP

```
rtquery -n  
netstat -nrf inet # quel différences ?  
netstat -anp -tcp  
routed -s -Pripv2 -Pno_rdisc -d -i (lancer un démon rip sur un routeur)  
routed -q -Pripv2 -Pno_rdisc -d -i (lancer l'écoute d'annonces RIP sur un client)
```

PPP

default:

```
set log Phase Chat LCP IPCP CCP tun command  
set device /dev/cuau0  
set speed 9600  
set accmap 000a0000  
set ctsrts off  
set cd off  
set timeout 0
```

server:

```
    set ifaddr <IPlocal> <IPremote> 255.255.255.255
```

```
ppp server
term
sysctl net.inet.ip.forwarding=1
arp -s <IP_PPP_client> <MAC_PPP_client>
```

client

```
ppp
open
route add default <IP_PPP_server>
```

Ipv6

Client

```
# ifconfig <nom_interface> inet6
# ifconfig <nom_interface> inet6 accept_rtadv
# service rtsold onestart
```

Routeur

```
# ifconfig <nom_interface> inet6 -accept_rtadv (optionnel)
# sysctl net.inet6.ip6.forwarding=1 (si le relayage n'est pas déjà activé)
# ifconfig <nom_interface> inet6 2001:db8:0:1::/64 eui64
# rtadvd -f <nom_interface> <nom_interface>
```