

Network Tunnel - Test Local Networks

Network Tunneling allows testers & developers to access a web/application server running on their own machine (Mac or PC), from a cloud device (Android or iOS).

More generally, Tunneling allows a Cloud Device to access any web resources on the developer internal network, even if there is no direct connectivity between the two.

Tunneling is most useful when the remote device and the developer machine are on distinct networks which are not normally reachable from each other due to network topology or firewall configurations.

Like any user, in order to use tunneling during a Manual or Automation session, do the following: (see detailed information in [The Tunneling Client](#))

1. Open a session on the device you want to tunnel
2. Download and run the tunneling client on your Mac PC
3. Tunneling will be able to operate as long as the client is running and connected to the cloud.
4. To stop tunneling, close the client.

For as long as a session is being tunneled, the web UI indicates it with a "Tunneling" icon on the left side of the screen:

