# netcat (nc) TCP/UDP Swiss army knife

## CONCEPTS

nc copies stdin to the socket and the socket to stdout. Pipes and redirects do the rest.

**stdin** typed or piped
↓ sent over
**nc** client or -l server
↓ TCP / UDP
**peer** host:port
↓ replies to
**stdout** screen, file, pipe

Two variants exist: OpenBSD nc (-l <port>, -N, -k, -U, proxies) and traditional nc (-l -p <port>, -q, -e). Check with: nc -h.

Debian: nc may point to netcat-traditional; install netcat-openbsd for the OpenBSD flags. Ncat (nmap) is a third variant.

## CONNECT

`nc <host> <port>`
Connect and talk interactively

`nc -v <host> <port>`
Verbose: report connection status

`nc -w <secs> <host> <port>`
Timeout for connect and idle

`nc -n <ip> <port>`
No DNS lookups

`nc -4 / nc -6`
Force IPv4 / IPv6 (OpenBSD)

`nc -C <host> <port>`
Send CRLF line endings (traditional)

`nc -N <host> <port>`
Close socket on stdin EOF (OpenBSD)

`nc -q <secs> <host> <port>`
Quit after stdin EOF (traditional)

`nc -s <addr> <host> <port>`
Choose source address

`nc -p <port> <host> <port>`
Choose source port

`nc -i <secs> <host> <port>`
Pause between lines sent

## LISTEN

`nc -l <port>`
Listen once on a TCP port (OpenBSD)

`nc -l -p <port>`
Listen once (traditional syntax)

`nc -lv <port>`
Listen and show who connects

`nc -lk <port>`
Keep listening after a client leaves

`nc -l <addr> <port>`
Bind to one address only

`nc -lu <port>`
Listen for UDP datagrams

`nc -lU <path>`
Listen on a Unix socket (OpenBSD)

`nc -W <n> -l <port>`
Exit after n packets (OpenBSD)

## SCAN PORTS

`nc -zv <host> <port>`
Test whether one port is open

`nc -zv <host> <from>-<to>`
Scan a range of ports

`nc -zv <host> <port1> <port2>`
Scan several ports

`nc -zvw 2 <host> <from>-<to>`
Scan with a short timeout

`nc -zuv <host> <port>`
UDP probe

`nc -zvr <host> <from>-<to>`
Scan in random order

## TRANSFER DATA

`nc -l <port> > <file>`
Receive into a file

`nc <host> <port> < <file>`
Send a file

`nc -u <host> <port>`
Send lines as UDP datagrams

`echo '<text>' | nc -u -w 1 <host> <port>`
Fire a single UDP message

## TRANSFER DATA (cont.)

`tar cf - <dir> | nc <host> <port>`
Stream a directory

`nc -l <port> | tar xf -`
Unpack a streamed directory

`nc -U <path>`
Connect to a Unix socket (OpenBSD)

`nc -o <file> <host> <port>`
Hex dump of traffic (traditional)

## PROXY AND SHELL

`nc -x <proxy>:<port> <host> <port>`
Connect through a SOCKS5 proxy (OpenBSD)

`nc -x <proxy>:<port> -X connect <host> <port>`
Use an HTTP CONNECT proxy (OpenBSD)

`nc -X 4 -x <proxy> <host> <port>`
Pick SOCKS version 4, 4A or 5

`nc -e <prog> -l -p <port>`
Run a program per connection (traditional)

`nc -g <gw> <host> <port>`
Source-routing hop (traditional)

## RECIPES

### Check a service is reachable

```
nc -zvw 3 db.example.com 5432
# 'succeeded' / 'open' = port reachable
# timeout = filtered, refused = closed
```

### Speak HTTP by hand

```
printf 'GET / HTTP/1.1\r\nHost: example.com\r\nConnection: close\r\n\r\n' \
  | nc -w 5 example.com 80
```

### Copy a file between hosts

```
# receiver
nc -l 9000 > backup.tar.gz
# sender
nc -N receiver.example.com 9000 < backup.tar.gz
```

### Throwaway chat or echo test

```
# host A
nc -lv 9000
# host B: type, lines appear on A
nc hostA 9000
```