How to set up a remote connection to Lasernet 10.2 server from a local machine

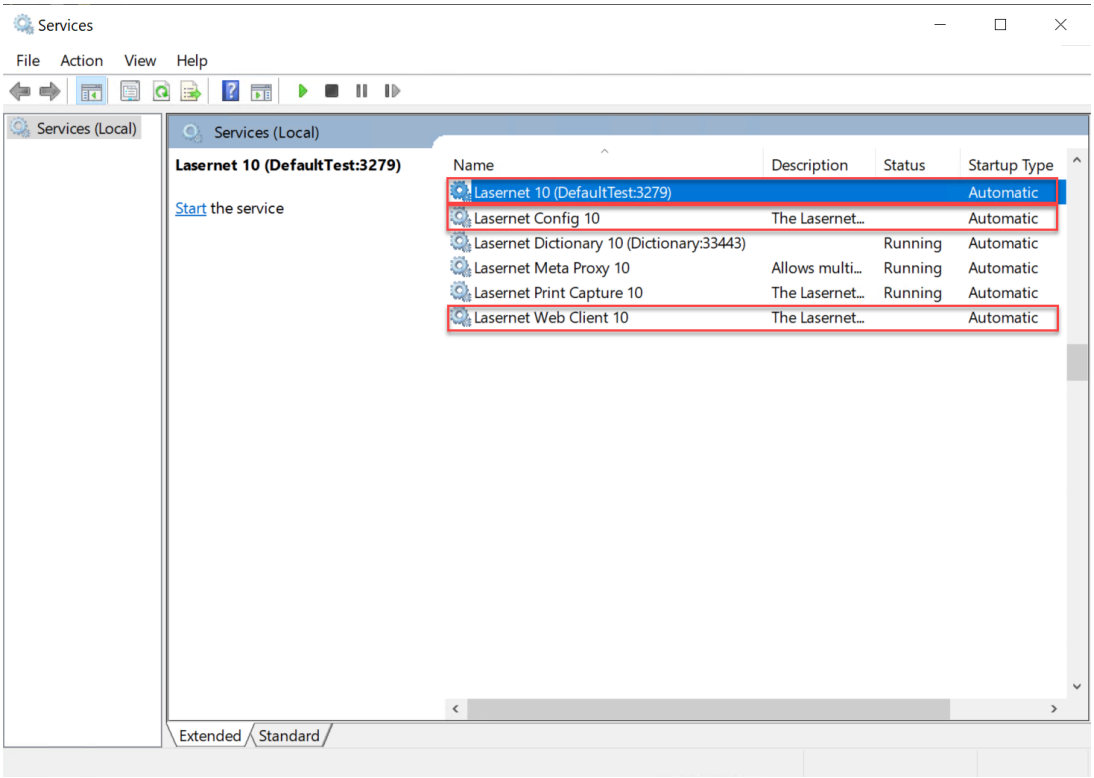
Kacper Dylewski - 2023-09-15 - Comments (0) - Lasernet General Information

This article describes the setup required to remotely connect to a Lasernet server from a local machine, enabling you to make development changes on your local machine and deploy them to your remote Lasernet server.

Ensure the Lasernet Server has a public IP address associated with it and a Fully Qualified Domain Name (FDQN). The Lasernet Server and Lasernet Web Client must be installed on your Lasernet server.

Lasernet Server Setup

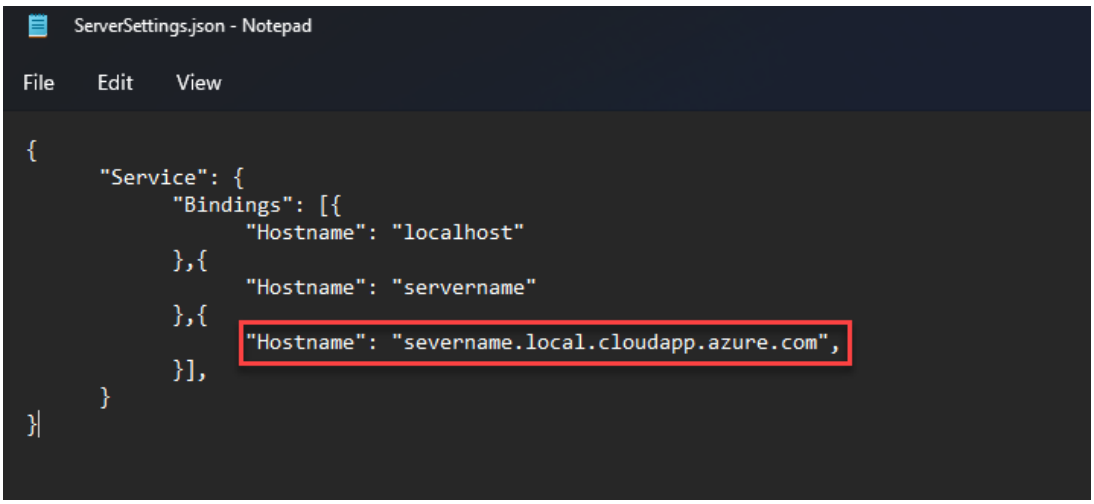
1. Stop the following Lasernet Services in services.msc.



2. Navigate to *C:\ProgramData\Formpipe Software\Lasernet 10\Config\Default*

3. Open 'ServerSettings.json' with Notepad/Notepad++.

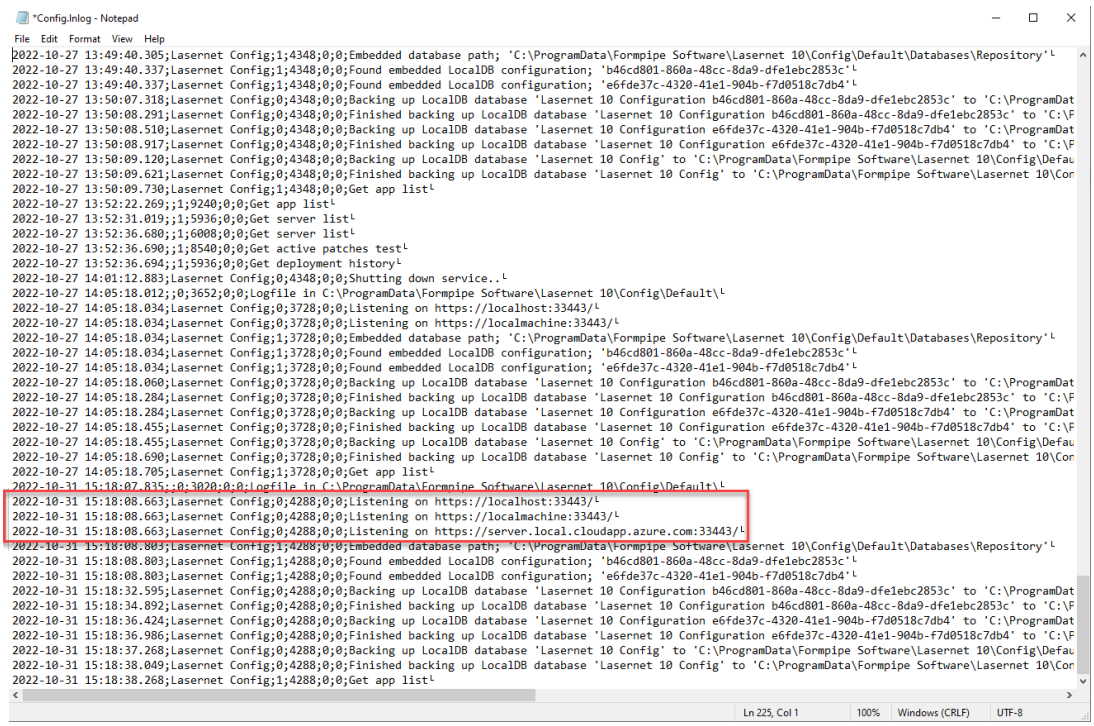
4. Under the Server Name add the FQDN and save the changes.



5. Start the Lasernet Services within services.msc.

6. Open the 'config.lnlog' within *C:\ProgramData\Formpipe Software\Lasernet 10\Config\Default.* This is the log for the configuration server.

7. Ensure the "Listening on https://servername.local.cloudapp.azure.com:33443/" with your FQDN is visible.

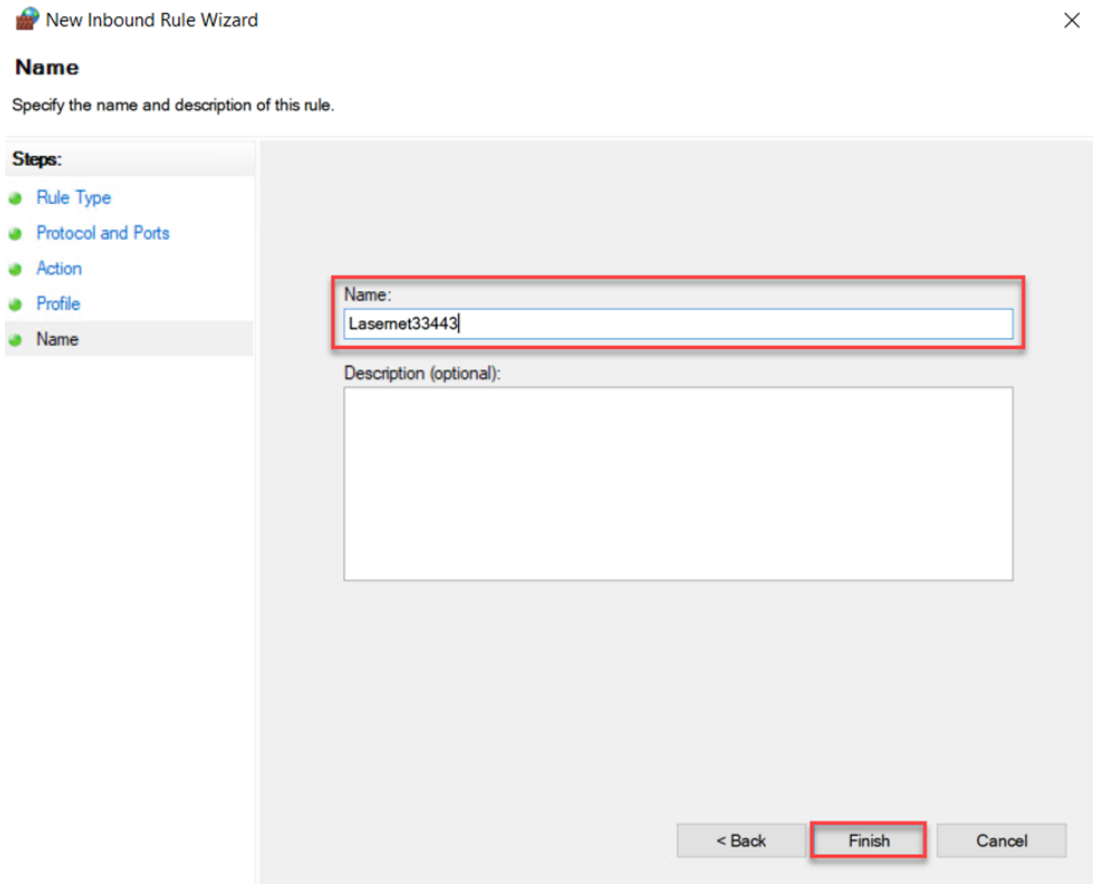


Ports

In order to reach your Lasernet server remotely, you must allow the connection to the Lasernet port. The default Lasernet 10 port is 33443.

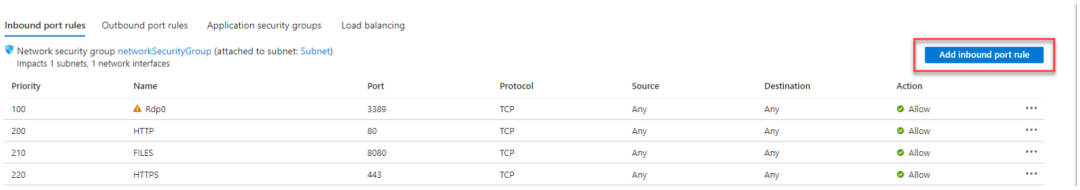
Please reach out to your IT department regarding the following steps as your security settings may need adjusting.

For example, below is the newly opened inbound port in Windows Defender Firewall:

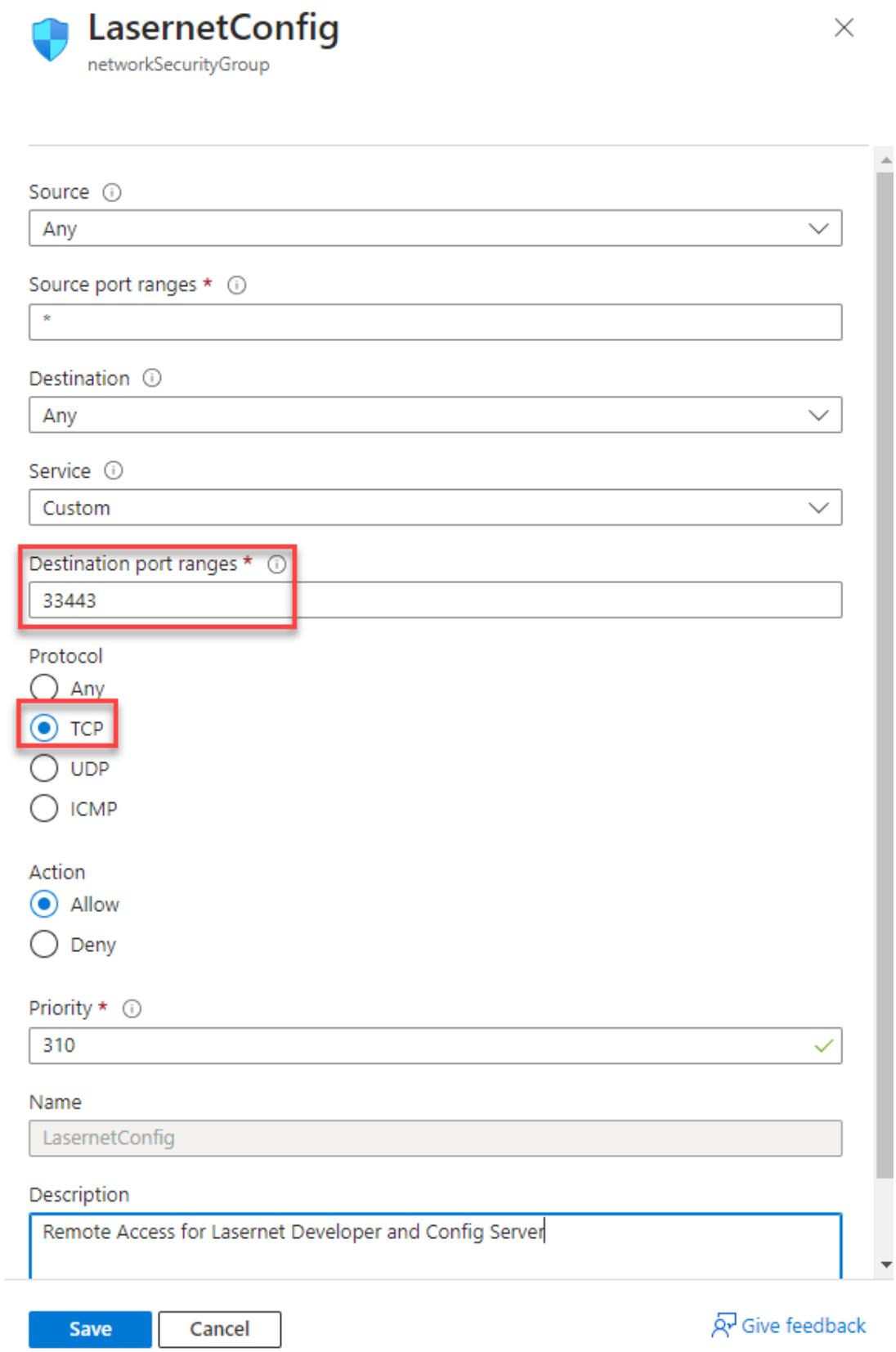


Hosted on Azure

If your server is hosted in Azure, you will need to add an NSG inbound port rule.



Ensure you open port **33443** and pick **TCP**.

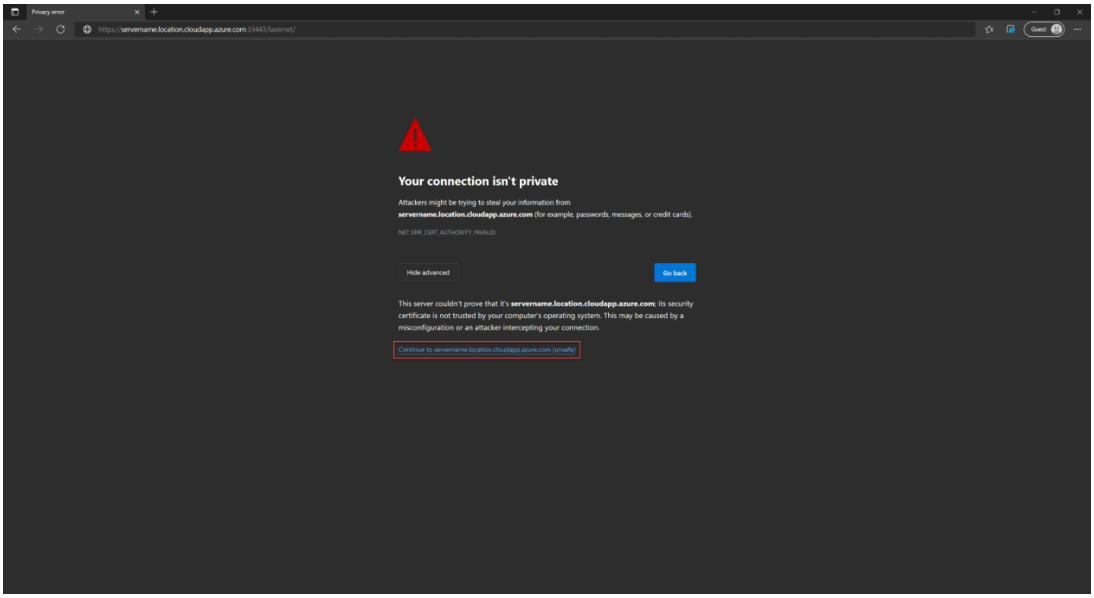


Accessing Lasernet Web Portal with FQDN

You can access the Web Portal by browsing "https://FQDN:33443/lasernet/". In our example

the FQDN is “*servername.location.cloudapp.azure.com*”, but yours may vary.

If the "Your connection isn't private" error shows up, select **advanced**, and press "**continue to FQDN.com (unsafe)**".

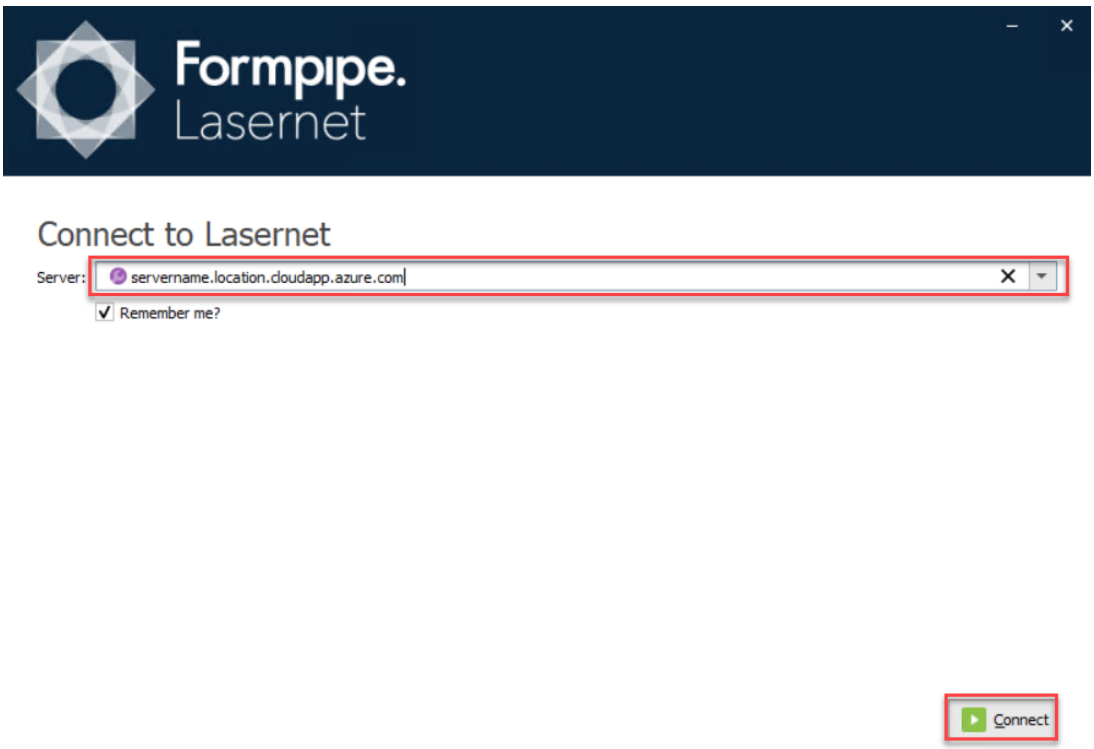


Connecting to the Lasernet Server from Lasernet Developer on a local machine

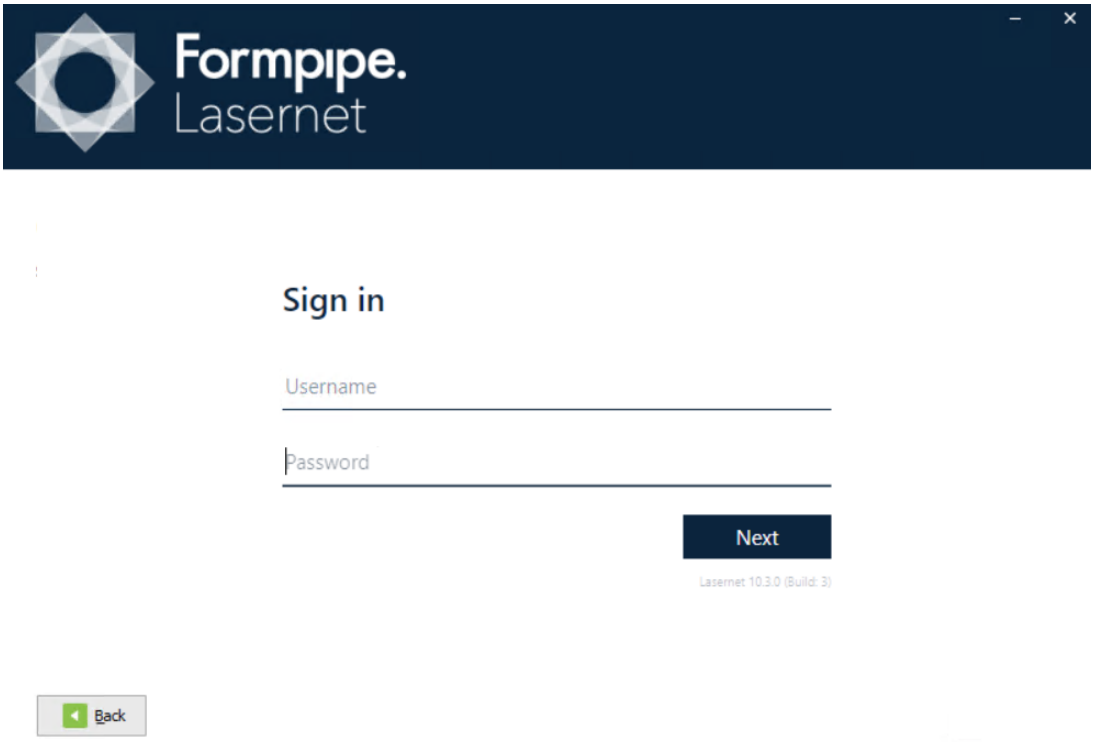
1. Install Lasernet Developer on your local machine and load a valid license into the Developer License manager.

2. Launch Lasernet Developer on your local machine.

3. Set the server to the FQDN of the server that you created previously and click connect.



4. Enter your login credentials.



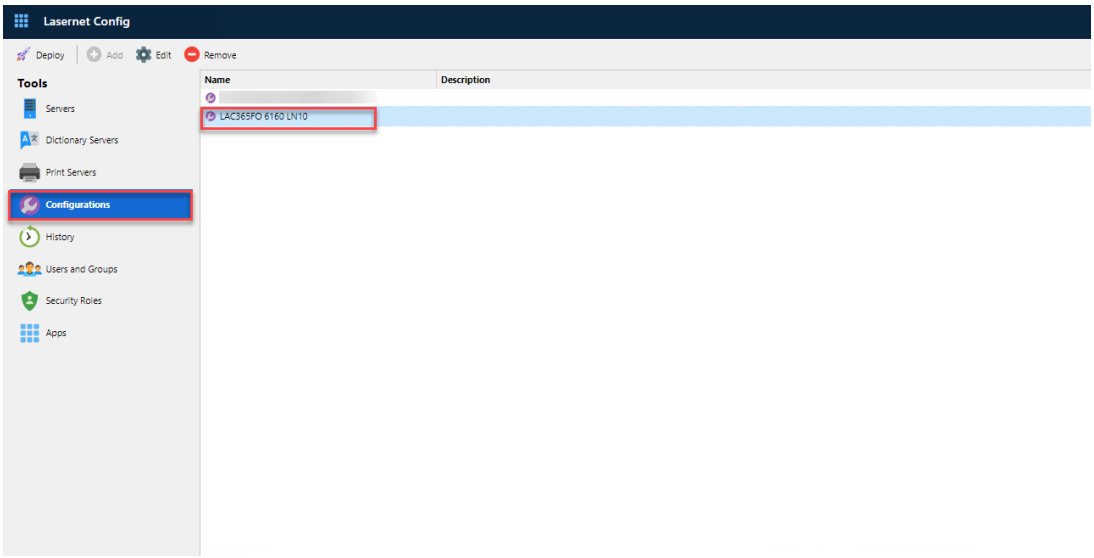
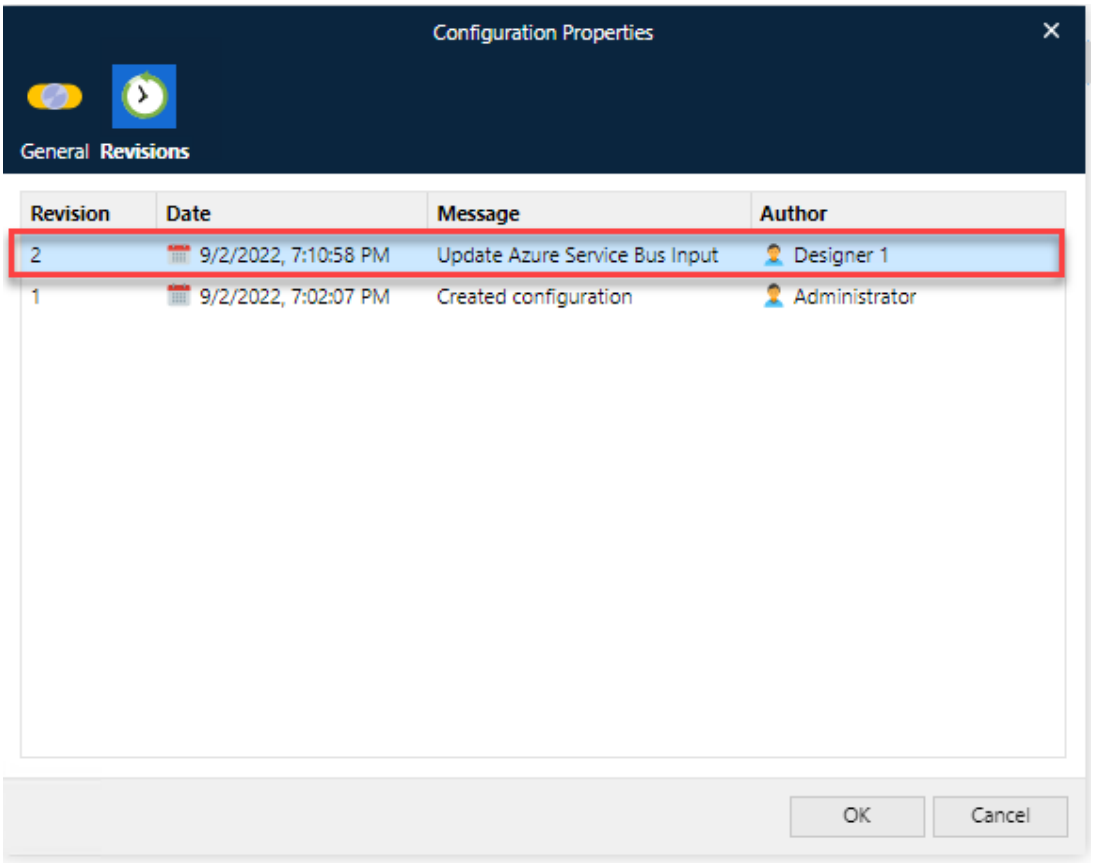
The Lasernet Developer on your local machine is now connected to your Lasernet server. You can make developments on the Lasernet developer locally. Any objects that you create will be saved and deployed on the Lasernet server.

Verify successful connection

1. Commit and deploy changes on the local machine.

2. Go to the browser and access the Web Portal.

3. Login, select Configurations and then select your Configuration.



4. Select **Revisions,** and ensure that your Revision displays the correct Date and Author.