



ProSafe M5300 Switch

Web Management User Guide

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San Jose, CA 95134
USA

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ProSafe M5300 Switch

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Getting Started

1

This chapter provides an overview of starting your NETGEAR ProSafe M5300 Switch and accessing the user interface. This chapter contains the following sections:

- *Switch Management Interface* on page 9
- *Web Access* on page 9
- *Understanding the User Interfaces* on page 10
- *Interface Naming Convention* on page 17

Switch Management Interface

The switches in the NETGEAR ProSafe M5300 family contain an embedded Web server and management software for managing and monitoring switch functions. M5300 Series devices function as simple switches without the management software. However, you can use the management software to configure more advanced features that can improve switch efficiency and overall network performance.

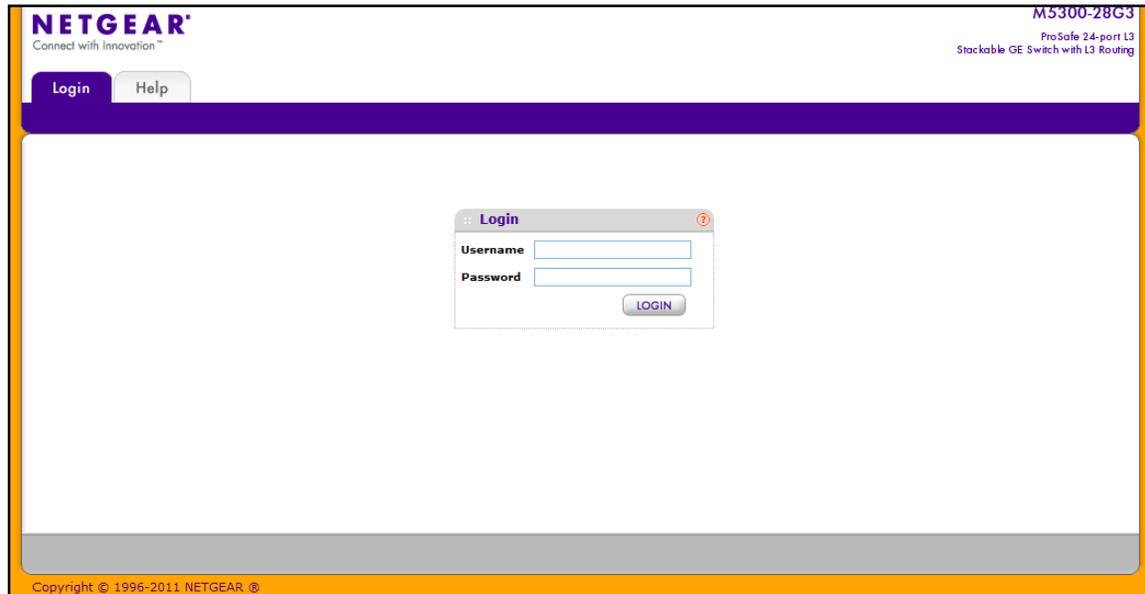
Web-based management lets you monitor, configure, and control your switch remotely using a standard Web browser instead of using expensive and complicated SNMP software products. From your Web browser, you can monitor the performance of your switch and optimize its configuration for your network. You can configure all switch features, such as VLANs, QoS, and ACLs by using the Web-based management interface.

Web Access

To access the M5300 Series management interface, open a Web browser and enter the IP address of the switch in the address field.

You must be able to ping the IP address of the M5300 Series management interface from your administrative system for Web access to be available. If you did not change the IP address of the switch from the default value, enter 192.168.1.1 into the address field.

Accessing the switch directly from your Web browser displays the login screen shown below.



Understanding the User Interfaces

ProSafe M5300 software includes a set of comprehensive management functions for configuring and monitoring the system by using one of the following methods:

- Web user interface
- Simple Network Management Protocol (SNMP)
- Command Line Interface (CLI)

Each of the standards-based management methods allows you to configure and monitor the components of the ProSafe M5300 software. The method you use to manage the system depends on your network size and requirements, and on your preference.

The *Web Management User Guide* Web Management User Guide describes how to use the Web-based interface to manage and monitor the system.

Using the Web Interface

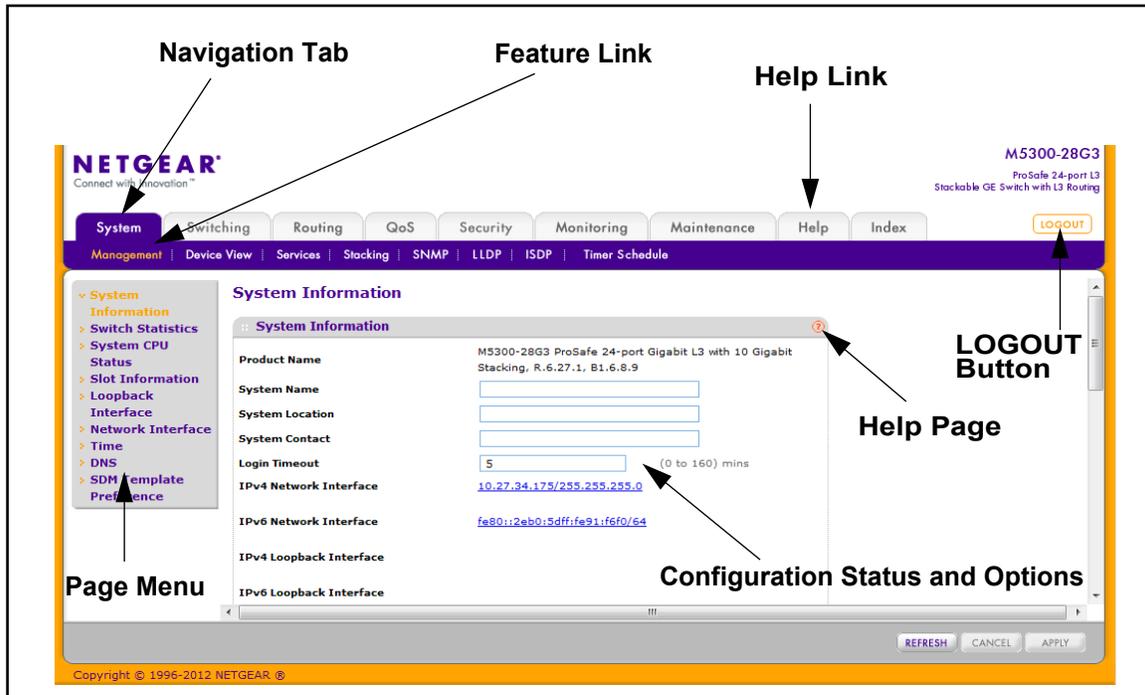
To access the switch by using a Web browser, the browser must meet the following software requirements:

- HTML version 4.0, or later
- HTTP version 1.1, or later
- Java Runtime Environment 1.6 or later

Use the following procedures to log on to the Web interface:

1. Open a Web browser and enter the IP address of the switch in the Web browser address field.
2. The default user name is **admin**, default password is none (no password). Type the user name into the field on the login screen and then click **Login**. User names and passwords are case sensitive.
3. After the system authenticates you, the System Information page displays.

The figure below shows the layout of the Managed Switch Web interface.

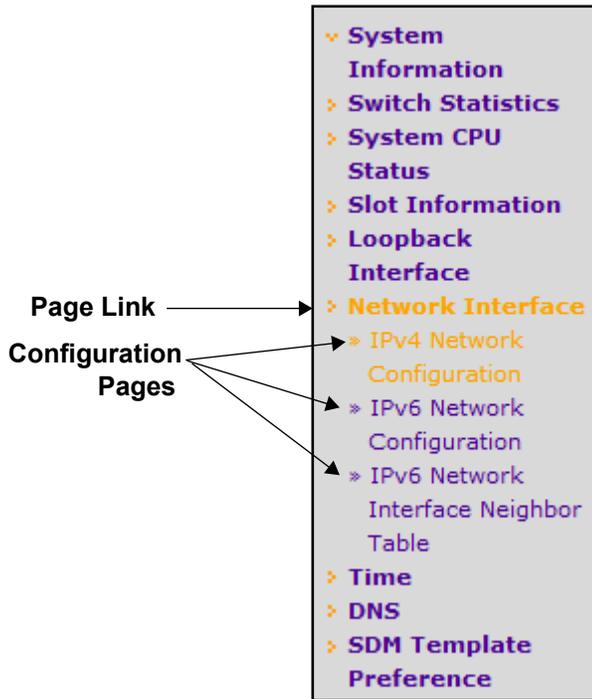


Navigation Tabs, Feature Links, and Page Menu

The navigation tabs along the top of the Web interface give you quick access to the various switch functions. The tabs are always available and remain constant, regardless of which feature you configure.

When you select a tab, the features for that tab appear as links directly under the tabs. The feature links in the blue bar change according to the navigation tab that is selected.

The configuration pages for each feature are available as links in the page menu on the left side of the page. Some items in the menu expand to reveal multiple configuration pages, as the following figure shows. When you click a menu item that includes multiple configuration pages, the item becomes preceded by a down arrow symbol and expands to display the additional pages.



Configuration and Monitoring Options

The area directly under the feature links and to the right of the page menu displays the configuration information or status for the page you select. On pages that contain configuration options, you can input information into fields or select options from drop-down menus.

Each page contains access to the HTML-based help that explains the fields and configuration options for the page. Each page also contains command buttons.

Table 1 shows the command buttons that are used throughout the pages in the Web interface:

Table 1. Command Buttons

Button	Function
ADD	Clicking ADD adds the new item configured in the heading row of a table.
APPLY	Clicking APPLY sends the updated configuration to the switch. Configuration changes take effect immediately.
CANCEL	Clicking CANCEL cancels the configuration on the screen and resets the data on the screen to the latest value of the switch.
DELETE	Clicking DELETE removes the selected item.
REFRESH	Clicking REFRESH updates the page with the latest information from the device.
LOGOUT	Clicking the LOGOUT button ends the session.

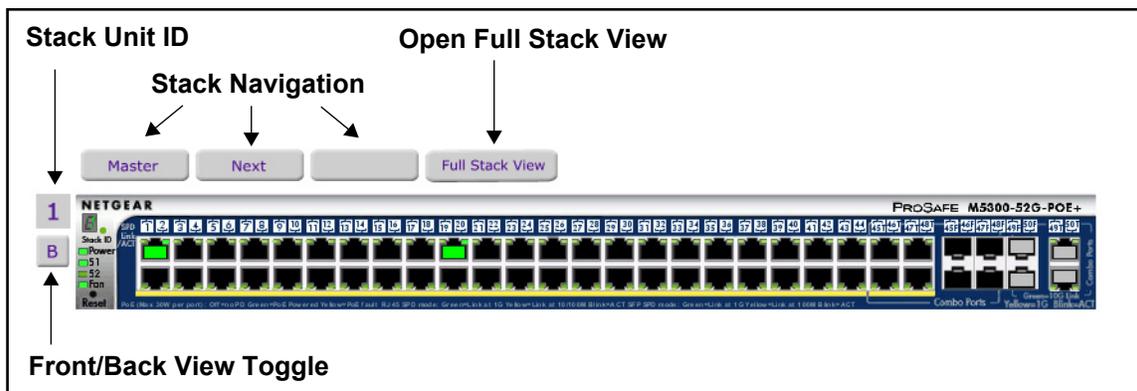
Device View

The Device View is a Java® applet that displays the ports on the switch. This graphic provides an alternate way to navigate to configuration and monitoring options. The graphic also provides information about device ports, current configuration and status, table information, and feature components.

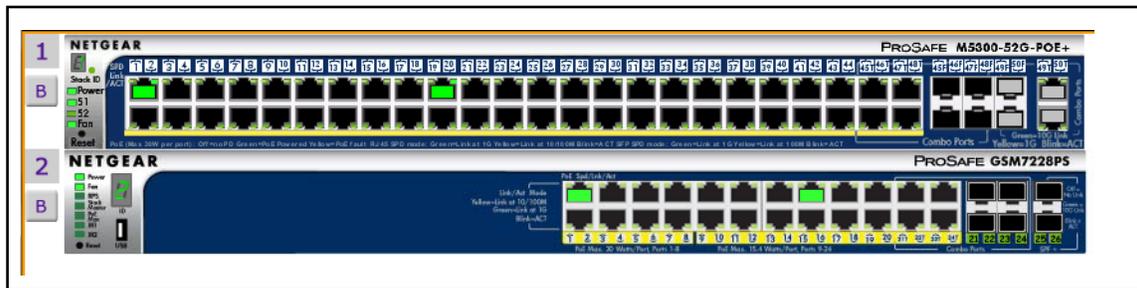
The Device View is available from the **System**> **Device View** page.

The port coloring indicates whether a port is currently active. Green indicates that the port is enabled, red indicates that an error has occurred on the port or that the link is disabled, and black indicates that the port is not active.

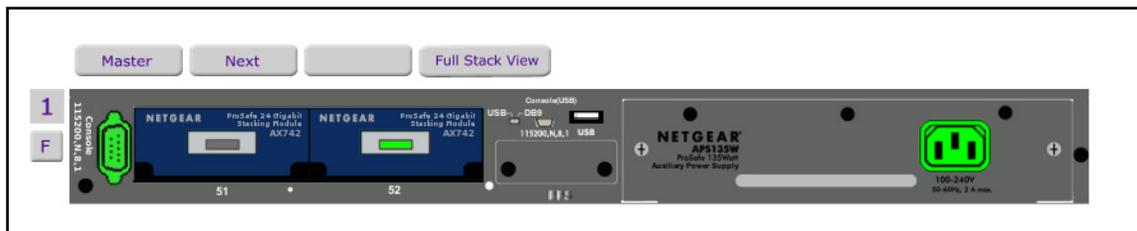
The following figure shows the front-panel Device View of the M5300-52G-POE+ switch.



Use the stack navigation buttons to view the stack master or the next/previous members in the stack. Click **Full Stack View** to see the device view for each stack member on a single page. The following figure shows the full stack view for a stack with two members.



To view the back panel of the switch, click the front/back toggle button (**B** or **F**, depending on the current view). The following figure shows the back-panel Device View of the M5300-52G-POE+ switch.



Device View System LEDs

In addition to the port LEDs, the device view provides a representation of the system LEDs on the left side of the front switch panel.

Power/Status LED

The power LED is a bicolor LED that serves as an indicator of power and diagnostic status. The following indications are given by the following LED states:

- A solid green LED indicates that the power is supplied to the switch and operating normally.
- A solid yellow LED indicates that system is in the boot-up stage.
- No lit LED indicates that power is disconnected.

FAN Status LED

FAN status is indicated as follows:

- A solid yellow LED indicates that the fan is faulty.
- No lit LED indicates that the fan is operating normally.

Stack Master LED

The Stack Master LED is lit if there is an active stack link and the unit is in stack mode.

- A solid green LED indicates that the switch acts as a master unit in a stack of switches.
- No lit LED indicates that the switch acts as a slave member in a stack of switches.

Module LEDs

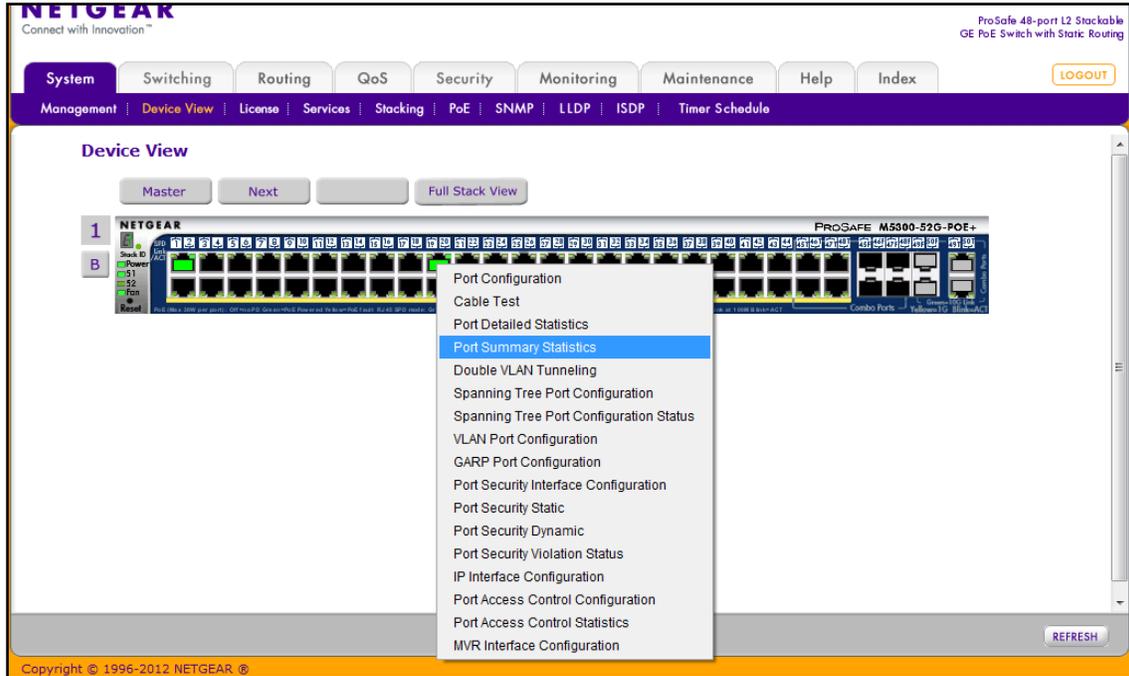
Each switch includes two back-panel XAUI ports that support stacking or Ethernet modules. For the M5300 Series-28G switches, the port numbers are 27 and 28. For M5300 Series-52G switches, the port numbers are 51 and 52. If a back-panel module is present and active, the LED is solid green.

Seven-Segment LED for the Stacking ID

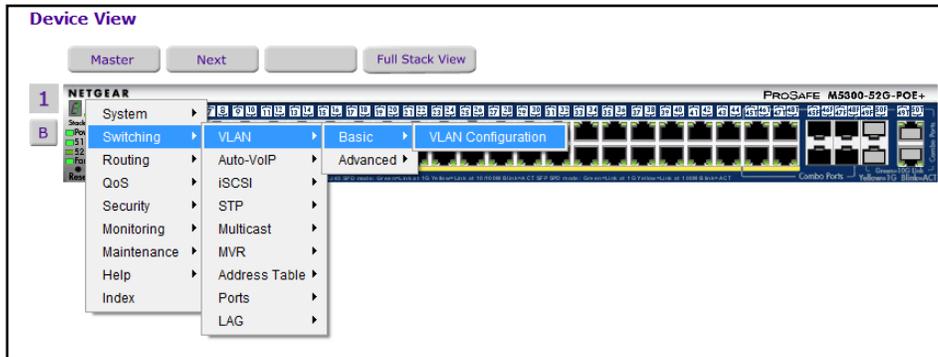
A solid green LED displays the stack ID (1–6).

Device View Navigation

Click the port you want to view or configure to see a menu that displays statistics and configuration options. Click the menu option to access the page that contains the configuration or monitoring options.



If you click the graphic, but do not click a specific port, the main menu appears. This menu contains the same option as the navigation tabs at the top of the page.



Help Page Access

Every page contains a link to the online help , which contains information to assist in configuring and managing the switch. The online help pages are context sensitive. For example, if the IP Addressing page is open, the help topic for that page displays if you click Help.

User-Defined Fields

User-defined fields can contain 1 to 159 characters, unless otherwise noted on the configuration Web page. All characters may be used except for the following (unless specifically noted in for that feature):

\	<
/	>
*	
?	

Using SNMP

The ProSafe software supports the configuration of SNMP groups and users that can manage traps that the SNMP agent generates.

ProSafe use both standard public MIBs for standard functionality and private MIBs that support additional switch functionality. All private MIBs begin with a “-” prefix. The main object for interface configuration is in -SWITCHING-MIB, which is a private MIB. Some interface configurations also involve objects in the public MIB, IF-MIB.

SNMP is enabled by default. The **System > Management > System Information** Web page, which is the page that displays after a successful login, displays the information you need to configure an SNMP manager to access the switch.

Any user can connect to the switch using the SNMPv3 protocol, but for authentication and encryption, the switch supports only one user which is **admin**; therefore there is only one profile that can be created or modified.

To configure authentication and encryption settings for the SNMPv3 admin profile by using the Web interface:

1. Navigate to the **System > SNMP > SNMPv3 > User Configuration** page.
2. To enable authentication, select an **Authentication Protocol** option, which is either **MD5** or **SHA**.
3. To enable encryption, select the **DES** option in the **Encryption Protocol** field. Then, enter an encryption code of eight or more alphanumeric characters in the **Encryption Key** field.
4. Click **APPLY**.

To access configuration information for SNMPv1 or SNMPv2, click **System > SNMP > SNMPv1/v2** and click the page that contains the information to configure.

Interface Naming Convention

The ProSafe support physical and logical interfaces. Interfaces are identified by their type and the interface number. The physical ports are gigabit interfaces and are numbered on the front panel. You configure the logical interfaces by using the software. [Table 2](#) describes the naming convention for all interfaces available on the switch.

Table 2. Naming Conventions for Interfaces

Interface	Description	Example
Physical	The physical ports are in <i>unit/slot/port</i> format, where <i>unit</i> is the stack ID of the switch, <i>slot</i> is the slot ID (always 0 for physical ports), and <i>port</i> is the port ID, which starts at 1 and is identified on the front panel of the switch.	1/0/1: Port 1 on stack member 1 2/0/23: Port 23 on stack member 2
Link Aggregation Group (LAG)	LAG interfaces are logical interfaces that are only used for bridging functions.	ch1, ch2, ch3, and so on
CPU Management Interface	This is the internal switch interface responsible for the switch base MAC address. This interface is not configurable and is always listed in the MAC Address Table.	5/1
Routing VLAN Interfaces	This is an interface used for routing functionality. The format can be expressed in <i>vlan id</i> format or <i>unit/slot/interface</i> format, where <i>unit</i> is 0, <i>slot</i> is 4, and <i>interface</i> is the logical VLAN interface ID.	0/4/1, 0/4/2, 0/4/3, and so on or vlan 1, vlan 2, vlan 3, and so on

Configuring System Information

2

Use the features in the System tab to define the switch's relationship to its environment. The System tab contains links to the following features:

- [Management](#) on page 19
- Device View (See [Device View](#) on page 12)
- [License](#) on page 43
- [Services](#) on page 45
- [Stacking](#) on page 68
- [PoE \(M5300-28G-POE+ and M5300-52G-POE+ Only\)](#) on page 82
- [SNMP](#) on page 87
- [LLDP](#) on page 93
- [ISDP](#) on page 109
- [Timer Schedule](#) on page 114

Management

This section describes how to display the switch status and specify some basic switch information, such as the management interface IP address, system clock settings, and DNS information. From the Management link, you can access the following pages:

- [System Information](#) on page 20
- [Switch Statistics](#) on page 24
- [System CPU Status](#) on page 26
- [Loopback Interface](#) on page 29
- [Network Interface](#) on page 30
- [Time](#) on page 34
- [DNS](#) on page 40
- [SDM Template Preference](#) on page 42

System Information

After a successful login, the System Information page displays. Use this page to configure and view general device information.

To display the System Information page, click **System > Management > System Information**. A screen similar to the following displays.

System Information

System Information

Product Name M5300-52G-POE+ ProSafe 48-port Gigabit L2+ PoE+ with 10 Gigabit Stacking, 2.6.6.8, B1.6.8.9

System Name

System Location

System Contact

Login Timeout (0 to 160) mins

IPv4 Network Interface [10.27.34.180/255.255.255.0](#)

IPv6 Network Interface [fe80::2eb0:5dff:fe91:f9ad/64](#)

IPv4 Loopback Interface

System Date Jul 3 19:48:49 2012 (UTC+0:00)

System Up Time 17 days 17 hours 19 mins 20 secs

Current SNMP Sync Status Success

System SNMP OID 1.3.6.1.4.1.4526.100.1.17

System MAC Address 2C:B0:5D:91:F9:AD

Supported Java Plugin Version 1.6

Current SNMP Synchronized Time Jul 3 19:48:49 2012 UTC

FAN Status

Unit ID	1	2	3	4	5	6	7	8
CPU 1	OK	OK						
CPU 2	OK	OK						
Power 1	OK	OK						
Power 2	OK	NA						

Temperature Status

Unit ID	1	2	3	4	5	6	7	8
System	31°C	27°C						

Device Status

Unit ID	1	2	3	4	5	6	7	8
Firmware Version	2.6.6.8	2.6.6.8						
Boot Version	B1.6.8.9	B1.6.8.9						
CPLD Version	0x2	0x2						
Serial Number	2XN1225RF0018	11						
AC	Operational	Operational						
Remote	Not Present	Not Present						
PoE Version	1.0.2.4	4.0.0.3						
MAX PoE	N/A	N/A						

The System Information provides various statuses:

Switch Status

To define system information:

1. In the **System Name** field, enter the name you want to use to identify this switch. You may use up to 255 alphanumeric characters. The factory default is blank.
2. In the **System Location** field, enter the location of this switch. You may use up to 255 alphanumeric characters. The factory default is blank.
3. In the **System Contact** field, enter the contact person for this switch. You may use up to 25 alphanumeric characters. The factory default is blank.
4. In the **Login Timeout** field, specify how many minutes of inactivity should occur on a serial port connection before the switch closes the connection. Enter a number between 0 and 160: the factory default is 5. Entering 0 disables the timeout.
5. Click **APPLY** to send the updated screen to the switch and cause the changes to take effect on the switch. These changes will not be retained across a power cycle unless a save is performed.

The following table describes the status information the System Page displays.

Field	Description
Product Name	The product name of this switch.
IPv4 Network Interface	The IPv4 address and mask assigned to the network interface.
IPv6 Network Interface	The IPv6 prefix and prefix length assigned to the network interface.
IPv4 Loopback Interface	The IPv4 address and mask assigned to the loopback interface.
IPv6 Loopback Interface	The IPv6 prefix and prefix length assigned to the loopback interface.
System Date	The current date and time. If the system has not synchronized with an SNTP server, the system time and date is probably incorrect by many years.
System Up Time	The time in days, hours and minutes since the last switch reboot.
Current SNTP Sync Status	Indicates whether the system time has synchronized with an SNTP server (Success), or has not attempted or failed to synchronize with an SNTP server (Other).
System SNMP OID	The base object ID for the switch's enterprise MIB.
System Mac Address	Universally assigned network address.
Supported Java Plugin Version	The supported version of Java plugin.
Current SNTP Synchronized Time	The current date and time, if the system time has been synchronized with an SNTP server; otherwise, this field is Not Synchronized.

FAN Status

The screen shows the status of the fans in all units. These fans remove the heat generated by the power, CPU, and other chipsets, allowing the chipsets to work normally. Fan status has three possible values: OK, Failure, Not Applicable (NA).

The following table describes the Fan Status information.

Field	Description
Unit ID	The stack member unit identifier assigned to the switch which the fan belongs to.
CPU 1/CPU2	The working status of each CPU fan.
Power 1/Power 2	The working status of the power supply fan(s). If the status is N/A, the power supply might not be installed or active, or the switch model might support a single power supply.

Click **REFRESH** to refresh the system information of the switch.

Temperature Status

The screen shows the current operating temperature of the switch. The temperature is instant and can be refreshed when the REFRESH button is pressed. The maximum temperature of the switch depends on the actual hardware.

The following table describes the Temperature Status information.

Field	Description
Unit ID	The stack member unit identifier assigned to the switch which the fan belongs to.
System	The current temperature of the switch.

Click **REFRESH** to refresh the system information of the switch.

Device Status

The screen shows the various inventory information for each device.

The following table describes the Device Status information.

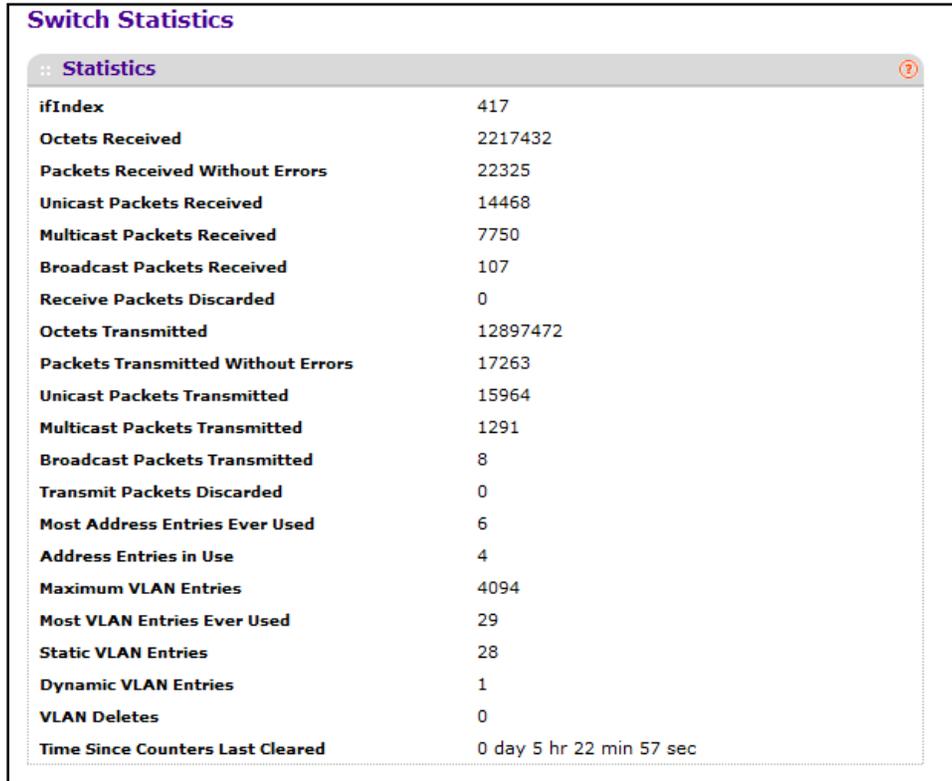
Field	Description
Firmware Version	The release.version.maintenance.build number of the code currently running on the switch. For example, if the release was 8, the version was 0, the maintenance number was 3, and the build number was 11, the format would be 8.0.3.11.
Boot Version	The version of the boot code which is in the flash memory to load the firmware into the memory.
CPLD Version	The version of the software for the Complex Programmable Logic Device (CPLD).
Serial Number	The serial number of this switch.
AC	The status of the internal AC power module.
Remote	Indicates the status of the Remote Power Supply (RPS). The status has three possible values: <ul style="list-style-type: none"> • Not Present: RPS bank not connected • OK: RPS bank connected. • FAIL: RPS is present, but power is failed.
PoE Version	Version of the PoE controller firmware image.
MAX PoE	Indicates the status of maximum PoE power available on the switch as follows: <ul style="list-style-type: none"> • ON: Indicates less than 7W of PoE power available for another device. • OFF: Indicates at least 7W of PoE power available for another device. • N/A: Indicates that PoE is not supported by the unit.

Click **REFRESH** to refresh the system information of the switch.

Switch Statistics

Use this page to display the switch statistics.

To display the Switch Statistics page, click **System > Management > Switch Statistics**. A screen similar to the following displays.



The screenshot shows a window titled "Switch Statistics" with a sub-header "Statistics". It contains a list of statistics and their corresponding values:

Field	Value
ifIndex	417
Octets Received	2217432
Packets Received Without Errors	22325
Unicast Packets Received	14468
Multicast Packets Received	7750
Broadcast Packets Received	107
Receive Packets Discarded	0
Octets Transmitted	12897472
Packets Transmitted Without Errors	17263
Unicast Packets Transmitted	15964
Multicast Packets Transmitted	1291
Broadcast Packets Transmitted	8
Transmit Packets Discarded	0
Most Address Entries Ever Used	6
Address Entries in Use	4
Maximum VLAN Entries	4094
Most VLAN Entries Ever Used	29
Static VLAN Entries	28
Dynamic VLAN Entries	1
VLAN Deletes	0
Time Since Counters Last Cleared	0 day 5 hr 22 min 57 sec

The following table describes Switch Statistics information.

Field	Description
ifIndex	This object indicates the ifIndex of the interface table entry associated with the Processor of this switch.
Octets Received	The total number of octets of data received by the processor (excluding framing bits but including FCS octets).
Packets Received Without Errors	The total number of packets (including broadcast packets and multicast packets) received by the processor.
Unicast Packets Received	The number of subnetwork-unicast packets delivered to a higher-layer protocol.
Multicast Packets Received	The total number of packets received that were directed to a multicast address. Note that this number does not include packets directed to the broadcast address.

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Field	Description
Broadcast Packets Received	The total number of packets received that were directed to the broadcast address. Note that this does not include multicast packets.
Receive Packets Discarded	The number of inbound packets which were chosen to be discarded even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. A possible reason for discarding a packet could be to free up buffer space.
Octets Transmitted	The total number of octets transmitted out of the interface, including framing characters.
Packets Transmitted Without Errors	The total number of packets transmitted out of the interface.
Unicast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to a subnetwork-unicast address, including those that were discarded or not sent.
Multicast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to a Multicast address, including those that were discarded or not sent.
Broadcast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to the Broadcast address, including those that were discarded or not sent.
Transmit Packets Discarded	The number of outbound packets which were chosen to be discarded even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. A possible reason for discarding a packet could be to free up buffer space.
Most Address Entries Ever Used	The highest number of Forwarding Database Address Table entries that have been learned by this switch since the most recent reboot.
Address Entries in Use	The number of Learned and static entries in the Forwarding Database Address Table for this switch.
Maximum VLAN Entries	The maximum number of Virtual LANs (VLANs) allowed on this switch.
Most VLAN Entries Ever Used	The largest number of VLANs that have been active on this switch since the last reboot.
Static VLAN Entries	The number of presently active VLAN entries on this switch that have been created statically.
Dynamic VLAN Entries	The number of presently active VLAN entries on this switch that have been created by GVRP registration.
VLAN Deletes	The number of VLANs on this switch that have been created and then deleted since the last reboot.
Time Since Counters Last Cleared	The elapsed time, in days, hours, minutes, and seconds, since the statistics for this switch were last cleared.

Click **CLEAR** to clear all the counters, resetting all switch summary and detailed statistics to default values. The discarded packets count cannot be cleared.

System CPU Status

Use this page to display system CPU status and utilization information.

To display the System Resource page, click **System > Management > System CPU Status**. A screen similar to the following displays.

The screenshot shows the 'System CPU Status' page. It contains two main sections: 'CPU Memory Status' and 'CPU Utilization'. The 'CPU Memory Status' section shows 'Total System Memory' as 513736 KBytes and 'Available Memory' as 58356 KBytes. The 'CPU Utilization' section contains a 'Memory Utilization Report' table and a 'CPU Utilization' table. The 'Memory Utilization Report' table shows 'free' memory as 59756544 bytes and 'alloc' as 466309120 bytes. The 'CPU Utilization' table lists three processes: 'osapiTimer' (PID 128), '_interrupt_thread' (PID 130), and 'bcmL2X.0' (PID 132), with their respective CPU utilization percentages for 5, 60, and 300 seconds.

CPU Memory Status	
Total System Memory	513736 KBytes
Available Memory	58356 KBytes

Memory Utilization Report	
status	bytes
free	59756544
alloc	466309120

CPU Utilization:				
PID	Name	5 Secs	60 Secs	300 Secs
128	osapiTimer	0.00%	0.03%	0.05%
130	_interrupt_thread	0.00%	0.01%	0.02%
132	bcmL2X.0	4.11%	3.96%	3.94%

System CPU Status

The following table describes CPU Memory Status information.

Field	Description
Total System Memory	The total memory of the switch in KBytes.
Available Memory	The available memory space for the switch in KBytes.

CPU Utilization Information

This area displays the CPU Utilization information. It displays the amount of available and allocated memory and lists each system process (task) that is running, along with its CPU utilization over the last 5, 60, and 300 seconds.

Slot Information

Use this page to view information about the cards installed in the switch's slots. This page also provides information about the cards and switches that are compatible with the device.

To display the Switch Statistics page, click **System > Management > Slot Information**. A screen similar to the following displays.

Slot Information									
Slot Summary									
Slot	Status	Administrative State	Power State	Configured Card Model ID	Configured Card Description	Inserted Card Model ID	Inserted Card Description	Card Power Down	Card Pluggable
3/0	Full	Enable	Enable	M5300-52G-POE+	ProSafe 48-port Gigabit L2+ PoE+ with 10 Gigabit Stacking	M5300-52G-POE+	ProSafe 48-port Gigabit L2+ PoE+ with 10 Gigabit Stacking	False	False
Supported Card									
Card Model	Card Index	Card Type	Card Descriptor						
GSM7328S	2	0x563040d1	GSM7328S - 24 GE, 4 TENGIG						
GSM7352S	3	0x563040d2	GSM7352S - 48 GE, 4 TENGIG						
GSM7328FS	4	0x563040d3	GSM7328FS - 24 GE, 4 TENGIG						
GSM7328Sv2	5	0x563140d1	24-Port Gigabit Layer 3 Stackable Managed Switch with 2 10G SFP+ ports						
GSM7352Sv2	6	0x563140d2	48-Port Gigabit Layer 3 Stackable Managed Switch with 2 10G SFP+ ports						
GSM7228PS	7	0x563140d3	24-Port GE L2+ Managed Stackable PoE Switch with 2 10GE SFP+ ports						
GSM7252PS	8	0x563140d4	48-Port GE L2+ Managed Stackable PoE Switch with 2 10GE SFP+ ports						
M5300-28G	13	0x1320000	ProSafe 24-port Gigabit L2+ with 10 Gigabit Stacking						
M5300-28G3	14	0x2320000	ProSafe 24-port Gigabit L3 with 10 Gigabit Stacking						
M5300-28G-POE+	15	0x3320000	ProSafe 24-port Gigabit L2+ PoE+ with 10 Gigabit Stacking						
M5300-28G3	16	0x4320000	ProSafe 24-port Gigabit Fiber L3 with 10 Gigabit Stacking						
M5300-52G	17	0x5320000	ProSafe 48-port Gigabit L2+ with 10 Gigabit Stacking						
M5300-52G3	18	0x6320000	ProSafe 48-port Gigabit L3 with 10 Gigabit Stacking						
M5300-52G-POE+	19	0x7320000	ProSafe 48-port Gigabit L2+ PoE+ with 10 Gigabit Stacking						
Supported Switch									
Switch Model ID	Switch Index	Management Preference							
GSM7328Sv2	1	1							
GSM7352Sv2	2	1							
GSM7228PS	3	1							
GSM7252PS	4	1							
M5300-28G	5	1							
M5300-28G3	6	1							
M5300-28G-POE+	7	1							
M5300-28G3	8	1							
M5300-52G	9	1							
M5300-52G3	10	1							
M5300-52G-POE+	11	1							

Slot Summary

The following table describes information in the Slot Summary table.

Field	Description
Slot	The slot number.
Status	Indicates whether the slot is empty or full.
Administrative State	Indicates whether the slot is administratively enabled or disabled.
Power State	Indicates whether the device is providing power to the slot.
Configured Card Model ID	The model ID of the card configured for the slot.
Configured Card Description	The description of the card configured for the slot
Inserted Card Model ID	The model ID of the card plugged into the slot.
Inserted Card Description	The description of the card plugged into the slot.

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Field	Description
Card Power Down	If the value is True, the Power State can be administratively enabled or disabled. If the value is False, the Power State cannot be configured.
Card Pluggable	If the value is True, the card can be administratively enabled or disabled. If the value is False, the Administrative State cannot be configured.

Supported Card

The following table describes information in the Supported Card table.

Field	Description
Card Model	The model ID of the supported card.
Card Index	The index assigned to the card type.
Card Type	The hardware type of the supported card, which is assigned by the manufacturer.
Card Descriptor	Description of the supported card, which includes the manufacturer's product number and information about number and speed of the supported interfaces.

Supported Switch

The following table describes information in the Supported Switch table. When preconfiguring a new stack member, the Switch Index identifies the type of switch that is being added to the stack.

Field	Description
Switch Model ID	The model number of the supported switch.
Switch Index	The index assigned to the supported switch.

Loopback Interface

Use this page to create, configure, and remove Loopback interfaces. A loopback interface is a logical interface that is considered to be always up.

To display the Loopback Interface page, click **System > Management > Loopback Interface**. A screen similar to the following displays.

Loopback Interface Configuration				
:: Loopback Interface Type				
Loopback Interface Type				IPv4
:: IPv4 Loopback Interface Configuration				
	Loopback ID	Primary IP Address	Primary IP Subnet Mask	Loopback Interface Status
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	0	2.2.2.2	255.255.255.0	Up
<input type="checkbox"/>	1	3.3.3.3	255.255.255.0	Up

To configure a loopback interface:

1. In the **Loopback Interface Type** field select whether the interface is an IPv4 or IPv6 loopback interface. The configuration fields vary based on the interface type.
2. For an IPv4 loopback interface, configure the following:
 - a. In the **Loopback ID** field select the loopback ID number
 - b. In the **Primary Address** field, input the primary IPv4 address for this interface in dotted decimal notation.
 - c. In the **Primary Mask** field, input the primary IPv4 subnet mask for this interface in dotted decimal notation.
 - d. View the logical status of the interface in the **Loopback Interface Status** field. A loopback interface is always up.
3. For an IPv6 loopback interface, configure the following:
 - a. In the **Loopback ID** field select the loopback ID number.
 - b. Use the **IPv6 Mode** field to enable IPv6 on this interface using the IPv6 address. This option is only configurable prior to specifying an explicit IPv6 address.
 - c. Use the **IPv6 Address** field to enter the IPv6 address in the format prefix/length.
 - d. Use the **EUI64** field to optionally specify the 64-bit extended unique identifier (EUI-64).
4. Click **ADD** to add the configured IPv4 or IPv6 loopback interface.
5. To remove the loopback interface configuration, select the box associated with the interface to remove, and click **DELETE**.
6. To modify information about a configured interface, select the box associated with the interface to modify, update the configuration information in the appropriate fields, and click **APPLY**.

Network Interface

From the Network Interface link, you can access the following pages:

- [IPv4 Network Configuration](#) on page 30
- [IPv6 Network Interface Configuration](#) on page 32
- [IPv6 Network Interface Neighbor Table](#) on page 33

IPv4 Network Configuration

To display the IPv4 Network Configuration page, click **System > Management > Network Interface > IPv4 Network Configuration**. A screen similar to the following displays.

IPv4 Network Interface Configuration	
IP Address	10.27.34.61
Subnet Mask	255.255.255.0
Default Gateway	10.27.34.1
Burned In MAC Address	2C:B0:5D:91:F6:F0
Locally Administered MAC Address	00:00:00:00:00:00
MAC Address Type	<input checked="" type="radio"/> Burned In <input type="radio"/> Locally Administered
Current Network Configuration Protocol	<input type="radio"/> None <input type="radio"/> Bootp <input checked="" type="radio"/> DHCP
DHCP Vendor Class Identifier	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
DHCP Vendor Class Identifier String	
Management VLAN ID	1 (1 to 4093)
Interface Status	Up

The network interface is the logical interface used for in-band connectivity with the switch via any of the switch's front panel ports. The configuration parameters associated with the switch's network interface do not affect the configuration of the front panel ports through which traffic is switched or routed

To access the switch over a network you must first configure it with IP information (IP address, subnet mask, and default gateway). You can configure the IP information using any of the following:

- BOOTP
- DHCP
- Terminal interface via the EIA-232 port

Once you have established in-band connectivity, you can change the IP information using any of the following:

- Terminal interface via the EIA-232 port
- Terminal interface via telnet
- SNMP-based management
- Web-based management

To configure an IPv4 network interface:

1. Use **Current Network Configuration Protocol** to specify how the device acquires network information on the network interface:
 - None – The switch does not attempt to acquire network information dynamically. Select this option to configure a static IP address, subnet mask, and default gateway.
 - BOOTP – During the next boot cycle, the BOOTP client on the switch broadcasts a BOOTP request in an attempt to acquire information from a BOOTP server on the network.
 - DHCP – During the next boot cycle, the DHCP client on the switch broadcasts a DHCP request in an attempt to acquire information from a DHCP server on the network. After this option is applied, you can use the Refresh icon at the end of the row to renew the IPv4 address learned from DHCP server.
2. If the network configuration protocol is None, use the **IP Address** field to specify the IP address of the interface. The factory default value is 169.254.100.100. For DHCP or BootP configuration protocols, this field shows the IP address the network interface has leased from the DHCP or BootP server.
3. If the network configuration protocol is None, use the **Subnet Mask** field to enter the IP subnet mask for the interface. The factory default value is 255.255.0.0. For DHCP or BootP configuration protocols, this field shows the subnet mask assigned to the network interface has by the DHCP or BootP server.
4. If the network configuration protocol is None, use **Default Gateway** to specify the default gateway for the IP interface. The factory default value is 0.0.0.0. For DHCP or BootP configuration protocols, this field shows the default gateway assigned to the network interface has by the DHCP or BootP server.
5. Use **MAC Address type** to specify whether the burned in or the locally administered MAC address should be used for in-band connectivity.

If the MAC address type is burned in, the Burned In MAC Address field shows the hardware address assigned to the device by the manufacturer..
6. If the MAC address type is Locally Administered, use **Locally Administered MAC Address** to configure a locally administered MAC address for in-band connectivity instead of using the burned-in universally administered MAC address. Enter the address as twelve hexadecimal digits (6 bytes) with a colon between each byte. Bit 1 of byte 0 must be set to a 1 and bit 0 to a 0, in other words, byte 0 must have a value between x'40' and x'7F'.
7. Use **DHCP Vendor Class Identifier** to specify whether to set a value for DHCP option 60 in the DHCP requests that the DHCP client on the switch broadcasts to network DHCP servers. Option 60, the Vendor Class Identifier (VCI), can help identify the device to the DHCP server, which allows the server to include additional information in the DHCP response.

8. Use **DHCP Vendor Class Identifier String** to specify the text string to add to DHCP requests as option 60, the VCI option.
9. Use **Management VLAN ID** to specify the management VLAN ID of the switch. It may be configured to any value in the range of 1 - 4093. Some network administrators use a management VLAN to isolate system management traffic from end-user data traffic.
10. Click **APPLY** to update the network interface with the specified values.
11. Click **CANCEL** to abandon the changes.

IPv6 Network Interface Configuration

To display the IPv6 Network Configuration page, click **System > Management > Network Interface > IPv6 Network Interface Configuration**. A screen similar to the following displays.

IPv6 Network Interface Configuration	
Global Configuration	
Admin Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
IPv6 Address Auto Configuration Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Current Network Configuration Protocol	<input checked="" type="radio"/> None <input type="radio"/> DHCPv6
IPv6 Gateway	<input type="text"/>
Interface Status	Up
IPv6 Network Interface Configuration	
IPv6 Prefix/Prefix Length	EUI64
<input type="checkbox"/> <input type="text"/>	<input type="checkbox"/> <input type="text"/>
<input type="checkbox"/> fe80::2eb0:5dff:fe91:f6f0/64	<input type="checkbox"/> True

The IPv6 network interface is the logical interface used for in-band connectivity with the switch via any of the switch's front panel ports. The configuration parameters associated with the switch's network interface do not affect the configuration of the front panel ports through which traffic is switched or routed.

To access the switch over an IPv6 network you must first configure it with IPv6 information (IPv6 prefix, prefix length, and default gateway). You can configure the IP information using any of the following:

- IPv6 Auto Configuration
- DHCPv6
- Terminal interface via the EIA-232 port

Once you have established in-band connectivity, you can change the IPv6 information using any of the following:

- Terminal interface via the EIA-232 port
- Terminal interface via telnet
- SNMP-based management
- Web-based management

To configure an IPv6 network interface:

1. Use **Admin Mode** to enable or disable the IPv6 network interface on the switch. The default value is enable.
2. Use **IPv6 Address Auto Configuration Mode** to set the IPv6 address for the IPv6 network interface in auto configuration mode if this option is enabled. The default value is disable. Auto configuration can be enabled only when IPv6 Auto config or DHCPv6 are not enabled on any of the management interfaces.
3. Use **Current Network Configuration Protocol** to configure the IPv6 address for the IPv6 network interface by DHCPv6 protocol if this option is enabled. The default value is None. DHCPv6 can be enabled only when IPv6 Auto config or DHCPv6 are not enabled on any of the management interfaces.
4. Use **DHCPv6 Client DUID** to specify an Identifier used to identify the client's unique DUID value. This option only displays when DHCPv6 is enabled.
5. Use **IPv6 Gateway** to specify the gateway for the IPv6 network interface. The gateway address is in IPv6 global or link-local address format.
6. Use **IPv6 Prefix/Prefix Length** to add the IPv6 prefix and prefix length to the IPv6 network interface. The address is in global address format.
7. Use **EUI64** to specify whether to format the IPv6 address in EUI-64 format. Default value is false.
8. Click **ADD** to add a new IPv6 address in global format.
9. Click **DELETE** to delete a selected IPv6 address.

IPv6 Network Interface Neighbor Table

Use this page to view information about IPv6 neighbors the device has discovered through the network interface by using the Neighbor Discovery Protocol (NDP).

To display the IPv6 Network Neighbor page, click **System > Management > Network Interface > IPv6 Network Interface Neighbor Table**. A screen similar to the following displays.



The following table displays IPv6 Network Interface Neighbor Table information.

Field	Description
IPv6 address	The Ipv6 Address of a neighbor switch visible to the network interface.
MAC address	The MAC address of a neighbor switch.

Field	Description
IsRtr	True(1) if the neighbor machine is a router, false(2) otherwise.
Neighbor State	The state of the neighboring switch: <ul style="list-style-type: none"> • reachable(1) - The neighbor is reachable by this switch. • stale(2) - Information about the neighbor is scheduled for deletion. • delay(3) - No information has been received from neighbor during delay period. • probe(4) - Switch is attempting to probe for this neighbor. • unknown(6) - Unknown status.
Last Updated	The last sysUpTime that this neighbor has been updated.

Time

ProSafe software supports the Simple Network Time Protocol (SNTP).

SNTP assures accurate network device clock time synchronization up to the millisecond. Time synchronization is performed by a network SNTP server. ProSafe software operates only as an SNTP client and cannot provide time services to other systems.

Time sources are established by Stratum. Stratum defines the accuracy of the reference clock. The higher the stratum (where zero is the highest), the more accurate the clock. The device receives time from stratum 1 and above since it is itself a stratum 2 device.

The following is an example of stratum:

- **Stratum 0:** A real-time clock is used as the time source, for example, a GPS system.
- **Stratum 1:** A server that is directly linked to a Stratum 0 time source is used. Stratum 1 time servers provide primary network time standards.
- **Stratum 2:** The time source is distanced from the Stratum 1 server over a network path. For example, a Stratum 2 server receives the time over a network link, via NTP, from a Stratum 1 server.

Information received from SNTP servers is evaluated based on the time level and server type.

SNTP time definitions are assessed and determined by the following time levels:

- **T1:** Time at which the original request was sent by the client.
- **T2:** Time at which the original request was received by the server.
- **T3:** Time at which the server sent a reply.
- **T4:** Time at which the client received the server's reply.

The device can poll Unicast server types for the server time.

Polling for Unicast information is used for polling a server for which the IP address is known. SNTP servers that have been configured on the device are the only ones that are polled for synchronization information. T1 through T4 are used to determine server time. This is the preferred method for synchronizing device time because it is the most secure method. If this method is selected, SNTP information is accepted only from SNTP servers defined on the device using the SNTP Server Configuration page.

The device retrieves synchronization information, either by actively requesting information or at every poll interval.

SNTP Global Configuration

Use the SNTP Global Configuration page to enable the SNTP client on the device and to configure the SNTP client settings. Enabling and configuring the SNTP client allows the device to synchronization the system time with a valid SNTP server on the network.

To display the SNTP Global Configuration page, click **System > Management > Time > SNTP Global Configuration**.

SNTP Global Configuration

SNTP Global Configuration

Client Mode Disable Unicast Broadcast

Port (1 to 65535) Default:123

Unicast Poll Interval (6 to 10)

Broadcast Poll Interval (6 to 10)

Unicast Poll Timeout (1 to 30)

Unicast Poll Retry (0 to 10)

Time Zone Name

Offset Hours (-12 to 13)

Offset Minutes (0 to 59)

SNTP Global Status

Version 4

Supported Mode Unicast and Broadcast

Last Update Time Jan 1 00:00:00 1970 (UTC+0:00)

Last Attempt Time Jan 1 00:00:00 1970 (UTC+0:00)

Last Attempt Status Other

Server IP Address

Address Type Unknown

Server Stratum 0

Reference Clock Id

Server Mode Reserved

Unicast Server Max Entries 3

Unicast Server Current Entries 0

Broadcast Count 0

SNTP Global Configuration

SNTP stands for Simple Network Time Protocol. As its name suggests, it is a less complicated version of Network Time Protocol, which is a system for synchronizing the clocks of networked computer systems, primarily when data transfer is handled via the Internet.

1. Use **Client Mode** to specify the mode of operation of SNTP Client. An SNTP client may operate in one of the following modes.
 - **Disable** - SNTP is not operational. No SNTP requests are sent from the client nor are any received SNTP messages processed.
 - **Unicast** - SNTP operates in a point to point fashion. A unicast client sends a request to a designated server at its unicast address and expects a reply from which it can determine the time and, optionally the round-trip delay and local clock offset relative to the server.
 - **Broadcast** - SNTP operates in the same manner as multicast mode but uses a local broadcast address instead of a multicast address. The broadcast address has a single subnet scope while a multicast address has Internet wide scope.

Default value is Disable.

2. Use **Port** to specify the local UDP port to listen for responses/broadcasts. Allowed range is 1 to 65535. Default value is 123.
3. Use **Unicast Poll Interval** to specify the number of seconds between unicast poll requests expressed as a power of two when configured in unicast mode. Allowed range is (6 to 10). Default value is 6.
4. Use **Broadcast Poll Interval** to specify the number of seconds between broadcast poll requests expressed as a power of two when configured in broadcast mode. Broadcasts received prior to the expiry of this interval are discarded. Allowed range is (6 to 10). Default value is 6.
5. Use **Unicast Poll Timeout** to specify the number of seconds to wait for an SNTP response when configured in unicast mode. Allowed range is (1 to 30). Default value is 5.
6. Use **Unicast Poll Retry** to specify the number of times to retry a request to an SNTP server after the first time-out before attempting to use the next configured server when configured in unicast mode. Allowed range is (0 to 10). Default value is 1.
7. When using SNTP/NTP time servers to update the switch's clock, the time data received from the server is based on Coordinated Universal Time (UTC) which is the same as Greenwich Mean Time (GMT). This may not be the time zone in which the switch is located.

Use **Time Zone Name** to configure a timezone specifying the number of hours and optionally the number of minutes difference from UTC with Offset Hours and Offset Minutes. The time zone can affect the display of the current system time. The default value is UTC.
8. Use **Offset Hours** to specify the number of hours difference from UTC. See Time Zone Name ([Step 7](#) previous) for more information. Allowed range is (-24 to 24). The default value is 0.
9. Use **Offset Minutes** to specify the number of Minutes difference from UTC. See Time Zone Name ([Step 7](#) previous) for more information. Allowed range is 0 to 59. The default value is 0.

SNTP Global Status

The following table displays SNTP Global Status information.

Field	Description
Version	Specifies the SNTP Version the client supports.
Supported Mode	Specifies the SNTP modes the client supports. Multiple modes may be supported by a client.
Last Update Time	Specifies the local date and time (UTC) the SNTP client last updated the system clock.
Last Attempt Time	Specifies the local date and time (UTC) of the last SNTP request or receipt of an unsolicited message.
Last Attempt Status	<p>Specifies the status of the last SNTP request or unsolicited message for both unicast and broadcast modes. If no message has been received from a server, a status of Other is displayed. These values are appropriate for all operational modes.</p> <ul style="list-style-type: none"> • Other - None of the following enumeration values. • Success - The SNTP operation was successful and the system time was updated. • Request Timed Out - A directed SNTP request timed out without receiving a response from the SNTP server. • Bad Date Encoded - The time provided by the SNTP server is not valid. • Version Not Supported - The SNTP version supported by the server is not compatible with the version supported by the client. • Server Unsynchronized - The SNTP server is not synchronized with its peers. This is indicated via the 'leap indicator' field on the SNTP message. • Server Kiss Of Death - The SNTP server indicated that no further queries were to be sent to this server. This is indicated by a stratum field equal to 0 in a message received from a server.
Server IP Address	Specifies the IP address of the server for the last received valid packet. If no message has been received from any server, an empty string is shown.
Address Type	Specifies the address type of the SNTP Server address for the last received valid packet.
Server Stratum	Specifies the claimed stratum of the server for the last received valid packet.
Reference Clock Id	Specifies the reference clock identifier of the server for the last received valid packet.
Server Mode	Specifies the mode of the server for the last received valid packet.
Unicast Server Max Entries	Specifies the maximum number of unicast server entries that can be configured on this client.

Field	Description
Unicast Server Current Entries	Specifies the number of current valid unicast server entries configured for this client.
Broadcast Count	Specifies the number of unsolicited broadcast SNTP messages that have been received and processed by the SNTP client since last reboot.

SNTP Server Configuration

Use the SNTP Server Configuration page to view and modify information for adding and modifying Simple Network Time Protocol SNTP servers.

To display the SNTP Server Configuration page, click **System > Management > Time > SNTP Server Configuration**.

SNTP Server Configuration

Server Type	Address	Port	Priority	Version
<input type="checkbox"/> DNS	nist1-ny.ustiming.org	123	1	4

SNTP Server Status

Address	Last Update Time	Last Attempt Time	Last Attempt Status	Requests	Failed Requests
nist1-ny.ustiming.org	Jan 1 00:00:00 1970 (UTC+0:00)	Jan 2 23:25:19 1970 (UTC+0:00)	Success	1	0

To configure a new SNTP Server:

- Enter the appropriate SNTP server information in the available fields:
 - Server Type** - Specifies whether the address for the SNTP server is an IP address (IPv4) or hostname (DNS).
 - Address** - Specify the address or host name of an SNTP server the device can use to synchronize the system time. If this address is a DNS hostname, then that hostname should be resolved into an IP address each time a SNTP request is sent to it.
 - Port** - Enter a port number on the SNTP server to which SNTP requests are sent. The valid range is 1–65535. The default is 123.
 - Priority** - Specify the priority of this server entry in determining the sequence of servers to which SNTP requests will be sent. The client continues sending requests to different servers until a successful response is received or all servers are exhausted. This object indicates the order in which to query the servers. A server entry with a precedence of 1 will be queried before a server with a priority of 2, and so forth. If more than one server has the same priority then the requesting order will follow the lexicographical ordering of the entries in this table. Allowed range is (1 to 3). Default value is 1.
 - Version** - Enter the NTP version running on the server. (Range: 1–4, default: 4).

2. Click **ADD**.
3. Repeat the previous steps to add additional SNTP servers. You can configure up to three SNTP servers.
4. To removing an SNTP server, select the check box next to the configured server to remove, and then click **DELETE**. The entry is removed, and the device is updated.
5. To change the settings for an existing SNTP server, select the check box next to the configured server and enter new values in the available fields, and then click **APPLY**. Configuration changes take effect immediately.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
7. Click **REFRESH** to refresh the page with the most current data from the switch.

SNTP Server Status

The SNTP Server Status table displays status information about the SNTP servers configured on your switch. The following table describes the SNTP Global Status fields.

The following table displays SNTP Server Status information.

Field	Description
Address	Specifies all the existing Server Addresses. If no Server configuration exists, a message saying "No SNTP server exists" flashes on the screen.
Last Update Time	Specifies the local date and time (UTC) that the response from this server was used to update the system clock.
Last Attempt Time	Specifies the local date and time (UTC) that this SNTP server was last queried.
Last Attempt Status	Specifies the status of the last SNTP request to this server. If no packet has been received from this server, a status of Other is displayed. <ul style="list-style-type: none"> • Other - None of the following enumeration values. • Success - The SNTP operation was successful and the system time was updated. • Request Timed Out - A directed SNTP request timed out without receiving a response from the SNTP server. • Bad Date Encoded - The time provided by the SNTP server is not valid. • Version Not Supported - The SNTP version supported by the server is not compatible with the version supported by the client. • Server Unsynchronized - The SNTP server is not synchronized with its peers. This is indicated via the 'leap indicator' field on the SNTP message. • Server Kiss Of Death - The SNTP server indicated that no further queries were to be sent to this server. This is indicated by a stratum field equal to 0 in a message received from a server.
Requests	Specifies the number of SNTP requests made to this server since last agent reboot.
Failed Requests	Specifies the number of failed SNTP requests made to this server since last reboot.

DNS

You can use these pages to configure information about DNS servers the network uses and how the switch operates as a DNS client.

DNS Configuration

Use this page to configure global DNS settings and DNS server information.

To access this page, click **System > Management > DNS > DNS Configuration**.

DNS Configuration

:: DNS Configuration

DNS Status: Disable Enable

DNS Default Name: (1 to 255 alphanumeric characters)

Retry Number: (0 to 100)

Response Timeout (secs): (0 to 3600 secs)

:: DNS Server Configuration

	Serial No	DNS Server	Preference
<input type="checkbox"/>		<input type="text"/>	
<input type="checkbox"/>	1	10.27.138.20	0
<input type="checkbox"/>	2	10.27.138.21	1

To configure the global DNS settings:

- Specify whether to enable or disable the administrative status of the DNS Client.
 - Enable** - Allow the switch to send DNS queries to a DNS server to resolve a DNS domain name. Default value is Enable.
 - Disable** - Prevent the switch from sending DNS queries.
- Enter the DNS default domain name to include in DNS queries. When the system is performing a lookup on an unqualified hostname, this field is provided as the domain name (for example, if default domain name is netgear.com and the user enters test, then test is changed to test.netgear.com to resolve the name). The length of the name should not be longer than 255 characters.
- Use **Retry Number** to specify the number of times to retry sending DNS queries to DNS server. This number ranges from 0 to 100. The default value is 2.
- Use **Response Timeout (secs)** to specify the amount of time, in seconds, to wait for a response to a DNS query. This timeout ranges from 0 to 3600. The default value is 3.
- To specify the DNS server to which the switch sends DNS queries, enter an IP address in standard IPv4 dot notation in the **DNS Server field** and click **ADD**. The server appears in the list below. You can specify up to eight DNS servers. The precedence is set in the order created.
- To remove a DNS server from the list, select the check box next to the server you want to remove and click **DELETE**. If no DNS server is specified, the check box is global and will delete all the DNS servers listed.

7. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
8. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

DNS Server Configuration

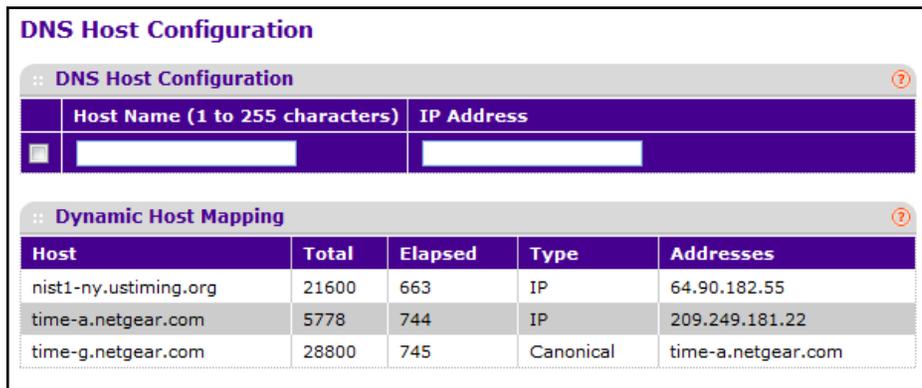
The following table displays DNS Server Configuration information.

Field	Description
Serial No	The sequence number of the DNS server.
Preference	Shows the preference of the DNS Server. The preference is determined by the order they were entered.

Host Configuration

Use this page to manually map host names to IP addresses or to view dynamic DNS mappings.

To access this page, click **System > Management > DNS > Host Configuration**.



DNS Host Configuration

:: DNS Host Configuration

	Host Name (1 to 255 characters)	IP Address
<input type="checkbox"/>		

:: Dynamic Host Mapping

Host	Total	Elapsed	Type	Addresses
nist1-ny.ustiming.org	21600	663	IP	64.90.182.55
time-a.netgear.com	5778	744	IP	209.249.181.22
time-g.netgear.com	28800	745	Canonical	time-a.netgear.com

To add a static entry to the local DNS table:

1. Specify the static host name to add. Its length can not exceed 255 characters and it is a mandatory field for the user.
2. Specify the IP address in standard IPv4 dot notation to associate with the hostname.
3. Click **ADD**. The entry appears in the list below.
4. To remove an entry from the static DNS table, select the check box next to the entry and click **DELETE**.
5. To change the hostname or IP address in an entry, select the check box next to the entry and enter the new information in the appropriate field, and then click **APPLY**.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

The Dynamic Host Mapping table shows host name-to-IP address entries that the switch has learned. The following table describes the dynamic host fields.

Field	Description
Host	Lists the host name you assign to the specified IP address.
Total	Amount of time since the dynamic entry was first added to the table.
Elapsed	Amount of time since the dynamic entry was last updated.
Type	The type of the dynamic entry.
Addresses	Lists the IP address associated with the host name.

SDM Template Preference

You can use this page to configure the Switch Database Management (SDM) template that is active after the next reboot. An SDM template is a description of the maximum resources the device can use for various features. Different SDM templates allow different combinations of scaling factors, enabling different allocations of resources depending on how the device is used. In other words, SDM templates enable you to reallocate system resources to support a different mix of features based on your network requirements.

To access this page, click **System > Management > DNS > SDM Template Preference**.

SDM Template Preference

SDM Current Template ID: Dual IPv4 and IPv6

SDM Next Template ID: Dual IPv4 and IPv6

SDM Template	ARP Entries	IPv4 Unicast Routes	IPv6 NDP Entries	IPv6 Unicast Routes	ECMP Next Hops	IPv4 Multicast Routes	IPv6 Multicast Routes
Dual IPv4 and IPv6	4096	6112	1024	3072	4	512	256
IPv4 Routing Default	6144	12256	0	0	4	1024	0
IPv4 Data Center	4096	6112	0	0	16	1024	0

To configure the SDM Template Preference settings:

1. Use **SDM Current Template ID** to view the SDM template the switch is currently using.
2. Use **SDM Next Template ID** to configure the next active template. It will be active only after the next reboot. To revert to the default template after the next reboot, use the Default option. Possible values are:
 - Default
 - Dual IPv4 and IPv6
 - IPv4-routing Default
 - IPv4 Data Center

The following table displays Summary information, which describes the maximum resources each template supports for various features..

Field	Description
SDM Template	Identifies the Template. The possible values are: <ul style="list-style-type: none"> • Dual IPv4 and IPv6 • IPv4-routing Default • IPv4 Data Center
ARP Entries	The maximum number of entries in the IPv4 Address Resolution Protocol (ARP) cache for routing interfaces.
IPv4 Unicast Routes	The maximum number of IPv4 unicast forwarding table entries.
IPv6 NDP Entries	The maximum number of IPv6 Neighbor Discovery Protocol (NDP) cache entries.
IPv6 Unicast Routes	The maximum number of IPv6 unicast forwarding table entries.
ECMP Next Hops	The maximum number of next hops that can be installed in the IPv4 and IPv6 unicast forwarding tables.
IPv4 Multicast Routes	The maximum number of IPv4 multicast forwarding table entries.
IPv6 Multicast Routes	The maximum number of IPv6 multicast forwarding table entries.

License

From the License link under the System tab, you can view information about the switch license.

Note: The Licence feature is not available on all switch models.

The License link provides access to the following pages:

- [License Key](#) on page 43
- [License Features](#) on page 44

License Key

Use the License Key page to view information about the license(s) on the device. Some features might require a special license in order to be active. If a license is not active, the feature associated with the license is not available and cannot be configured.

To display the License Key page, click **System > License > License Key**. A screen similar to the following displays.



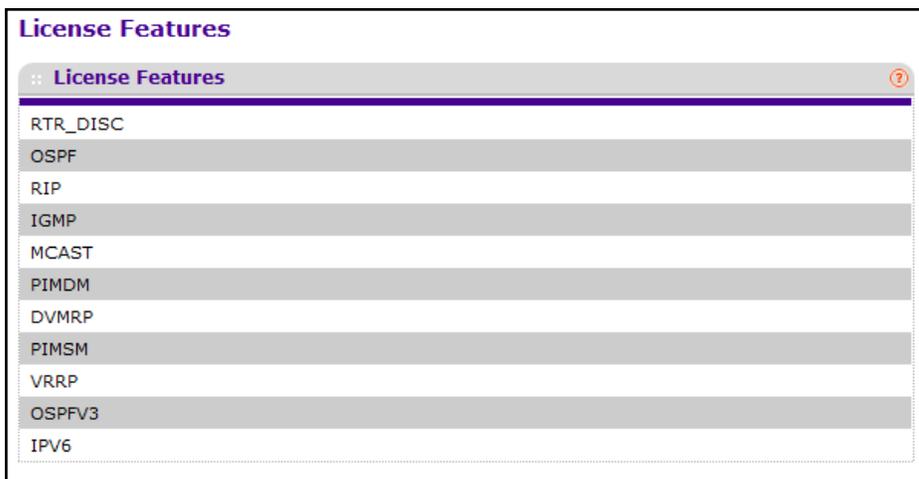
The following table describes the non-configurable fields on the License Key page.

Field	Description
License Date	The date the license is purchased.
License Copy	The number of licenses that exist on the switch.
License Status	Indicates whether the license is active or inactive. If a license is inactive, a license should be purchased and downloaded to the switch. The license is not activated until the switch reboots.
Description	A description of the license key status. If the license is inactive, this field provides information about why it is inactive.

License Features

Use the License Features page to view information about the features on the device that require an active license.

To display the License Features page, click **System > License > License Features**. A screen similar to the following displays.



Services

From the Services link, you can access the following pages:

- [DHCP Server](#) on page 45
- [DHCP Relay](#) on page 53
- [DHCP L2 Relay](#) on page 54
- [UDP Relay](#) on page 57
- [DHCPv6 Server](#) on page 59
- [DHCPv6 Relay](#) on page 66

DHCP Server

DHCP is generally used between clients and servers for the purpose of assigning IP addresses, gateways, and other network settings such as DNS and SNTP server information.

From the DHCP Server link, you can access the following pages:

- [DHCP Server Configuration](#) on page 45
- [DHCP Pool Configuration](#) on page 47
- [DHCP Pool Options](#) on page 49
- [DHCP Server Statistics](#) on page 50
- [DHCP Bindings Information](#) on page 51
- [DHCP Conflicts Information](#) on page 52

DHCP Server Configuration

To display the DHCP Server Configuration page, click **System > Services > DHCP Server > DHCP Server Configuration**. A screen similar to the following displays.

DHCP Server Configuration	
:: DHCP Server Configuration	
Admin Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Ping Packet Count	<input type="text" value="2"/> (0, 2 to 10)
Conflict Logging Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Bootp Automatic Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
:: Excluded Address	
IP Range From	IP Range To
<input type="checkbox"/>	<input type="text"/>

To enable or disable DHCP service:

1. Use **Admin Mode** to specify whether the DHCP Service is to be Enabled or Disabled. Default value is Disable.
2. Use **Ping Packet Count** to specify the number of packets a server sends to a Pool address to check for duplication as part of a ping operation. Default value is 2. Valid Range is (0, 2 to 10). Setting the value to 0 will disable the function.
3. Use **Conflict Logging Mode** to specify whether conflict logging on a DHCP Server is to be Enabled or Disabled. Default value is Enable.
4. Use **Bootp Automatic Mode** to specify whether Bootp for dynamic pools is to be Enabled or Disabled. Default value is Disable.
5. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
6. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Excluded Address Configuration

To configure addresses that cannot be assigned to DHCP clients:

1. Use the **IP Range From** field to specify the low address if you want to exclude a range of addresses. Specify the address to be excluded in case you want to exclude a single address.
2. Use the **IP Range To** field to specify the high address if you want to exclude a range of addresses. To exclude a single address, enter the same IP address as specified in IP range from or leave as 0.0.0.0.
3. Click **ADD** to add the exclude addresses configured on the screen to the switch.
4. Click **DELETE** to delete the exclude address from the switch.

DHCP Pool Configuration

To display the DHCP Pool Configuration page, click **System > Services > DHCP Server > DHCP Pool Configuration**. A screen similar to the following displays.

To configure a DHCP pool:

1. Select an existing DHCP pool to update or select Create from the **Pool Name** field and configure the DHCP information the following table describes:

Field	Description
Pool Name*	For a user with read/write permission, this field would show names of all the existing pools along with an additional option "Create". When the user selects "Create" another text box "Pool Name" appears where the user may enter name for the Pool to be created. For a user with read only permission, this field would show names of the existing pools only.
Pool Name	This field appears when the user with read-write permission has selected "Create" in the Drop Down list against Pool Name*. Specifies the Name of the Pool to be created. Pool Name can be up to 31 characters in length.

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Field	Description
Type of Binding	Specifies the type of binding for the pool. <ul style="list-style-type: none"> • Unallocated • Dynamic • Manual
Network Address	Specifies the subnet address for a DHCP address of a dynamic pool.
Network Mask	Specifies the subnet number for a DHCP address of a dynamic pool. Either Network Mask or Prefix Length can be configured to specify the subnet mask but not both.
Network Prefix Length	Specifies the subnet number for a DHCP address of a dynamic pool. Either Network Mask or Prefix Length can be configured to specify the subnet mask but not both. Valid Range is (0 to 32)
Client Name	Specifies the Client Name for DHCP manual Pool.
Hardware Address	Specifies the MAC address of the hardware platform of the DHCP client.
Hardware Address Type	Specifies the protocol of the hardware platform of the DHCP client. Valid types are ethernet and ieee802. Default value is ethernet.
Client ID	Specifies the Client Identifier for DHCP manual Pool.
Host Number	Specifies the IP address for a manual binding to a DHCP client. Host can be set only if at least one among of Client Identifier or Hardware Address is specified. Deleting Host would delete Client Name, Client ID, Hardware Address for the Manual Pool and set the Pool Type to Unallocated.
Host Mask	Specifies the subnet mask for a manual binding to a DHCP client. Either Host Mask or Prefix Length can be configured to specify the subnet mask but not both.
Host Prefix Length	Specifies the subnet mask for a manual binding to a DHCP client. Either Host Mask or Prefix Length can be configured to specify the subnet mask but not both. Valid Range is (0 to 32)
Lease Time	Can be selected as "Infinite" to specify lease time as Infinite or "Specified Duration" to enter a specific lease period. In case of dynamic binding infinite implies a lease period of 60 days and In case of manual binding infinite implies indefinite lease period. Default Value is "Specified Duration".
Days	Specifies the Number of Days of Lease Period. This field appears only if the user has specified "Specified Duration" as the Lease time. Default Value is 1. Valid Range is (0 to 59)
Hours	Specifies the Number of Hours of Lease Period. This field appears only if the user has specified "Specified Duration" as the Lease time. Valid Range is (0 to 22)
Minutes	Specifies the Number of Minutes of Lease Period. This field appears only if the user has specified "Specified Duration" as the Lease time. Valid Range is (0 to 86399)
Default Router Addresses	Specifies the list of Default Router Addresses for the pool. The user may specify up to 8 Default Router Addresses in order of preference.

Field	Description
DNS Server Addresses	Specifies the list of DNS Server Addresses for the pool. The user may specify up to 8 DNS Server Addresses in order of preference.
NetBIOS Name Server Addresses	Specifies the list of NetBIOS Name Server Addresses for the pool. The user may specify up to 8 NetBIOS Name Server Addresses in order of preference.
NetBIOS Node Type	Specifies the NetBIOS node type for DHCP clients: <ul style="list-style-type: none"> • b-node Broadcast • p-node Peer-to-Peer • m-node Mixed • h-node Hybrid
Next Server Address	Specifies the Next Server Address for the pool.
Domain Name	Specifies the domain name for a DHCP client. Domain Name can be up to 255 characters in length.
Bootfile	Specifies the name of the default boot image for a DHCP client. File Name can be up to 128 characters in length.

2. Use **ADD** to create the Pool Configuration.
3. Use **APPLY** to change the Pool Configuration. Sends the updated configuration to the switch. Configuration changes take effect immediately.
4. Use **DELETE** to delete the Pool. This field is not visible to a user with read only permission.

DHCP Pool Options

DHCP options are collections of data with type codes that indicate how the options should be used. Options can specify information that is required for the DHCP protocol, IP stack configuration parameters for the client, information allowing the client to rendezvous with DHCP servers, and so on.

To display the DHCP Pool Options page, click **System > Services > DHCP Server > DHCP Pool Options**. If at least one DHCP pool has been created, a screen similar to the following displays.

DHCP Pool Options			
Pool Name	Option Code	Option Type	Option Value
pool1			

To configure DHCP options for an existing pool:

1. Use **Pool Name** to select the Pool Name.
2. **Option Code** specifies the Option Code configured for the selected Pool.

3. Use **Option Type** to specify the Option Type against the Option Code configured for the selected pool:
 - ASCII
 - Hex
 - IP Address
4. **Option Value** specifies the Value against the Option Code configured for the selected pool.
5. Click **ADD** to add a new Option Code for the selected pool.
6. Click **DELETE** to delete the Option Code for the selected pool.

DHCP Server Statistics

To display the DHCP Server Statistics page, click **System > Services > DHCP Server > DHCP Server Statistics**. A screen similar to the following displays.

DHCP Server Statistics	
:: Binding Details	
Automatic Bindings	0
Expired Bindings	0
Malformed Messages	0
:: Message Received	
DHCPDISCOVER	0
DHCPREQUEST	0
DHCPDECLINE	0
DHCPRELEASE	0
DHCPINFORM	0
:: Message Sent	
DHCPOFFER	0
DHCPACK	0
DHCPNAK	0

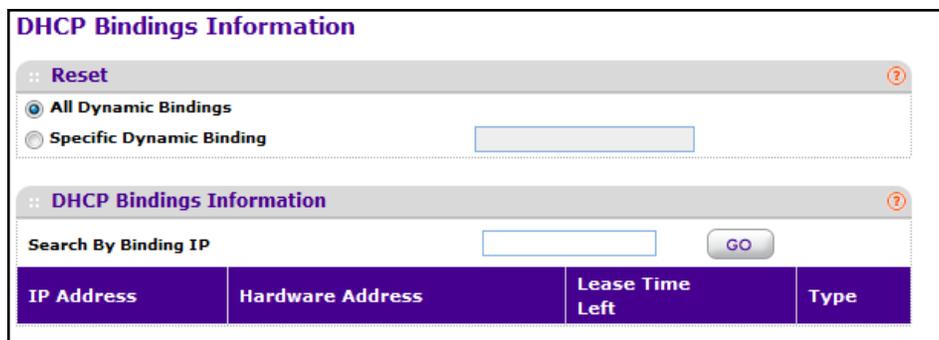
The following table describes the DHCP Server Statistics fields.

Field	Description
Automatic Bindings	Specifies the number of Automatic Bindings on the DHCP Server.
Expired Bindings	Specifies the number of Expired Bindings on the DHCP Server.
Malformed Messages	Specifies the number of the malformed messages.
DHCPDISCOVER	Specifies the number of DHCPDISCOVER messages received by the DHCP Server.
DHCPREQUEST	Specifies the number of DHCPREQUEST messages received by the DHCP Server.

Field	Description
DHCPDECLINE	Specifies the number of DHCPDECLINE messages received by the DHCP Server.
DHCPRELEASE	Specifies the number of DHCPRELEASE messages received by the DHCP Server.
DHCPINFORM	Specifies the number of DHCPINFORM messages received by the DHCP Server.
DHCPOFFER	Specifies the number of DHCPOFFER messages sent by the DHCP Server.
DHCPACK	Specifies the number of DHCPACK messages sent by the DHCP Server.
DHCPNAK	Specifies the number of DHCPNAK messages sent by the DHCP Server.

DHCP Bindings Information

To display the DHCP Bindings Information page, click **System > Services > DHCP Server > DHCP Bindings Information**. A screen similar to the following displays.



- Choose:
 - All Dynamic Bindings** to specify all dynamic bindings to be deleted.
 - Specific Dynamic Binding** to specify specific dynamic binding to be deleted.

The following table describes the DHCP Bindings Information fields.

Field	Description
IP Address	Specifies the Client's IP Address.
Hardware Address	Specifies the Client's Hardware Address.
Lease Time Left	Specifies the Lease time left in Days, Hours and Minutes dd:hh:mm format.
Type	Specifies the Type of Binding: Dynamic / Manual.

DHCP Conflicts Information

To display the DHCP Conflicts Information page, click **System > Services > DHCP Server > DHCP Conflicts Information**. A screen similar to the following displays.

1. Choose:

- **All Address Conflicts** to specify all address conflicts to be deleted.
- **Specific Address Conflict** to specify a specific dynamic binding to be deleted.

The following table describes the DHCP Conflicts Information fields.

Field	Description
IP Address	Specifies the IP Address of the host as recorded on the DHCP server.
Detection Method	Specifies the manner in which the IP address of the hosts were found on the DHCP Server.
Detection Time	Specifies the time when the conflict was detected in N days NNh:NNm:NNs format with respect to the system up time.

DHCP Relay

If the switch is functioning as a Layer 3 device, the Layer 3 DHCP Relay Agent can relay DHCP messages between DHCP clients and DHCP servers that are located in different IP subnets.

To display the DHCP Relay page, click **System > Services > DHCP Relay**. A screen similar to the following displays.

DHCP Relay	
Maximum Hop Count	4 (1 to 16)
Admin Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Minimum Wait Time (secs)	0 (0 to 100)
Circuit ID Option Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
DHCP Status	
Requests Received	0
Requests Relayed	0
Packets Discarded	0

DHCP Relay Configuration

To configure the DHCP Relay information:

1. Use **Maximum Hop Count** to enter the maximum number of hops a client request can take before being discarded. The range is (1 to 16). The default value is 4.
2. Use **Admin Mode** to select enable or disable radio button. When you select 'enable' DHCP requests will be forwarded to the IP address you entered in the 'Server Address' field.
3. Use **Minimum Wait Time** to enter a Minimum Wait Time in seconds. This value will be compared to the time stamp in the client's request packets, which should represent the time since the client was powered up. Packets will only be forwarded when the time stamp exceeds the minimum wait time. The range is (0 to 100).
4. Use **Circuit ID Option Mode** to enable or disable Circuit ID Option mode. If you select 'enable' Relay Agent options will be added to requests before they are forwarded to the server and removed from replies before they are forwarded to clients.

DHCP Relay Status

The following table describes the DHCP Relay Status fields.

Field	Description
Requests Received	The total number of DHCP requests received from all clients since the last time the switch was reset.
Requests Relayed	The total number of DHCP requests forwarded to the server since the last time the switch was reset.
Packets Discarded	The total number of DHCP packets discarded by this Relay Agent since the last time the switch was reset.

DHCP L2 Relay

The DHCP Layer 2 Relay feature permits Layer 3 Relay agent functionality in Layer 2 switched networks.

From the DHCP L2 Relay link, you can access the following pages:

- [DHCP L2 Relay Global Configuration](#) on page 54
- [DHCP L2 Relay Interface Configuration](#) on page 55
- [DHCP L2 Relay Interface Statistics](#) on page 56

DHCP L2 Relay Global Configuration

To display the DHCP L2 Relay Global Configuration page, click **System > Services > DHCP L2 Relay > DHCP L2 Relay Global Configuration**. A screen similar to the following displays.

DHCP L2 Relay Configuration				
DHCP L2 Relay Global Configuration				
Admin Mode		<input checked="" type="radio"/> Disable <input type="radio"/> Enable		
DHCP L2 Relay VLAN Configuration				
	VLAN ID	Admin Mode	Circuit ID Mode	Remote ID String
<input type="checkbox"/>				
<input type="checkbox"/>	1	Disable	Disable	
<input type="checkbox"/>	2	Disable	Disable	

To configure the administrative mode of DHCP L2 Relay on the device, use **Admin Mode** to enable or disable the DHCP L2 Relay on the switch. The default is Disable.

To configure the DHCP L2 Relay VLAN information:

1. **VLAN ID** shows the VLAN ID configured on the switch.
2. Use **Admin Mode** to enable or disable the DHCP L2 Relay on the selected VLAN.
3. Use **Circuit ID Mode** to enable or disable the Circuit ID suboption of DHCP Option-82.
4. Use **Remote ID String** to specify the Remote ID when Remote ID mode is enabled.

DHCP L2 Relay Interface Configuration

To display the DHCP L2 Relay Interface Configuration page, click **System > Services > DHCP L2 Relay > DHCP L2 Relay Interface Configuration**. A screen similar to the following displays.

To configure one or more interfaces for DHCP L2 relay:

	Interface	Admin Mode	82 Option Trust Mode
<input type="checkbox"/>		<input type="text" value="Disable"/>	<input type="text" value="Disable"/>
<input type="checkbox"/>	1/0/1	Disable	Disable
<input type="checkbox"/>	1/0/2	Disable	Disable
<input type="checkbox"/>	1/0/3	Disable	Disable
<input type="checkbox"/>	1/0/4	Disable	Disable
<input type="checkbox"/>	1/0/5	Disable	Disable
<input type="checkbox"/>	1/0/6	Disable	Disable
<input type="checkbox"/>	1/0/7	Disable	Disable
<input type="checkbox"/>	1/0/8	Disable	Disable
<input type="checkbox"/>	1/0/9	Disable	Disable

To configure one or more interfaces for DHCP L2 relay:

1. Select the check box associated with each interface to configure, or select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to enable or disable the DHCP L2 Relay on the selected interface. Default is disable.
3. Use **82 Option Trust Mode** to enable or disable an interface to be trusted for DHCP L2 Relay (Option-82) received.

DHCP L2 Relay Interface Statistics

To display the DHCP L2 Relay Interface Statistics page, click **System > Services > DHCP L2 Relay > DHCP L2 Relay Interface Statistics**. A screen similar to the following displays.

DHCP L2 Relay Interface Statistics				
:: DHCP L2 Relay Interface Statistics				
1 2 LAGS All				
Interface	Untrusted Server Messages With Opt82	Untrusted Client Messages With Opt82	Trusted Server Messages Without Opt82	Trusted Client Messages Without Opt82
1/0/1	0	0	0	0
1/0/2	0	0	0	0
1/0/3	0	0	0	0
1/0/4	0	0	0	0
1/0/5	0	0	0	0
1/0/6	0	0	0	0
1/0/7	0	0	0	0
1/0/8	0	0	0	0
1/0/9	0	0	0	0
1/0/10	0	0	0	0

The following table describes the DHCP L2 Relay Interface Statistics fields.

Field	Description
Interface	Shows the interface from which the DHCP message is received.
UntrustedServerMsgsWithOpt82	Shows the number of DHCP message with option82 received from an untrusted server.
UntrustedClientMsgsWithOpt82	Shows the number of DHCP message with option82 received from an untrusted client.
TrustedServerMsgsWithoutOpt82	Shows the number of DHCP message without option82 received from a trusted server.
TrustedClientMsgsWithoutOpt82	Shows the number of DHCP message without option82 received from a trusted client.

UDP Relay

The UDP Relay feature provides the ability for a router to forward configured UDP broadcast packets to a particular IP address. This allows applications to reach servers on non-local subnets. This is possible even when the application is designed to assume a server is always on a local subnet or when the application uses broadcast packets to reach the server (with the limited broadcast address 255.255.255.255, or a network directed broadcast address).

From the UDP Relay link, you can access the following pages:

- [UDP Relay Global Configuration](#) on page 57
- [UDP Relay Interface Configuration](#) on page 58

UDP Relay Global Configuration

To display the UDP Relay Global Configuration page, click **System > Services > UDP Relay > UDP Relay Global Configuration**. A screen similar to the following displays.

UDP Relay			
:: UDP Relay Configuration			
Admin Mode <input checked="" type="radio"/> Disable <input type="radio"/> Enable			
:: UDP Relay Global Configuration			
Server Address	UDP Port	UDP Port Other Value	Hit Count
<input type="text"/>	<input type="text"/>	<input type="text"/>	

To configure UDP relay:

1. Use **Admin Mode** to enable or disable the UDP Relay on the switch. The default value is disable.
2. Use **Server Address** to specify the UDP Relay Server Address in x.x.x.x format.
3. Use **UDP Port** to specify the UDP Destination Port. These ports are supported:
 - **DefaultSet** - Relay UDP port 0 packets. This is specified if no UDP port is selected when creating the Relay server.
 - **dhcp** -Relay DHCP (UDP port 67) packets.
 - **domain** - Relay DNS (UDP port 53) packets.
 - **isakmp** - Relay ISAKMP (UDP port 500) packets.
 - **mobile-ip** - Relay Mobile IP (UDP port 434) packets
 - **nameserver** - Relay IEN-116 Name Service (UDP port 42) packets
 - **netbios-dgm** - Relay NetBIOS Datagram Server (UDP port 138) packets
 - **netbios-ns** - Relay NetBIOS Name Server (UDP port 137) packets
 - **ntp** - Relay network time protocol (UDP port 123) packets.
 - **pim-auto-rp** - Relay PIM auto RP (UDP port 496) packets.

- **rip** - Relay RIP (UDP port 520) packets
 - **tacacs** - Relay TACACS (UDP port 49) packet
 - **tftp** - Relay TFTP (UDP port 69) packets
 - **time** - Relay time service (UDP port 37) packets
 - **Other** - If this option is selected, the UDP Port Other Value is enabled. This option permits a user to enter their own UDP port in UDP Port Other Value.
4. Use **UDP Port Other Value** to specify a UDP Destination Port that lies between 0 and 65535.
 5. Click **ADD** to create an entry in UDP Relay Table with the specified configuration.
 6. Click **DELETE** to remove all entries or a specified one from UDP Relay Table.

The following table describes the UDP Relay Global Configuration fields.

Field	Description
Hit Count	Show the number of UDP packets hitting the UDP port

UDP Relay Interface Configuration

To display the UDP Relay Interface Configuration page, click **System > Services > UDP Relay > UDP Relay Interface Configuration**. A screen similar to the following displays.

The screenshot shows a web interface for configuring UDP relay. At the top, there's a title 'UDP Relay Interface Configuration' and a sub-header 'UDP Relay Interface Configuration'. Below this is a table with the following columns: 'Interface', 'Server Address', 'UDP Port', 'UDP Port Other Value', 'Discard', and 'Hit Count'. Each column has a corresponding input field or dropdown menu. The 'Interface' column has a dropdown arrow. The 'Server Address' and 'UDP Port' columns have text input fields. The 'UDP Port Other Value' column has a text input field. The 'Discard' column has a dropdown arrow. The 'Hit Count' column is currently empty.

1. Use **Interface** to select an Interface to be enabled for the UDP Relay.
2. Use **Server Address** to specify the UDP Relay Server Address in x.x.x.x format.
3. Use **UDP Port** to specify UDP Destination Port. The following ports are supported:
 - **DefaultSet** - Relay UDP port 0 packets. This is specified if no UDP port is selected when creating a Relay server.
 - **dhcp** - Relay DHCP (UDP port 67) packets.
 - **domain** - Relay DNS (UDP port 53) packets.
 - **isakmp** - Relay ISAKMP (UDP port 500) packets.
 - **mobile-ip** - Relay Mobile IP (UDP port 434) packets
 - **nameserver** - Relay IEN-116 Name Service (UDP port 42) packets
 - **netbios-dgm** - Relay NetBIOS Datagram Server (UDP port 138) packets
 - **netbios-ns** - Relay NetBIOS Name Server (UDP port 137) packets

- **ntp** - Relay network time protocol (UDP port 123) packets.
 - **pim-auto-rp** - Relay PIM auto RP (UDP port 496) packets.
 - **rip** - Relay RIP (UDP port 520) packets
 - **tacacs** - Relay TACACS (UDP port 49) packet
 - **tftp** - Relay TFTP (UDP port 69) packets
 - **time** - Relay time service (UDP port 37) packets
 - **Other** - If this option is selected, the UDP Port Other Value is enabled. This option permits the user to enter their own UDP port in UDP Port Other Value.
4. Use **UDP Port Other Value** to specify UDP Destination Port that lies between 0 and 65535.
 5. Use **Discard** to enable/disable dropping of matched packets. Enable can be chosen only when a user enters 0.0.0.0 IP address. Discard mode can be set to Disable when user adds a new entry with a non-zero IP address.
 6. Click **ADD** to create an entry in UDP Relay Table with the specified configuration.
 7. Click **DELETE** to remove all entries or a specified one from UDP Relay Interface Configuration Table.

The following table describes the UDP Relay Interface Configuration fields.

Field	Description
Hit Count	Show the number of UDP packets hitting the UDP port.

DHCPv6 Server

IPv6 natively provides IP address autoconfiguration through IPv6 Neighbor Discovery Protocol (NDP) and through the use of Router Advertisement messages. Thus, the role of DHCPv6 within the network is different than that of DHCPv4 because DHCPv6 is not the primary source for IP address assignment.

From the DHCP Server link, you can access the following pages:

- [DHCPv6 Server Configuration](#) on page 60
- [DHCPv6 Pool Configuration](#) on page 60
- [DHCPv6 Prefix Delegation Configuration](#) on page 62
- [DHCPv6 Interface Configuration](#) on page 63
- [DHCPv6 Bindings Information](#) on page 64
- [DHCPv6 Server Statistics](#) on page 65

DHCPv6 Server Configuration

To display the DHCP Server Configuration page, click **System > Services > DHCPv6 Server > DHCP Server Configuration**. A screen similar to the following displays.

The screenshot shows a web interface for configuring DHCPv6. At the top, the title 'DHCPv6 Server Configuration' is displayed in purple. Below this, there is a grey header bar with the same title and a red question mark icon. Underneath, the 'Admin Mode' section contains two radio buttons: 'Disable' (which is selected) and 'Enable'. Below the radio buttons is a text input field labeled 'DHCPv6 Server DUID'.

To configure global DHCPv6 server settings:

1. Use **Admin Mode** to specify whether the DHCPv6 Service is to be Enabled or Disabled. Default value is Disable.
2. In the **DHCPv6 Server DUID** field, view the client identifier used by the DHCPv6 client (if enabled) when sending messages to the DHCPv6 server..
3. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
4. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

DHCPv6 Pool Configuration

Use the DHCPv6 Pool Configuration page to set up a pool of DHCPv6 parameters for DHCPv6 clients. The pool is identified with a pool name and contains IPv6 addresses and domain names of DNS servers.

To display the DHCPv6 Pool Configuration page, click **System > Services > DHCPv6 Server > DHCPv6 Pool Configuration**. After expanding the DNS Server Addresses and Domain Name fields, a screen similar to the following displays.

DHCP Pool Configuration

:: DHCP Pool Configuration ?

Pool Name	Create ▾	
Pool Name	<input type="text"/>	(1 to 31 alphanumeric characters)
Type of Binding	Unallocated ▾	
Network Address	<input type="text" value="0.0.0.0"/>	
Network Mask	<input type="text" value="0.0.0.0"/>	
Network Prefix Length	<input type="text"/>	(0 to 32)
Client Name	<input type="text"/>	
Hardware Address	<input type="text" value="00:00:00:00:00:00"/>	
Hardware Address Type	Ethernet ▾	
Client ID	<input type="text"/>	
Host Number	<input type="text" value="0.0.0.0"/>	
Host Mask	<input type="text" value="0.0.0.0"/>	
Host Prefix Length	<input type="text"/>	(8 to 32)
Lease Time	Infinite ▾	
Days	<input type="text" value="0"/>	(0 to 59)
Hours	<input type="text" value="0"/>	(0 to 23)
Minutes	<input type="text" value="0"/>	(0 to 59)
▸ Default Router Addresses		
▸ DNS Server Addresses		
▸ NetBIOS Name Server Addresses		
NetBIOS Node Type	b-node Broadcast ▾	
Next Server Address	<input type="text" value="0.0.0.0"/>	
Domain Name	<input type="text"/>	(0 to 255 characters)
Bootfile	<input type="text"/>	(0 to 128 characters)

To configure a DHCPv6 Pool:

1. From the **Pool Name** field, select Create and enter name for the Pool to be created. To modify information for an existing DHCPv6 pool, select the name of the pool to configure.
2. If you are configuring a new DHCPv6 pool, specify a unique name for the pool in the **Pool Name** field.
3. Click the **DNS Server Addresses** field to expand the field, and enter the IPv6 address for one or more DNS servers.
4. Click the **Domain Name** field to expand the field, and specify one or more DNS domain server names for the pool. Each name may contain up to 255 alphanumeric characters.
5. Use **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
6. Use **DELETE** to delete the pool selected in the **Pool Name** field.

DHCPv6 Prefix Delegation Configuration

With the larger address space inherent to IPv6, addresses within a network can be allocated more effectively in a hierarchical fashion. DHCPv6 introduces the notion of prefix delegation as described in RFC 3633 as a way for routers to centralize and delegate IP address assignment.

DHCPv6 clients may request multiple IPv6 prefixes. Also, DHCPv6 clients may request specific IPv6 prefixes. If the configured DHCPv6 pool contains the specific prefix that a DHCPv6 client requests, then that prefix will be delegated to the client. Otherwise, the first available IPv6 prefix within the configured pool will be delegated to the client.

Use the Prefix Delegation Configuration page to configure a delegated prefix for a pool. At least one pool must be created using DHCPv6 Pool Configuration before a delegated prefix can be configured.

To display the DHCPv6 Prefix Delegation Configuration page, click **System > Services > DHCPv6 Server > DHCPv6 Prefix Delegation Configuration**. A screen similar to the following displays.

DHCPv6 Prefix Delegation Configuration						
Pool Name	Prefix	Prefix Length	DUID	Client Name	Valid Lifetime	Prefer Lifetime
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure the Prefix Delegation information:

1. Use **Pool Name** to select the Pool Name.
2. Specify the **Prefix** and **Prefix Length** of the delegated IPv6 prefix in the appropriate fields.
3. In the **DUID** field, specify the client's unique DUID value.
4. In the **Client Name** field, specify the client's name, which is useful for logging or tracing only. It may be up to 31 alphanumeric characters.

5. In the **Valid Lifetime** field, specify the valid lifetime, in seconds, for the delegated prefix. The values allowed are between 0 to 4294967295.
6. In the **Prefer Lifetime** field, specify the preferred lifetime, in seconds, for the delegated prefix. The values allowed are between 0 to 4294967295.
7. Click **ADD** to add a new delegated prefix for the selected pool.
8. Select the check box associated with a prefix delegation and click **DELETE** to remove the delegated prefix.
9. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
10. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

DHCPv6 Interface Configuration

Use the DHCPv6 Interface Configuration page to configure a DHCPv6 interface.

To display the DHCPv6 Interface Configuration page, click **System > Services > DHCPv6 Server > DHCPv6 Interface Configuration**. A screen similar to the following displays.

	Interface	Admin mode	Pool Name	Rapid Commit	Preference
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable			
<input type="checkbox"/>	1/0/2	Disable			
<input type="checkbox"/>	1/0/3	Disable			
<input type="checkbox"/>	1/0/4	Disable			
<input type="checkbox"/>	1/0/5	Disable			
<input type="checkbox"/>	1/0/6	Disable			
<input type="checkbox"/>	1/0/7	Disable			
<input type="checkbox"/>	1/0/8	Disable			
<input type="checkbox"/>	1/0/9	Disable			
<input type="checkbox"/>	1/0/10	Disable			

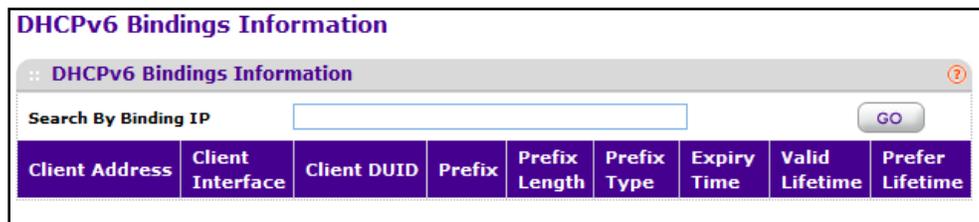
To configure the DHCPv6 Interface Configuration information:

1. Select the check box associated with each interface to configure, or select the check box in the heading row to apply the same configuration to all interfaces.
2. In the **Admin Mode** field, specify the DHCPv6 mode to configure server functionality on the selected interface(s). DHCPv6 server and DHCPv6 relay functions are mutually exclusive.
3. In the **Pool Name** field, specify the DHCPv6 pool containing stateless and/or prefix delegation parameters.
4. (Optional) In the **Rapid Commit** field, select Enable to allow abbreviated exchange between the client and server.

5. In the **Preferences** field, specify the preference value used by clients to determine preference between multiple DHCPv6 servers. The values allowed are between 0 to 4294967295. The default value is 0.
6. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
7. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

DHCPv6 Bindings Information

To display the DHCPv6 Bindings Information page, click **System > Services > DHCPv6 Server > DHCPv6 Bindings Information**. A screen similar to the following displays.



The following table describes the DHCPv6 Bindings Information fields.

Field	Description
Client Address	The Client's IPv6 address.
Client Interface	The interface number where the client binding occurred.
Client DUID	The client's DHCPv6 unique identifier.
Prefix	The IPv6 address leased to the client
Prefix Length	The IPv6 mask length.
Prefix Type	The type of prefix associated with this binding: Dynamic / Manual.
Expiry Time	The number of seconds until the prefix associated with a binding will expire.
Valid Lifetime	The valid lifetime value in seconds of the prefix associated with a binding.
Prefer Lifetime	The preferred lifetime value in seconds of the prefix associated with a binding

DHCPv6 Server Statistics

To display the DHCP Server Statistics page, click **System > Services > DHCPv6 Server > DHCPv6 Server Statistics**. A screen similar to the following displays.

DHCPv6 Server Statistics

:: DHCPv6 Interface Selection ?

Interface ▼

:: Messages Received: ?

Total DHCPv6 Packets Received	0
DHCPv6 Solicit Packets Received	0
DHCPv6 Request Packets Received	0
DHCPv6 Confirm Packets Received	0
DHCPv6 Renew Packets Received	0
DHCPv6 Rebind Packets Received	0
DHCPv6 Release Packets Received	0
DHCPv6 Decline Packets Received	0
DHCPv6 Inform Packets Received	0
DHCPv6 Relay-forward Packets Received	0
DHCPv6 Relay-reply Packets Received	0
DHCPv6 Malformed Packets Received	0
Received DHCPv6 Packets Discarded	0

:: Messages Sent: ?

Total DHCPv6 Packets Sent	0
DHCPv6 Advertisement Packets Transmitted	0
DHCPv6 Reply Packets Transmitted	0
DHCPv6 Reconfig Packets Transmitted	0
DHCPv6 Relay-forward Packets Transmitted	0
DHCPv6 Relay-reply Packets Transmitted	0

The following table describes the DHCPv6 Server Statistics fields.

Field	Description
Interface	Select the interface with the statistics to view.
Messages Received	Specifies the aggregate of all interface level statistics for received messages.
Total DHCPv6 Packets Received	Specifies the total number of Packets Received.
DHCPv6 Solicit Packets Received	Specifies the number of Solicits.
DHCPv6 Request Packets Received	Specifies the number of Requests.
DHCPv6 Confirm Packets Received	Specifies the number of Confirms.
DHCPv6 Renew Packets Received	Specifies the number of Renews.
DHCPv6 Rebind Packets Received	Specifies the number of Rebinds.

Field	Description
DHCPv6 Release Packets Received	Specifies the number of Releases.
DHCPv6 Decline Packets Received	Specifies the number of Declines.
DHCPv6 Inform Packets Received	Specifies the number of Informs.
DHCPv6 Relay-forward Packets Received	Specifies the number of Relay forwards.
DHCPv6 Relay-reply Packets Received	Specifies the number of Relay Replies.
DHCPv6 Malformed Packets Received	Specifies the number of Malformed Packets.
Received DHCPv6 Packets Discarded	Specifies the number of Packets Discarded.
Messages Sent	The aggregate of all interface level statistics for messages sent.
Total DHCPv6 Packets Sent	Specifies the total number of Packets Transmitted.
DHCPv6 Advertisement Packets Transmitted	Specifies the number of Advertisements.
DHCPv6 Reply Packets Transmitted	Specifies the number of Replies.
DHCPv6 Reconfig Packets Transmitted	Specifies the number of Reconfigurations.
DHCPv6 Relay-forward Packets Transmitted	Specifies the number of Relay forwards.
DHCPv6 Relay-reply Packets Transmitted	Specifies the number of Relay Replies.

DHCPv6 Relay

The DHCPv6 Relay Agent allows for various sub-options to be attached to messages that are being relayed by the local switch to a DHCPv6 server. The DHCPv6 server may in turn use this information in determining an address to assign to a DHCPv6 client

To display the DHCPv6 Relay Configuration page, click **System > Services > DHCPv6 Relay**. A screen similar to the following displays.

The screenshot shows the DHCPv6 Relay Configuration page. At the top, there is a title "DHCPv6 Relay Configuration" and a sub-header "DHCPv6 Relay Configuration". Below this, there is a tab "1 2 LOOPBACKS All" and a "Go To Interface" field with a "GO" button. The main content is a table with the following columns: Interface, Admin Mode, Relay Interface, Destination IP Address, and Remote ID. The table lists seven interfaces (1/0/1 to 1/0/7) with their Admin Mode set to "Disable".

	Interface	Admin Mode	Relay Interface	Destination IP Address	Remote ID
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable			
<input type="checkbox"/>	1/0/2	Disable			
<input type="checkbox"/>	1/0/3	Disable			
<input type="checkbox"/>	1/0/4	Disable			
<input type="checkbox"/>	1/0/5	Disable			
<input type="checkbox"/>	1/0/6	Disable			
<input type="checkbox"/>	1/0/7	Disable			

To configure the DHCPv6 Relay information for one or more interfaces:

1. Select the check box associated with each interface to configure, or select the check box in the heading row to apply the same configuration to all interfaces.
2. In the **Admin Mode** field, specify the DHCPv6 mode to configure DHCPv6 Relay functionality. DHCPv6 server and DHCPv6 relay functions are mutually exclusive.
3. In the **Relay Interface** field, specify an interface to reach a relay server.
4. In the **Destination IP Address** field, specify an IPv6 Address to reach a relay server.
5. In the **Remote ID** field, specify the relay agent information option. The remote ID needs to be derived from the DHCPv6 server DUID and the relay interface number, or it can be specified as a user-defined string.
6. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
7. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Stacking

A stackable switch is a switch that is fully functional operating as a stand-alone unit but can also be set-up to operate together with up to seven other switches. This group of switches shows the characteristics of a single switch while having the port capacity of the sum of the combined switches.

From the Stacking link under the System tab, you can access the following pages:

- [Stack Configuration](#) on page 72
- [Stack Port Configuration](#) on page 74
- [Stack Port Diagnostics](#) on page 76
- [Stack Firmware Synchronization](#) on page 77

One of the switches in the stack controls the operation of the stack. This switch is called the stack *master*. The remaining switches in the stack are stack *members*. The stack members use stacking technology to behave and work together as a unified system. Layer 2 and higher protocols present the entire switch stack as a single entity to the network.

The stack master is the single point of stack-wide management. From the stack master, you configure the following:

- System-level (global) features that apply to all stack members
- Interface-level features for all interfaces on any stack member

A switch stack is identified in the network by its network IP address. The network IP address is assigned according to the MAC address of the stack master. Every stack member is uniquely identified by its own stack member number, which is from 1–6. The stack master can be any number within that range.

Stack Features

Stacking on the ProSafe M5300 switches supports the following:

- Up to eight switches per stack, which can be any combination of the following switch models:
 - M5300 Series (all models)
 - GSM7328S
 - GSM7352S
 - GSM7328FS
 - GSM7328Sv2
 - GSM7352Sv2
 - GSM7228PS
 - GSM7252PS.

- Single IP address management through a web browser, the CLI, or SNMP.
- Master-slave configuration.
 - The master retains configuration for entire stack.
 - Automatic detection of new members, with synchronization of firmware (upgrade or downgrade as needed).
- Configuration updates across the stack through a single operation.
- Automatic master fail-over. Fully resilient stack with chain and ring topology.
- Hot swapping (insertion and removal) of stack members.

Firmware Synchronization and Upgrade

All stack members must run the same software version to ensure compatibility within the stack. By default, if a unit is added to the stack and its software version is not the same as the stack master, that unit is not allowed to join the stack. You can enable the Stack Firmware Auto Upgrade feature, which will automatically synchronize the firmware version on the new unit with the version running on the stack master. The synchronization operation may result in either upgrade or downgrade of firmware on the mismatched stack member.

Upgrading the firmware on a stack of switches is the same as upgrading the firmware on a single switch. After you download a new image by using the File Download page or SCC, the downloaded image is distributed to all the connected units of the stack.

Note: It is recommended to set the active image for all stack members the same as the active image of the stack master. In other words, if image1 is the active image on the stack master, all units should have image1 as the active image. For information about configuring the active image, see [Dual Image Configuration](#) on page 289.

Configuration Maintenance

The stack master stores and maintains the saved and running configuration files for the switch stack. The configuration files include the system-level settings for the switch stack and the interface-level settings for all stack members. Each stack member retains a copy of the saved file for backup purposes. If the master is removed from the stack or becomes unavailable, another member will be elected master, and will then run from that saved configuration.

The switch master copies its running configuration to the stack member configured as the *standby* unit whenever it changes (subject to some restrictions to reduce overhead). This enables the standby unit to take over the stack operation with minimal interruption if the stack master becomes unavailable. The running-config synchronization also occurs when the running configuration is auto-saved on the stack master or when the standby unit changes.

Stack Master Election

All stack members are eligible stack masters. If the stack master becomes unavailable, the remaining stack members participate in electing a new stack master from among themselves. The following factors determine which switch is elected the stack master:

- The switch that is master always has priority to retain the role of master
- Assigned priority
- MAC address

When the stack is powered up and completes the boot process or the original stack master becomes unavailable, the stack master is determined through an election process.

The rules for stack master Election are as follows:

- If a unit had previously been elected stack master, then it will remain the stack master and other units will simply be stack members.
- If no units were stack masters, or more than one unit was a stack master, then the unit with the highest management preference is elected stack master. The management preference can be assigned by the administrator. However, if all units have the same management preference, then the unit with the highest MAC address is assigned as the stack master.

Factory Defaults Reset Behavior

If the stack master is reset to the factory default settings (see [Factory Default](#) on page 281), the stack master applies the default settings to all the stack members and resets the stack, including all participating stack members. When the stack boots, the stack master election process begins.

A switch can be described in terms of three semi-independent functions called the forwarding plane, the control plane, and the management plane. The forwarding plane forwards data packets. The forwarding plane is implemented in hardware. The control plane is the set of protocols that determine how the forwarding plane should forward packets, deciding which data packets are allowed to be forwarded and where they should go. Application software on the management unit acts as the control plane. The management plane is application software running on the management unit that provides interfaces allowing a network administrator to configure and monitor the device.

Nonstop Forwarding

Nonstop forwarding (NSF) allows the forwarding plane of stack units to continue to forward packets while the control and management planes restart as a result of a power failure, hardware failure, or software fault on the management unit. A nonstop forwarding failover can also be manually initiated by clicking the Initiate Failover button on the NSF Summary page. Traffic flows that enter and exit the stack through physical ports on a unit other than the management continue with at most sub-second interruption when the management unit fails.

To prepare the backup management unit in case of a failover, applications on the management unit continuously checkpoint some state information to the backup unit. Changes to the running configuration are automatically copied to the backup unit. MAC addresses stay the same across a nonstop forwarding failover so that neighbors do not have to relearn them.

When a nonstop forwarding failover occurs, the control plane on the backup unit starts from a partially-initialized state and applies the checkpointed state information. While the control plane is initializing, the stack cannot react to external changes, such as network topology changes. Once the control plane is fully operational on the new management unit, the control plane ensures that the hardware state is updated as necessary. Control plane failover time depends on the size of the stack, the complexity of the configuration, and the speed of the CPU.

The management plane restarts when a failover occurs. Management connections must be reestablished.

For NSF to be effective, adjacent networking devices must not reroute traffic around the restarting device. The switch uses three techniques to prevent traffic from being rerouted:

1. A protocol may distribute a part of its control plane to stack units so that the protocol can give the appearance that it is still functional during the restart. Spanning tree and port channels use this technique.
2. A protocol may enlist the cooperation of its neighbors through a technique known as graceful restart. OSPF uses graceful restart if it is enabled.
3. A protocol may simply restart after the failover if neighbors react slowly enough that they will not normally detect the outage. The IP multicast routing protocols are a good example of this behavior.

To take full advantage of nonstop forwarding, layer 2 connections to neighbors should be via port channels that span two or more stack units, and layer 3 routes should be ECMP routes with next hops via physical ports on two or more units. The hardware can quickly move traffic flows from port channel members or ECMP paths on a failed unit to a surviving unit.

Stack Configuration

From this page, you can preconfigure stack members before adding them to the stack, change the unit number assigned to a stack member, and to select a new stack master or give management preference to one or more units. If you change the unit ID on a stack member, the member reloads. A stack move causes all routes and layer 2 addresses to be lost. The administrator is prompted to confirm the management move.

To display the Stack Configuration page, click **System > Stacking > Basic > Stack Configuration**. A screen similar to the following is displayed.

Stack Configuration

Management Unit Selection

Management Unit Selected:

Stack Configuration

Unit ID	Change Switch ID to	Switch Type	Hardware Management Preference	Switch Priority	Management Status	Standby Status	Switch Status
<input type="checkbox"/> 1	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>		
<input type="checkbox"/> 1		GSM7328S	Unassigned	Unassigned	Management	None	OK
<input type="checkbox"/> 2		GSM7328S	Unassigned	Unassigned	StackMember	Opr Standby	OK

Basic Stack Status

Unit ID	Switch Description	Serial Number	Uptime	Preconfigured Model Identifier	Plugged-in Model Identifier	Detected Code Version	Detected Code in Flash	SFS Last Attempt Status
1	M5300-28G3	ng3456	2 days, 1 hours, 53 minutes, 16 secs	M5300-28G3	M5300-28G3	R.6.20.3	R.6.20.3	None
2	M5300-28G3	ng2xn1225lf0014	2 days, 1 hours, 53 minutes, 17 secs	M5300-28G3	M5300-28G3	R.6.20.3	R.6.20.3	None

To select a new stack master:

1. In the **Management Unit Selected** menu, select the unit ID of the stack member to become the stack master.
2. A message indicating that moving stack management will unconfigure entire stack including all interfaces.
3. Click OK to confirm the selection and reload the stack. The stack will be unavailable until the boot process completes.

To configure a stack member before adding it to the stack:

1. Select the **Unit ID** of the stack member to add.
2. Select the switch model number of the new unit from the **Switch Type** field.
3. Optionally, specify the **Switch Priority** to select whether you want this unit to become a management unit in preference to another unit. The default value for this setting is undefined. If the preference level is set to zero, then the device cannot become a management unit. A higher value indicates a higher priority, the maximum value is 15.
4. Use the **Management Status** field to indicate whether the selected switch is the stack master, a normal stacking member, or the standby unit. A standby unit takes over the stack master responsibilities if the stack master becomes unavailable.
5. Click **Add** to add the preconfigured unit to the stack.

To change the settings for an existing stack member:

1. Select the check box next to the stack member to configure.
2. If desired, specify a new unit ID for the stack member in the **Change to Switch ID** field. The renumbering process causes the unit to reload.
3. Specify the switch type, priority, or management status from the available fields.
4. Click **Apply** to save the changes to the stack member.

Note: *If you configured a new unit number for an existing stack member, you are asked to confirm the change. Click **OK** to continue or **Cancel** to retain the original settings.*

5. Click **Delete** to remove the selected unit from the stack.
6. Click **Refresh** to update the page with the latest information from the switch.
7. Click **Cancel** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

The following table describes the non-configurable Stack Configuration fields.

Field	Description
Hardware Management Preference	The hardware management preference of the switch. The hardware management preference can be disabled or unassigned.
Standby Status	Identifies the switch that is configured as the Standby Unit. The possible values are: <ul style="list-style-type: none"> • Cfg Standby - Indicates that the unit is configured as the Standby Unit. The unit configured as the Standby switch becomes the stack manager if the current manager fails. • Opr Standby - Indicates that this unit is operating as the Standby Unit and the configured Standby Unit is not part of the stack. • None - The switch is not configured as the Standby Unit.
Switch Status	Displays the status of the selected unit. The possible values are: <ul style="list-style-type: none"> • OK • Unsupported • Code Mismatch • Config Mismatch • Not Present

The following table describes the Basic Stack Status fields.

Field	Description
Unit ID	The unit ID of the specific switch.
Switch Description	The description for the unit can be configured by the user.
Serial Number	The unique box serial number for this switch.
Uptime	The displays the relative time since the last reboot of the switch.
Preconfigured Model Identifier	This field displays the model type assigned by the device manufacturer to identify the device.
Plugged-in Model Identifier	This field displays the model type assigned by the device manufacturer to identify the plugged-in device.
Detected Code Version	This field indicates the detected version of code on this unit.
Detected Code Version in Flash	The displays the Release number and version number of the code stored in flash.
SFS Last Attempt Status	This displays the status of last tried stack firmware synchronisation. "None" is the default value if SFS has not been tried.

Stack Port Configuration

By default, the stack ports on each switch are configured for stacking. However, you can use these ports as standard Ethernet ports. Use the Stack Port configuration page to configure the mode of the stack ports and to view information about the ports.

To display the Stack Port Configuration page, click **System > Stacking > Advanced > Stack Port Configuration**. A screen similar to the following is displayed (the page is shown in two parts).

Stack Port Configuration										
Stack Port Configuration										
	Unit ID	Port	Slot Id	Type	XFP/SFP+ Adapter	Configured Stack Mode	Running Stack Mode	Link Status	Link Speed (Gbps)	Transmit Data Rate (Mbps)
<input type="checkbox"/>						<input type="text" value="Stack"/>				
<input type="checkbox"/>	1	0/25				Stack	Stack	Down	10	0
<input type="checkbox"/>	1	0/26				Stack	Stack	Up	10	0
<input type="checkbox"/>	1	0/27				Stack	Stack	Down	12	0
<input type="checkbox"/>	1	0/28				Stack	Stack	Down	12	0
<input type="checkbox"/>	2	0/25				Stack	Stack	Down	10	0
<input type="checkbox"/>	2	0/26				Stack	Stack	Up	10	0
<input type="checkbox"/>	2	0/27				Stack	Stack	Down	12	0
<input type="checkbox"/>	2	0/28				Stack	Stack	Down	12	0

Transmit Error Rate (Errors/s)	Total Transmit Errors	Receive Data Rate (Mbps)	Receive Error Rate (Errors/s)	Total Receive Errors
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0

To configure the mode of the stack ports:

1. Select the check box associated with the unit and port to configure:
2. From the **Configured Stack Mode** field, select the operating mode:
 - **Stack.** The port connects to the stack port on another stack member. This is the default value.
 - **Ethernet.** The port operates as a standard switch port that receives and transmits network traffic
3. Click **Apply** to apply the new settings to the system.
4. Click **Cancel** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
5. Click **Refresh** to update the screen with the current information.

The following table describes Stack Port Configuration fields.

Field	Description
Unit ID	Displays the unit.
Port	Displays the stackable interfaces on the given unit.
Slot ID	Displays the slot Id in the format unit/slot.
Type	Displays the type of stackable interfaces on the given unit.
XFP/SFP+ Adapter	Displays the Name of the XFP/SFP+ Adapter.
Running Stack Mode	Displays the run-time mode of the stackable interface.

Field	Description
Link Status	Displays the link status (UP/DOWN) of the port.
Link Speed (Gbps)	Displays the maximum speed of the stacking port.
Transmit Data Rate (Mbps)	Displays the approximate transmit rate on the stacking port.
Transmit Error Rate	Displays the number of errors in transmit packets per second.
Total Transmit Errors	Displays the total number of errors in transmit packets since boot. The counter may wrap.
Data Rate (Mbps)	Displays the approximate receive rate on the stacking port.
Receive Error Rate	Displays the number of errors in receive packets per second.
Total Receive Errors	Displays the total number of errors in receive packets since boot. The counter may wrap.

Stack Port Diagnostics

This page displays the diagnostics for all the stackable interfaces in the given stack.

To display the Stack Port Diagnostics page, click **System > Stacking > Advanced > Stack Port Diagnostics**. A screen similar to the following is displayed.

The screenshot shows a web interface titled "Stack Port Diagnostics". Below the title is a table with three columns: "Unit ID", "Port", and "Port Diagnostics Info". The table contains eight rows of data, each representing a different stackable interface. The "Port Diagnostics Info" column contains a string of diagnostic data for each port, such as "RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0".

Unit ID	Port	Port Diagnostics Info
1	0/25	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
1	0/26	RBYT:2f5b1e45 RPKT:124803 TBYT:302d628a TPKT:13c3dcRFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
1	0/27	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
1	0/28	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
2	0/25	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
2	0/26	RBYT:302d5fe6 RPKT:13c3db TBYT:2f5b1e45 TPKT:124803RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
2	0/27	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0
2	0/28	RBYT:0 RPKT:0 TBYT:0 TPKT:0RFCS:0 RFRG:0 RJBR:0 RUND:0 ROVR:0 RUNT:0TFCS:0 TERR:0

The following table describes the Stack Port Diagnostics fields.

Field	Definition
Unit ID	Displays the unit.
Port	Displays the stackable interface on the given unit.
Port Diagnostics Info	Displays three text fields (80 character strings) populated by the driver containing debug and status information.

Stack Firmware Synchronization

To display the stack firmware synchronization configurations from the Stack Firmware Synchronization page, click **System > Stacking > Advanced > Stack Firmware Synchronization**. A screen similar to the following is displayed.

Stack Firmware Synchronization	
Stack Firmware Auto Upgrade	Disable
Traps	Enable
Allow Downgrade	Enable

To configure the Stack Firmware Synchronization features:

1. Specify whether **Stack Firmware Auto Upgrade** is enabled or disabled. This feature determines what to do when a new member attempts to join the stack, and its firmware does not match the version running on the master.
 - **Enable**. The stack master upgrades the version on the new member to match the version running on the rest of the stack.
 - **Disable**. The new member is not allowed to join.
2. Use the **Traps** field to enable or disable sending of traps during Stack Firmware Synchronization Start, Failure, or Finish.
3. Use the **Allow Downgrade** field to determine whether the stack master should downgrade the firmware version on a new member that attempts to join the stack if the new member has a firmware version that is more recent than the stack.
4. Click **Refresh** to update the page with the latest information from the switch.
5. Click **Apply** to apply the new settings to the switch. Configuration changes take effect immediately.

NSF

Use the NSF Summary page to enable nonstop forwarding feature on the stack, view operational status information, and to initiate a warm restart of the management unit.

When nonstop forwarding is enabled, if the management unit of a stack fails, the backup unit takes over as the master without clearing the hardware tables of any of the surviving units. Data traffic continues to be forwarded in hardware while the management functions initialize on the backup unit.

NSF is enabled by default on platforms that support it. The administrator may wish to disable NSF in order to redirect the CPU resources consumed by data checkpointing. To display the NSF Summary page, click **System > Stacking > Advanced > NSF > NSF Summary**. A screen similar to the following is displayed.

The screenshot shows the NSF Summary page with the following details:

- NSF Summary**: Admin Status is set to 'Enable' (via a dropdown menu). Operational Status is 'Enable', Last Startup Reason is 'Power On', Time Since Last Restart is '2 days 1 hrs 54 mins 30 secs', Restart In Progress is 'No', and Warm Restart Ready is 'Yes'.
- Copy of Running Configuration to Backup Unit**: Status is 'Current' and Backup Configuration Age is '0 days 0 hrs 31 mins 52 secs'.
- NSF Support on Unit**: A table showing support status for two units.

Unit ID	NSF Support
1	Enable
2	Enable

To configure NSF:

1. To enable or disable NSF on the switch, select the desired option from the **Admin Mode** field. When enabled, the stack selects a backup unit to receive checkpointed data from applications on the management unit.
2. Click **INITIATE FAILOVER** to start a warm restart. On a warm restart, the backup unit becomes the management unit without clearing its hardware tables (on a cold restart, hardware tables are cleared). Applications apply checkpointed data from the former management unit to the backup unit as the original management unit reboots.

If the system is not ready for a warm restart, for example because no backup unit has been elected or one or more members of the stack do not support nonstop forwarding, the command fails with a warning message.

3. Click **APPLY** if you have updated the NSF Admin Status. If you want the switch to retain the new setting across a power cycle, you must perform a save.

4. Click **CANCEL** to abandon the changes.
5. Click **RESET** to redisplay the page with the latest status values from the switch.

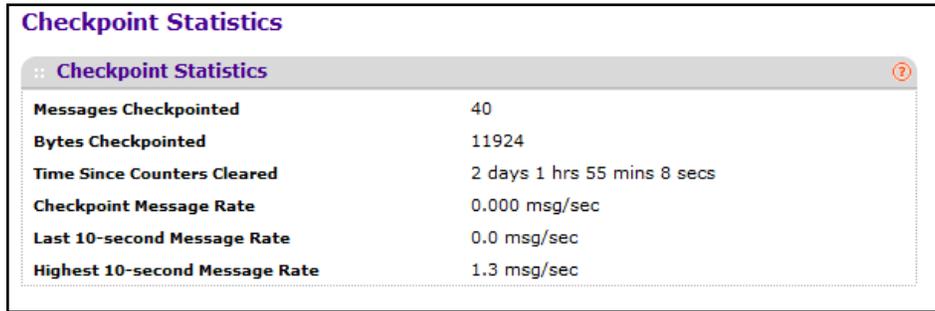
The NSF Summary page includes the following non-configurable information:

Field	Description
Operation Status	Indicates whether NSF is operational on the stack, which may differ from the Admin Status setting. If a unit that does not support NSF is connected to the stack, then NSF is disabled on all stack members. When a unit that does not support NSF is disconnected from the stack and all other units support NSF, and NSF is administratively enabled, then NSF operation resumes.
Last Startup Reason	The type of activation that caused the software to start the last time. The possible values are: <ul style="list-style-type: none"> • Power On—The switch rebooted, caused by a power cycle or an administrative “Reload” command. • Administrative Move— The administrator issued a command for the stand-by manager to take over. • Warm Admin Move—The administrator issued a command for the backup manager to take over. • Warm—The primary management card restarted due to a failure, and the system executed a nonstop forwarding failover to a backup management unit. • Auto Cold—The system switched from the active manager to the backup manager and was unable to maintain user data traffic. This is usually caused by multiple failures occurring close together.
Time Since Last Restart	Time since the current management card became the active management card. For the backup management unit, the value is set to 0d 00:00:00.
Restart In Progress	Indicates whether a restart is in progress. A restart is not considered complete until all hardware tables have been fully reconciled.
Warm Restart Ready	Indicates whether the initial full checkpoint has finished.
Backup Configuration Age	Indicates the time since the running configuration was last copied to the backup unit.

Checkpoint Statistics

Use the Checkpoint Statistics page to display information about the protocol and routing data that the management unit shares with the backup unit.

To display the Checkpoint Statistics page, click **System > Stacking > Advanced > NSF > Checkpoint Statistics**. A screen similar to the following is displayed.



The screenshot shows a web interface window titled "Checkpoint Statistics". The window has a grey header bar with the title and a help icon. Below the header is a table with six rows of statistics. The table is enclosed in a dotted border.

Checkpoint Statistics	
Messages Checkpointed	40
Bytes Checkpointed	11924
Time Since Counters Cleared	2 days 1 hrs 55 mins 8 secs
Checkpoint Message Rate	0.000 msg/sec
Last 10-second Message Rate	0.0 msg/sec
Highest 10-second Message Rate	1.3 msg/sec

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The following table describes the fields on the Checkpoint Statistics page:

Field	Description
Messages Checkpointed	The number of messages sent from master unit to backup unit.
Bytes Checkpointed	How much data has been sent from master unit to the backup unit.
Time Since Counters Cleared	The amount of time since the counters have been reset.
Message Rate Interval	The number of seconds between measurements.
Message Rate	The number of messages sent in the last measurement interval.
Highest Message Rate	The highest number of messages that have been sent in a measurement interval.

PoE (M5300-28G-POE+ and M5300-52G-POE+ Only)

Copper Ethernet ports 1–24 on the M5300-28G-POE+ and copper Ethernet ports 1–48 on the M5300-52G-POE+ are PoE+ (IEEE 802.3at) compliant ports. Each port is capable of delivering up to 30W of reliable, uninterrupted power to connected PoE-powered devices (PD).

The GS728TPS can provide a total of 192W of power to all connected devices. The GS752TPS can provide a total of 384W of power to all connected devices. You can configure per-port priority settings, timers, and power limits to manage the power supplied to the connected PDs and to ensure that the power budget for each switch is used effectively.

From the PoE link, you can access the following pages:

- [Basic PoE Configuration](#) on page 83
- [PoE Port Configuration](#) on page 84

Basic PoE Configuration

Use the PoE Configuration page to view global PoE power information and to configure PoE settings.

To display the Basic PoE Configuration page, click **System** > **Services** > **PoE** > **Basic** > **PoE Configuration**. A screen similar to the following displays.

The screenshot shows the 'PoE Configuration' interface. It is divided into two main sections:

- Unit Selection:** A dropdown menu labeled 'Unit:' with the value '3' selected.
- PoE Configuration:** A table of settings:

Firmware Version	1.0.3.8
Power Status	Off
Total Power (Main AC)	384 Watt
Total Power (RPS)	1440 Watt
Power Source	Main AC
Threshold Power	345600 mW
Consumed Power	0 mW
System Usage Threshold	90 (1% to 99%)
Power Management Mode	Dynamic
Auto Reset Mode	<input type="radio"/> Enable <input checked="" type="radio"/> Disable
Traps	<input checked="" type="radio"/> Enable <input type="radio"/> Disable

To configure PoE trap settings:

1. If you are managing a stack of switches, select the ID of the stack member to configure from the **Unit** menu.
2. Specify the percentage of the threshold power that must be consumed before a trap is sent.
3. Select the power management algorithm the switch uses to deliver power to the requesting PDs.
 - **Static.** The Power allocated for each port depends on the type of power threshold configured on the port.
 - **Dynamic.** The power consumption of each port is measured and calculated in real-time.
4. Select the appropriate radio button to enable or disable SNMP traps for PoE.
5. Click **APPLY** to apply the new settings to the system.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
7. Click **REFRESH** to update the screen with the current information.

The PoE Configuration page also provides the following information:

Field	Description
Firmware Version	Version of the PoE controller's FW image.
Power Status	Indicates whether the PoE capability is on or off.
Nominal Power	Indicates the nominal amount of power the switch can provide to all ports.
Threshold Power	Shows the amount of power the system can consume before the system will not provide power to an additional port.
Consumed Power	Shows the total amount of power currently being delivered to all ports.

PoE Port Configuration

Use the PoE Port Configuration page to configure per-port PoE settings.

To display the Advanced PoE Configuration page, click **System > Services > PoE > Advanced > PoE Configuration**. A screen similar to the following displays (the screens have been edited to show all fields).

PoE Port Configuration

:: PoE Port Configuration

3 All Go To Port

	Port	Admin Mode	High Power	Max Power (mW)	Port Priority	High Power Mode	Power Limit Type	Power Limit (mW)
<input type="checkbox"/>		<input type="text"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	3/0/1	Enable	Yes	32000	Low	802.3at	Class	30000
<input type="checkbox"/>	3/0/2	Enable	Yes	32000	Low	802.3at	Class	30000
<input type="checkbox"/>	3/0/3	Enable	Yes	32000	Low	802.3at	Class	30000
<input type="checkbox"/>	3/0/4	Enable	Yes	32000	Low	802.3at	Class	30000
<input type="checkbox"/>	3/0/5	Enable	Yes	32000	Low	802.3at	Class	30000
<input type="checkbox"/>	3/0/6	Enable	Yes	32000	Low	802.3at	Class	30000

	Detection Type	Class	Timer Schedule	Ouput Voltage (Volts)	Ouput Current (mA)	Ouput Power (mW)	Temperature	Status	Fault Status
<input type="checkbox"/>	<input type="text"/>		<input type="text"/>						
	ieee	Unknown	None	0	0	0	36	Searching	No Error
	ieee	Unknown	None	0	0	0	36	Searching	No Error
	ieee	Unknown	None	0	0	0	36	Searching	No Error
	ieee	Unknown	None	0	0	0	36	Searching	No Error
	ieee	Unknown	None	0	0	0	41	Searching	No Error
	ieee	Unknown	None	0	0	0	38	Searching	No Error

To configure PoE Port settings:

1. Select the check box next to the port to configure. Select multiple check boxes to apply the same settings to each selected port. Select the check box in the heading row to apply the same settings to all ports.
2. Configure or view the settings:
 - **Admin Mode.** Enable or disable the ability of the port to deliver power.
 - **High Power.** Indicates whether the port supports High Power Mode.
 - **Max Power.** Shows the maximum power, in Watts, the port can provide.
 - **Port Priority.** Determine which ports can deliver power if the total power delivered by the switch crosses a certain threshold. The switch may not be able to supply power to all connected devices. Priority is used to determine which ports can supply power. When ports have the same priority, the lower numbered port is given a higher priority. The possible priority levels are Critical (highest priority), High, and Low.
 - **High Power Mode.** Select the power-up mode for the port
 - **Disable:** A port is powered in the IEEE 802.3af mode. (Default)
 - **Legacy:** A port is powered using high-inrush current, which is used by legacy powered devices (PDs) with a power requirement greater than 15W from power up.
 - **Pre-802.3at.** A port is powered in the IEEE 802.3af mode initially and switched to the high-power IEEE 802.3at mode before 75 msec. Use this mode if the PD is *not* performing Layer 2 classification, or if the switch is performing two-event Layer 1 classification.
 - **802.3at.** A port is powered in IEEE 802.3at mode. If the PD class detected by the switch is not Class 4 (type 2), the port will power up the PD, but only Class 4 PDs can be powered up in the IEEE 802.3at mode.
 - **Power Limit Type.** Select the type of power limit to use on the port, which is one of the following:
 - **Class:** Select this option to base the power limit on the detected class value. When this value is selected, the user-configured value configured in the Power Limit field is ignored.
 - **User:** Select this option to base the power limit on the value configured in the Power Limit field.
 - **None.** Select this option to indicate that no power limit type is used on the port.
 - **Power Limit.** Set the maximum amount of power that can be delivered by a port when the Power Limit Type is *User*.
 - **Detection Type.** Select the PD detection mode the PSE port uses to detect an attached device. The detection mode can be one of the following modes:
 - **Auto.** The port performs four-point resistive detection (802.3af4point) followed by legacy detection.
 - **Pre-ieee.** The port performs legacy detection.
 - **ieee.** The port performs four-point resistive detection (802.3af4point).

- **Class.** View the class of the PD connected to the port. The class defines the range of power a PD is drawing from the system. The class is defined as:
 - **0:** 0.44–12.95W
 - **1:** 0.44–3.83W
 - **2:** 3.84–6.48W
 - **3:** 6.49–12.95W
 - **4:** 12.95–25.50W (802.3at Type 2 devices only)
 - **Timer Schedule.** Select the timer schedule to use for the port. By default, no timer schedules are configured. To create a timer schedule, use the Timer Schedule Global Configuration page.
 - **Output Voltage.** Shows the current voltage being delivered to device in Volts.
 - **Output Current.** Shows the current being delivered to device in mA.
 - **Output Power.** Shows the current power being delivered to device in Watts.
 - **Temperature.** The temperature measured at this port of the PoE Controller. It is measured in degrees celsius.
 - **Status.** View the operational status of the port PD detection.
 - **Disabled.** Indicates no power is being delivered.
 - **DeliveringPower.** Indicates power is being drawn by a connected device.
 - **Fault.** Indicates a problem with the port.
 - **Test.** Indicates the port is in test mode.
 - **OtherFault.** Indicates the port is idle due to an error condition.
 - **Searching.** Indicates the port is not in one of the above states.
 - **Requesting Power.** Indicates that a valid PD has been detected, but the device is not able to deliver power to the PD due to a power management decision.
 - **Fault Status.** Describes the error description when the PSE port is in fault status, which can be one of the following:
 - **No Error.** Specifies that the PSE port is not in any error state.
 - **MPS Absent.** Specifies that the PSE port has detected an absence of main power supply.
 - **Short.** Specifies that the PSE port has detected a short circuit condition.
 - **Overload.** Specifies that the PD connected to the PSE port had tried to provide more power than it is permissible by the hardware.
 - **Power Denied.** Specifies that the PSE port has been denied power because of shortage of power or due to administrative action.
3. Click **APPLY** to apply the new settings to the system.
 4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
 5. Click **RESET** to forcibly reset the selected port(s).

SNMP

From SNMP link under the System tab, you can configure SNMP settings for SNMP V1/V2 and SNMPv3.

From the SNMP link, you can access the following pages:

- [SNMPV1/V2](#) on page 87
- [SNMP V3 User Configuration](#) on page 92

SNMPV1/V2

The pages under the SNMPV1/V2 menu allow you to configure SNMP community information, traps, and trap flags.

From the SNMP V1/V2 link, you can access the following pages:

- [Community Configuration](#) on page 87
- [Trap Configuration](#) on page 89
- [Trap Flags](#) on page 90
- [Supported MIBs](#) on page 91

Community Configuration

By default, two SNMP Communities exist:

- Private, with Read/Write privileges and status set to **Enable**.
- Public, with Read Only privileges and status set to **Enable**.

These are well-known communities. Use this page to change the defaults or to add other communities. Only the communities that you define using this page will have access to the switch using the SNMPv1 and SNMPv2c protocols. Only those communities with read/write level access can be used to change the configuration using SNMP.

Use this page when you are using the SNMPv1 and SNMPv2c protocol. If you want to use SNMP v3 you should use the User Accounts menu.

To display this page, click **System > SNMP > SNMP V1/V2 > Community Configuration**. A screen similar to the following displays.

Community Configuration					
:: Community Configuration					
	Community Name	Client Address	Client IP Mask	Access Mode	Status
<input type="checkbox"/>	<input type="text"/>				
<input type="checkbox"/>	public	0.0.0.0	0.0.0.0	Read-Only	Enable
<input type="checkbox"/>	private	0.0.0.0	0.0.0.0	Read-Write	Enable

To configure SNMPv1/v2 communities:

1. Use **Community Name** to reconfigure an existing community, or to create a new one. Use this pull-down menu to select one of the existing community names, or select 'Create' to add a new one. A valid entry is a case-sensitive string of up to 16 characters.
2. **Client Address** - Taken together, the Client Address and Client IP Mask denote a range of IP addresses from which SNMP clients may use that community to access this device. If either (Client Address or IP Mask) value is 0.0.0.0, access is allowed from any IP address. Otherwise, every client's address is ANDed with the mask, as is the Client Address, and, if the values are equal, access is allowed. For example, if the Client Address and Client IP Mask parameters are 192.168.1.0/255.255.255.0, then any client whose address is 192.168.1.0 through 192.168.1.255 (inclusive) will be allowed access. To allow access from only one station, use a Client IP Mask value of 255.255.255.255, and use that machine's IP address for Client Address.
3. **Client IP Mask** - Taken together, the Client Address and Client IP Mask denote a range of IP addresses from which SNMP clients may use that community to access this device. If either (Client Address or IP Mask) value is 0.0.0.0, access is allowed from any IP address. Otherwise, every client's address is ANDed with the mask, as is the Client Address, and, if the values are equal, access is allowed. For example, if the Client Address and Client IP Mask parameters are 192.168.1.0/255.255.255.0, then any client whose IP address is 192.168.1.0 through 192.168.1.255 (inclusive) will be allowed access. To allow access from only one station, use a Client IP Mask value of 255.255.255.255, and use that machine's IP address for Client Address.
4. Use **Access Mode** to specify the access level for this community by selecting Read/Write or Read Only from the pull-down menu.
5. Use **Status** to specify the status of this community by selecting Enable or Disable from the pull-down menu. If you select enable, the Community Name must be unique among all valid Community Names or the set request will be rejected. If you select disable, the Community Name will become invalid.
6. Click **ADD** to add the currently selected community to the switch.
7. Click **DELETE** to delete the currently selected Community Name.

Trap Configuration

This page displays an entry for every active Trap Receiver. To access this page, click **System** > **SNMP** > **SNMP V1/V2** > **Trap Configuration**.

Trap Configuration					
:: Trap Configuration					
	Community Name	Version	Protocol	Address	Status
<input type="checkbox"/>	<input type="text"/>	SNMP v1	IPv4	<input type="text"/>	Disable

To configure SNMPv1/v2 traps:

- To add a host that will receive SNMP traps, enter trap configuration information in the available fields described below, and then click **ADD**.
 - Community Name** - Enter the community string for the SNMP trap packet to be sent to the trap manager. This may be up to 16 characters and is case sensitive.
 - Version** - Select the trap version to be used by the receiver from the pull down menu:
 - SNMP v1** - Uses SNMP v1 to send traps to the receiver.
 - SNMP v2** - Uses SNMP v2 to send traps to the receiver.
 - Protocol** - Select the protocol to be used by the receiver from the pull down menu. Select the IPv4 if the receiver's address is IPv4 address or IPv6 if the receiver's address is IPv6.
 - Address** - Enter the IPv4 address in x.x.x.x format or IPv6 address in xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx or a hostname starting with an alphabet to receive SNMP traps from this device. Length of address can not exceed 158 characters.
 - Status** - Select the receiver's status from the pull-down menu:
 - Enable** - Send traps to the receiver
 - Disable** - Do not send traps to the receiver.
- To modify information about an existing SNMP recipient, select the check box next to the recipient, change the desired fields, and then click **APPLY**. Configuration changes take effect immediately.
- To delete a recipient, select the check box next to the recipient and click **DELETE**.
- Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Trap Flags

Use the Trap Flags page to enable or disable traps. When the condition identified by an active trap is encountered by the switch, a trap message is sent to any enabled SNMP Trap Receivers, and a message is written to the trap log.

To access the Trap Flags page, click **System > SNMP > SNMP V1/V2 > Trap Flags**. The following screen shows some, but not all, of the SNMPv1/v2 trap flags.

Trap Flag	Disable	Enable
Authentication	<input type="radio"/>	<input checked="" type="radio"/>
Link Up/Down	<input type="radio"/>	<input checked="" type="radio"/>
Multiple Users	<input type="radio"/>	<input checked="" type="radio"/>
Spanning Tree	<input type="radio"/>	<input checked="" type="radio"/>
ACL	<input checked="" type="radio"/>	<input type="radio"/>
Captive Portal	<input checked="" type="radio"/>	<input type="radio"/>
DVMRP	<input checked="" type="radio"/>	<input type="radio"/>
PIM	<input checked="" type="radio"/>	<input type="radio"/>
OSPFv2 Traps:		
errors:		
authentication-failure	<input checked="" type="radio"/>	<input type="radio"/>
bad-packet	<input checked="" type="radio"/>	<input type="radio"/>
config-error	<input checked="" type="radio"/>	<input type="radio"/>
virt-authentication-failure	<input checked="" type="radio"/>	<input type="radio"/>
virt-bad-packet	<input checked="" type="radio"/>	<input type="radio"/>
virt-config-error	<input checked="" type="radio"/>	<input type="radio"/>
lsa:		
lsa-maxage	<input checked="" type="radio"/>	<input type="radio"/>
lsa-originate	<input checked="" type="radio"/>	<input type="radio"/>
overflow:		
lsdb-overflow	<input checked="" type="radio"/>	<input type="radio"/>
lsdb-approaching-overflow	<input checked="" type="radio"/>	<input type="radio"/>
retransmit:		
packets	<input checked="" type="radio"/>	<input type="radio"/>
virt-packets	<input checked="" type="radio"/>	<input type="radio"/>
state-change:		

To configure the trap flags:

1. Use **Authentication** to enable or disable activation of authentication failure traps by selecting the corresponding radio button. The factory default is enabled.
2. Use **Link Up/Down** to enable or disable activation of link status traps by selecting the corresponding radio button. The factory default is enabled.
3. Use **Multiple Users** to enable or disable activation of multiple user traps by selecting the corresponding radio button. The factory default is enabled. This trap is triggered when the same user ID is logged into the switch more than once at the same time (either via telnet or the serial port).
4. Use **Spanning Tree** to enable or disable activation of spanning tree traps by selecting the corresponding radio button. The factory default is enabled.

5. Use **ACL** to enable or disable activation of ACL traps by selecting the corresponding radio button. The factory default is disabled.
6. Use **PoE** to enable or disable activation of PoE traps by selecting the corresponding radio button. The factory default is enabled. Indicates whether PoE traps will be sent.
7. Use **DVMRP** to enable or disable activation of DVMRP traps by selecting the corresponding radio button. The factory default is disabled.
8. Use **PIM** to enable or disable activation of spanning tree traps by selecting the corresponding radio button. The factory default is disabled.
9. Use the options under the **OSPFv2 Traps** heading to enable or disable activation of specific OSPF traps by selecting the corresponding radio button. The factory default is disabled. This field can be configured only if the OSPF admin mode is enabled.
10. Use the options under the **OSPFv3 Traps** heading to enable or disable activation of specific OSPFv3 traps by selecting the corresponding radio button. The factory default is disabled. This field can be configured only if the OSPFv3 admin mode is enabled.
11. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
12. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Supported MIBs

This page displays all the MIBs supported by the switch. To access this page, click **System > SNMP > SNMP V1/V2 > Supported MIBs**. The following screen shows some, but not all, of the supported MIBs.

SNMP Supported MIBs	
Status	
Name	Description
RFC 1907 - SNMPv2-MIB	The MIB module for SNMPv2 entities
RFC 2819 - RMON-MIB	Remote Network Monitoring Management Information Base
HC-RMON-MIB	The original version of this MIB, published as RFC3273.
HC-ALARM-MIB	Initial version of the High Capacity Alarm MIB module. This version published as RFC 3434.
HCNUM-TC	A MIB module containing textual conventions for high capacity data types.
Broadcom-REF-MIB	Broadcom Reference
SNMP-COMMUNITY-MIB	This MIB module defines objects to help support coexistence between SNMPv1, SNMPv2, and SNMPv3.
SNMP-FRAMEWORK-MIB	The SNMP Management Architecture MIB
SNMP-MPD-MIB	The MIB for Message Processing and Dispatching
SNMP-NOTIFICATION-MIB	The Notification MIB Module
SNMP-TARGET-MIB	The Target MIB Module
SNMP-USER-BASED-SM-MIB	The management information definitions for the SNMP User-based Security Model.
SNMP-VIEW-BASED-ACM-MIB	The management information definitions for the View-based Access Control Model for SNMP.
USM-TARGET-TAG-MIB	SNMP Research, Inc.

The following table describes the SNMP Supported MIBs Status fields.

Field	Description
Name	The RFC number if applicable and the name of the MIB.
Description	The RFC title or MIB description.

SNMP V3 User Configuration

To access this page, click **System > SNMP > SNMP V3 > User Configuration**. A screen similar to the following displays.

The screenshot shows a web interface for configuring SNMP V3 users. It is titled "User Configuration". There are two main panels. The first panel, "User Names", contains a "User Name" dropdown menu with "admin" selected. The second panel, "User Configuration", contains three settings: "SNMP V3 Access Mode" is a dropdown menu set to "Read/Write"; "Authentication Protocol" has three radio buttons: "None" (selected), "MD5", and "SHA"; "Encryption Protocol" has two radio buttons: "None" (selected) and "DES".

To configure SNMPv3 settings for the user account:

1. Use **User Name** to specify the user account to be configured.
2. **SNMP v3 Access Mode** - Indicates the SNMPv3 access privileges for the user account. The admin account always has 'Read/Write' access, and all other accounts have 'Read Only' access.
3. Use **Authentication Protocol** to specify the SNMPv3 Authentication Protocol setting for the selected user account. The valid Authentication Protocols are None, MD5 or SHA:
 - If you select **None**, the user will be unable to access the SNMP data from an SNMP browser.
 - If you select **MD5** or **SHA**, the user login password will be used as the SNMPv3 authentication password, and you must therefore specify a password, and it must be eight characters long.
4. Use **Encryption Protocol** to specify the SNMPv3 Encryption Protocol setting for the selected user account. The valid Encryption Protocols are None or DES:
 - If you select the DES Protocol you must enter a key in the **Encryption Key** field.
 - If **None** is specified for the Protocol, the Encryption Key is ignored.
5. **Encryption Key** - If you selected **DES** in the **Encryption Protocol** field enter the SNMPv3 Encryption Key here, otherwise, this field is ignored. Valid keys are 0 to 15 characters long. The APPLY checkbox must be checked in order to change the Encryption Protocol and Encryption Key.
6. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
7. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

LLDP

The IEEE 802.1AB-defined standard, Link Layer Discovery Protocol (LLDP), allows stations on an 802 LAN to advertise major capabilities and physical descriptions. This information is viewed by a network manager to identify system topology and detect bad configurations on the LAN.

From the LLDP link, you can access the following pages:

- [LLDP](#) on page 93
- [LLDP-MED](#) on page 100

LLDP is a one-way protocol; there are no request/response sequences. Information is advertised by stations implementing the transmit function, and is received and processed by stations implementing the receive function. The transmit and receive functions can be enabled/disabled separately per port. By default, both transmit and receive are disabled on all ports. The application is responsible for starting each transmit and receive state machine appropriately, based on the configured status and operational state of the port.

The Link Layer Discovery Protocol-Media Endpoint Discovery (LLDP-MED) is an enhancement to LLDP with the following features:

- Auto-discovery of LAN policies (such as VLAN, Layer 2 Priority, and DiffServ settings), enabling plug and play networking.
- Device location discovery for creation of location databases.
- Extended and automated power management of Power over Ethernet endpoints.
- Inventory management, enabling network administrators to track their network devices and determine their characteristics (manufacturer, software and hardware versions, serial/asset number).

LLDP

From the LLDP link, you can access the following pages:

- [LLDP Global Configuration](#) on page 94
- [LLDP Interface Configuration](#) on page 95
- [LLDP Statistics](#) on page 96
- [LLDP Local Device Information](#) on page 97
- [LLDP Remote Device Information](#) on page 99
- [LLDP Remote Device Inventory](#) on page 100

LLDP Global Configuration

Use the LLDP Global Configuration page to specify LLDP parameters that are applied to the switch.

To display this page, click **System > LLDP > Global Configuration**. A screen similar to the following displays.

LLDP Global Configuration		
Global Configuration		
Transmit Interval	<input type="text" value="30"/>	(5 to 32768 secs)
Transmit Hold Multiplier	<input type="text" value="4"/>	(2 to 10 secs)
Re-Initialization Delay	<input type="text" value="2"/>	(1 to 10 secs)
Notification Interval	<input type="text" value="5"/>	(5 to 3600 secs)

To configure global LLDP settings:

1. Use **Transmit Interval** to specify the interval in seconds to transmit LLDP frames. The range is from 5 to 32768 secs. Default value is 30 seconds.
2. Use **Transmit Hold Multiplier** to specify the multiplier on Transmit Interval to assign TTL. The range is from 2 to 10 secs. Default value is 4.
3. Use **Re-Initialization Delay** to specify the delay before re-initialization. The range is from 1 to 10 secs. Default value is 2 seconds.
4. Use **Notification Interval** to specify the interval in seconds for transmission of notifications. The range is from 5 to 3600 secs. Default value is 5 seconds.
5. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
6. Click **APPLY** to send the updated configuration to the switch and cause the changes to take effect on the switch but these changes will not be retained across a power cycle unless a save is performed.

LLDP Interface Configuration

To display this page, click **System > LLDP > Interface Configuration**. A screen similar to the following displays.

LLDP Interface Configuration											
Interface Configuration											
1 2 All											
Go To Port <input type="text"/> GO											
	Port	Link Status	Transmit	Receive	Notify	Transmit Management Information	Operational TLV(s)				
							System Name	System Description	System Capabilities	Port Description	
<input type="checkbox"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Up	Enable	Enable	Disable	Enable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/2	Down	Enable	Enable	Disable	Enable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/3	Down	Enable	Enable	Disable	Enable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/4	Down	Enable	Enable	Disable	Enable	Enable	Enable	Enable	Enable	Enable

1. Use **Port** to specify the list of ports on which LLDP - 802.1AB can be configured.
2. **Link Status** indicates whether the Link is up or down.
3. Use **Transmit** to specify the LLDP - 802.1AB transmit mode for the selected interface.
4. Use **Receive** to specify the LLDP - 802.1AB receive mode for the selected interface.
5. Use **Notify** to specify the LLDP - 802.1AB notification mode for the selected interface.
6. Use **Transmit Management Information** to specify whether management address is transmitted in LLDP frames for the selected interface.
7. Optional TLV(s):
 - Use **System Name** to include system name TLV in LLDP frames.
 - Use **System Description** to include system description TLV in LLDP frames.
 - Use **System Capabilities** to include system capability TLV in LLDP frames.
 - Use **Port Description** to include port description TLV in LLDP frames.

LLDP Statistics

To display this page, click **System > LLDP > Statistics**. A screen similar to the following displays.

LLDP Statistics										
:: LLDP Statistics										
Last Update		2 Days 03:16:46								
Total Inserts		2								
Total Deletes		0								
Total Drops		0								
Total Ageouts		1								
:: LLDP Statistics										
Interface	Transmit Total	Receive Total	Discards	Errors	Ageouts	TLV Discards	TLV Unknowns	TLV MED	TLV 802.1	TLV 802.3
1/0/1	99	101	0	0	1	0	0	0	0	0
1/0/2	0	0	0	0	0	0	0	0	0	0
1/0/3	0	0	0	0	0	0	0	0	0	0
1/0/4	0	0	0	0	0	0	0	0	0	0
1/0/5	0	0	0	0	0	0	0	0	0	0
1/0/6	0	0	0	0	0	0	0	0	0	0

The following table describes the LLDP Statistics fields.

Field	Description
Last Update	Specifies the time when an entry was created, modified or deleted in the tables associated with the remote system.
Total Inserts	Specifies the number of times the complete set of information advertised by a particular MAC Service Access Point (MSAP) has been inserted into tables associated with the remote systems.
Total Deletes	Specifies the number of times the complete set of information advertised by a particular MAC Service Access Point (MSAP) has been deleted from tables associated with the remote systems.
Total Drops	Specifies the number of times the complete set of information advertised by a particular MAC Service Access Point (MSAP) could not be entered into tables associated with the remote systems because of insufficient resources.
Total Age outs	Specifies the number of times the complete set of information advertised by a particular MAC Service Access Point (MSAP) has been deleted from tables associated with the remote systems because the information timeliness interval has expired.
Interface	Specifies the unit/slot/port for the interfaces.
Transmit Total	Specifies the number of LLDP frames transmitted by the LLDP agent on the corresponding port.

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Field	Description
Receive Total	Specifies the number of valid LLDP frames received by this LLDP agent on the corresponding port, while the LLDP agent is enabled.
Discards	Specifies the number of LLDP TLVs discarded for any reason by the LLDP agent on the corresponding port.
Errors	Specifies the number of invalid LLDP frames received by the LLDP agent on the corresponding port, while the LLDP agent is enabled.
Age outs	Specifies the number of age-outs that occurred on a given port. An age-out is the number of times the complete set of information advertised by a particular MAC Service Access Point (MSAP) has been deleted from tables associated with the remote entries because information timeliness interval had expired.
TLV Discards	Specifies the number of LLDP TLVs discarded for any reason by the LLDP agent on the corresponding port.
TLV Unknowns	Specifies the number of LLDP TLVs received on the local ports which were not recognized by the LLDP agent on the corresponding port.
TLV MED	Specifies the total number of LLDP-MED TLVs received on the local ports.
TLV 802.1	Specifies the total number of LLDP TLVs received on the local ports which are of type 802.1.
TLV 802.3	Specifies the total number of LLDP TLVs received on the local ports which are of type 802.3.

LLDP Local Device Information

To display this page, click **System > LLDP > Local Device Information**. A screen similar to the following displays.

LLDP Local Device Information

LLDP Interface Selection ?

Interface: ▼

Local Device Information ?

Chassis ID Subtype	MAC Address
Chassis ID	2C:B0:5D:91:F6:F0
Port ID Subtype	Local
Port ID	1/0/1
System Name	
System Description	M5300-28G3 ProSafe 24-port Gigabit L3 with 10 Gigabit Stacking, R.6.20.3, B1.6.8.9
Port Description	
System Capabilities Supported	bridge, router
System Capabilities Enabled	bridge
Management Address	10.27.34.61
Management Address Type	IPv4

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To view LLDP information transmitted by an interface, select the desired interface from the **Interface** menu. The following table describes the LLDP Local Device Information fields.

Field	Description
Chassis ID Subtype	Specifies the string that describes the source of the chassis identifier.
Chassis ID	Specifies the string value used to identify the chassis component associated with the local system.
Port ID Subtype	Specifies the string describes the source of the port identifier.
Port ID	Specifies the string that describes the source of the port identifier.
System Name	Specifies the system name of the local system.
System Description	Specifies the description of the selected port associated with the local system.
Port Description	Specifies the description of the selected port associated with the local system.
System Capabilities Supported	Specifies the system capabilities of the local system.
System Capabilities Enabled	Specifies the system capabilities of the local system which are supported and enabled.
Management Address	Specifies the advertised management address of the local system.
Management Address Type	Specifies the type of the management address.

LLDP Remote Device Information

This page displays information on remote devices connected to the port.

To display this page, click **System > LLDP > Remote Device Information**. A screen similar to the following displays.

To view LLDP information received by an interface, select the desired interface from the **Interface** menu. The following table describes the LLDP Remote Device Information fields.

Field	Description
Chassis ID Subtype	Specifies the source of the chassis identifier.
Chassis ID	Specifies the chassis component associated with the remote system.
Port ID Subtype	Specifies the source of port identifier.
Port ID	Specifies the port component associated with the remote system.
System Name	Specifies the system name of the remote system.
System Description	Specifies the description of the given port associated with the remote system.
Port Description	Specifies the description of the given port associated with the remote system.
System Capabilities Supported	Specifies the system capabilities of the remote system.
System Capabilities Enabled	Specifies the system capabilities of the remote system which are supported and enabled.

Field	Description
Time to Live	Specifies the Time To Live value in seconds of the received remote entry.
Management Address	<ul style="list-style-type: none"> Management Address - Specifies the advertised management address of the remote system. Type - Specifies the type of the management address.

LLDP Remote Device Inventory

To display this page, click **System > LLDP > LLDP > Remote Device Inventory**. A screen similar to the following displays.

Port	Remote Device ID	Management Address	MAC Address	System Name	Remote Port ID
1/0/1	4	10.27.34.55	C0:3F:0E:90:29:60		0/8
2/0/1	3	10.27.34.55	C0:3F:0E:90:29:60		0/45

The following table describes the LLDP Remote Device Inventory fields.

Field	Description
Port	Specifies the list of all the ports on which LLDP frame is enabled.
Management Address	Specifies the advertised management address of the remote system.
MAC Address	Specifies the MAC Address associated with the remote system.
System Name	Specifies model name of the remote device.
Remote Port ID	Specifies the port component associated with the remote system.

LLDP-MED

From the LLDP-MED link, you can access the following pages:

- [LLDP-MED Global Configuration](#) on page 101
- [LLDP-MED Interface Configuration](#) on page 102
- [LLDP-MED Local Device Information](#) on page 103
- [LLDP-MED Remote Device Information](#) on page 105
- [LLDP-MED Remote Device Inventory](#) on page 108

LLDP-MED Global Configuration

Use the LLDP-MED Global Configuration page to specify LLDP-MED parameters that are applied to the switch.

To display this page, click **System > LLDP > LLDP-MED > Global Configuration**. A screen similar to the following displays.

LLDP-MED Global Configuration

The screenshot shows a configuration page with a grey header bar containing the title "Global Configuration" and a refresh icon. Below the header, there are two configuration fields. The first field is "Fast Start Repeat Count" with a text input box containing the number "3" and a range indicator "(1 to 10)" to its right. The second field is "Device Class" with a dropdown menu showing "Network Connectivity".

To configure global LLDP-MED settings:

1. Use **Fast Start Repeat Count** to specify the number of LLDP PDUs that will be transmitted when the protocol is enabled. The range is from (1 to 10). Default value of fast repeat count is 3.
2. Click **APPLY** to update the switch with the modified setting.
3. Click **CANCEL** to abandon the changes.

The following table describes the LLDP-MED Global Configuration fields.

Field	Description
Device Class	Specifies local device's MED Classification. There are four different kinds of devices, three of them represent the actual end points (classified as Class I Generic [IP Communication Controller etc.], Class II Media [Conference Bridge etc.], Class III Communication [IP Telephone etc.]). The fourth device is Network Connectivity Device, which is typically a LAN Switch/Router, IEEE 802.1 Bridge, IEEE 802.11 Wireless Access Point etc.

LLDP-MED Interface Configuration

To display this page, click **System > LLDP > LLDP-MED > Interface Configuration**. A screen similar to the following displays.

LLDP-MED Interface Configuration									
Interface Configuration									
1 2 All									
Go To Port <input type="text"/> GO									
	Interface	Link Status	Med Status	Operational Status	Notification Status	Transmit Type Length Values			
						MED Capabilities	Network Policy	Location Identification	Inventory Information
<input type="checkbox"/>			<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Up	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/2	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/3	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/4	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/5	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/6	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/7	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable
<input type="checkbox"/>	1/0/8	Down	Enable	Disable	Enable	Enable	Enable	Enable	Enable

To configure LLDP-MED interface settings:

- To configure LLDP-MED settings on one or more interfaces, select the check box associated with each interface to configure, or select the check box in the heading row to apply the same settings to all interfaces.
- Use **MED Status** to specify whether LLDP-MED mode is enabled or disabled on this interface.
- Use **Notification Status** to specify the LLDP-MED topology notification mode of the interface.
- Use **Transmit Type Length Values** to specify which optional type length values (TLVs) in the LLDP-MED will be transmitted in the LLDP PDUs frames for the selected interface:
 - MED Capabilities** - To transmit the capabilities TLV in LLDP frames.
 - Network Policy** - To transmit the network policy TLV in LLDP frames.
 - Location Identification** - To transmit the location TLV in LLDP frames.
 - Extended Power via MDI - PSE** - To transmit the extended PSE TLV in LLDP frames.
 - Extended Power via MDI - PD** - To transmit the extended PD TLV in LLDP frames.
 - Inventory Information** - To transmit the inventory TLV in LLDP frames.

The following table describes the LLDP-MED Interface Configuration fields.

Field	Description
Link Status	Specifies the link status of the ports whether it is Up/Down.
Operational Status	Specifies the LLDP-MED TLVs are transmitted or not on this interface.

LLDP-MED Local Device Information

To display this page, click **System > LLDP > LLDP-MED > Local Device Information**. A screen similar to the following displays.

LLDP-MED Local Device Information

:: LLDP-MED Interface Selection ?

Interface: ▼

:: Network Policies Information ?

Media Application Type	VLAN ID	Priority	DSCP	Unknown Bit Status	Tagged Bit Status

:: Inventory Information ?

Hardware Revision

Firmware Revision

Software Revision

Serial Number

Manufacturer Name

Model Name

Asset Id

:: Location Information ?

Sub Type	Location Information
Coordinate Based	
Civic Address	
ELIN	

:: Extended PoE ?

Device Type	Power Source	Power Priority	Power Value
PSE	Primary	Low	3000.00 Watts

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To view LLDP-MED information transmitted by an interface, select the desired interface from the **Interface** menu. The following table describes the LLDP-MED Local Device Information fields.

Field	Description
Network Policy Information: Specifies if network policy TLV is present in the LLDP frames.	
Media Application Type	Specifies the application type. Types of application types are unknown, voicesignaling, guestvoice, guestvoicesignalling, softphonevoice, videoconferencing, streamingvideo, vidoesignalling. Each application type that is received has the VLAN id, priority, DSCP, tagged bit status and unknown bit status. A port may receive one or many such application types. If a network policy TLV has been transmitted only then would this information be displayed
Inventory: Specifies if inventory TLV is present in LLDP frames.	
Hardware Revision	Specifies hardware version.
Firmware Revision	Specifies Firmware version.
Software Revision	Specifies Software version.
Serial Number	Specifies serial number.
Manufacturer Name	Specifies manufacturers name.
Model Name	Specifies model name.
Asset ID	Specifies asset id.
Location Information: Specifies if location TLV is present in LLDP frames.	
Sub Type	Specifies type of location information.
Location Information	Specifies the location information as a string for given type of location id.
Extended PoE (M5300-28G-POE+ and M5300-52G-POE+ only): Specifies if local device is a PoE device.	
Device Type	Specifies local device's PoE device type.
Power Source	Specifies the power source.
Power Priority	Specifies the power priority.
Power Value	Specifies the power value in Watts.

LLDP-MED Remote Device Information

To display this page, click **System > LLDP > LLDP-MED > Remote Device Information**. A screen similar to the following displays.

LLDP-MED Remote Device Information

:: LLDP-MED Interface Selection ?

Interface: ▼

Remote ID: 4

:: Capability Information ?

Supported Capabilities

Enabled Capabilities

Device Class

:: Network Policies Information ?

Media Application Type	VLAN ID	Priority	DSCP	Unknown Bit Status	Tagged Bit Status

:: Inventory Information ?

Hardware Revision

Firmware Revision

Software Revision

Serial Number

Manufacturer Name

Model Name

Asset Id

:: Location Information ?

Sub Type	Location Information

:: Extended PoE ?

Device Type

:: Extended PoE PSE ?

Device Type	Power Source	Power Priority	Power Value

:: Extended PoE PD ?

Device Type	Power Source	Power Priority	Power Value

To view LLDP-MED information received by an interface, select the desired interface from the **Interface** menu.

The following table describes the LLDP-MED Remote Device Information fields.

Field	Description
Remote ID	Specifies the remote client identifier assigned to the remote system.
Capability Information: Specifies the supported and enabled capabilities that was received in MED TLV on this port.	
	Supported Capabilities
	Enabled Capabilities
	Device Class
Network Policy Information: Specifies if network policy TLV is received in the LLDP frames on this port.	
	Media Application Type
	VLAN Id
	Priority
	DSCP
	Unknown Bit Status
	Tagged Bit Status

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Field	Description
Inventory Information: Specifies if inventory TLV is received in LLDP frames on this port.	
Hardware Revision	Specifies hardware version of the remote device.
Firmware Revision	Specifies Firmware version of the remote device.
Software Revision	Specifies Software version of the remote device.
Serial Number	Specifies serial number of the remote device.
Manufacturer Name	Specifies manufacturers name of the remote device.
Model Name	Specifies model name of the remote device.
Asset ID	Specifies asset id of the remote device.
Location Information: Specifies if location TLV is received in LLDP frames on this port.	
Sub Type	Specifies type of location information.
Location Information	Specifies the location information as a string for given type of location id.
Extended POE: Specifies if remote device is a PoE device.	
Device Type	Specifies remote device's PoE device type connected to this port.
Extended POE PSE: Specifies if extended PSE TLV is received in LLDP frame on this port.	
Available	Specifies the remote ports PSE power value in tenths of watts.
Source	Specifies the remote ports PSE power source.
Priority	Specifies the remote ports PSE power priority.
Extended POE PD: Specifies if extended PD TLV is received in LLDP frame on this port.	
Required	Specifies the remote port's PD power requirement.
Source	Specifies the remote port's PD power source.
Priority	Specifies the remote port's PD power priority.

LLDP-MED Remote Device Inventory

To display this page, click **System > LLDP > LLDP-MED > Remote Device Inventory**. A screen similar to the following displays.

LLDP-MED Remote Device Inventory				
:: LLDP-MED Remote Device Inventory				
Port	Management Address	MAC Address	System Model	Software Revision
1/0/1	10.27.34.55	C0:3F:0E:90:29:60		
2/0/1	10.27.34.55	C0:3F:0E:90:29:60		

The following table describes the LLDP-MED Remote Device Inventory fields.

Field	Definition
Port	Specifies the list of all the ports on which LLDP-MED is enabled.
Management Address	Specifies the advertised management address of the remote system.
MAC Address	Specifies the MAC Address associated with the remote system.
System Model	Specifies model name of the remote device.
Software Revision	Specifies Software version of the remote device.

ISDP

The Industry Standard Discovery Protocol (ISDP) is a proprietary Layer 2 network protocol which inter-operates with Cisco® devices running the Cisco Discovery Protocol (CDP). ISDP is used to share information between neighboring devices. ISDP software participates in the CDP protocol and is able to both discover and be discovered by other CDP supporting devices.

From the ISDP link, you can access the following pages:

- [ISDP Global Configuration](#) on page 109
- [Advanced ISDP Configuration](#) on page 110

ISDP Global Configuration

Use this page to configure global ISDP settings for the switch.

To display this page, click **System > ISDP > Basic > Global Configuration**. A screen similar to the following displays.

The screenshot shows the 'Global Configuration' page for ISDP. The page title is 'Global Configuration' with a question mark icon in the top right corner. Below the title bar, there are several configuration options:

Admin Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Timer	<input type="text" value="30"/> (5 to 254 secs)
Hold Time	<input type="text" value="180"/> (10 to 255 secs)
Version 2 Advertisements	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Neighbors table last time changed	2 Days 05:10:48
Device ID	ng2xn1225lf0014
Device ID Format Capability	Serial Number, Host Name
Device ID Format	Serial Number

To configure global ISDP settings:

1. Use **Admin Mode** to specify whether the ISDP Service is to be Enabled or Disabled. The default value is Enabled.
2. Use **Timer** to specify the period of time between sending new ISDP packets. The range is 5 to 254 seconds. Default value is 30 seconds.
3. Use **Hold Time** to specify the hold time for ISDP packets that the switch transmits. The hold time specifies how long a receiving device should store information sent in the ISDP packet before discarding it. The range 10 to 255 seconds. Default value is 180 seconds.
4. Use **Version 2 Advertisements** to enable or disable the sending of ISDP version 2 packets from the device. The default value is Enabled.

The following table describes the ISDP Basic Global Configuration fields.

Field	Description
Neighbors table last time changed	The amount of time that has passed since the ISDP neighbor table was updated.
Device ID	The Device ID advertised by this device. The format of this Device ID is characterized by the value of Device ID Format object.
Device ID format capability	Indicates the Device ID format capability of the device. <ul style="list-style-type: none"> serialNumber—Indicates that the device uses serial number as the format for its Device ID. macAddress—Indicates that the device uses layer 2 MAC address as the format for its Device ID. other—Indicates that the device uses its platform specific format as the format for its Device ID.
Device ID format	Indicates the Device ID format of the device. <ul style="list-style-type: none"> serialNumber—Indicates that the value is in the form of an ASCII string containing the device serial number. macAddress—Indicates that the value is in the form of Layer 2 MAC address. other—Indicates that the value is in the form of a platform specific ASCII string containing info that identifies the device. For example: ASCII string contains serialNumber appended/prepended with system name.

Advanced ISDP Configuration

From the Advanced link, you can access the following pages:

- [ISDP Global Configuration](#) on page 109
- [ISDP Interface Configuration](#) on page 111
- [ISDP Neighbor](#) on page 111
- [ISDP Statistics](#) on page 113

ISDP Interface Configuration

To display this page, click **System > ISDP > Advanced > Interface Configuration**. A screen similar to the following displays.

Port	Admin Mode
<input type="checkbox"/> 1/0/1	Enable
<input type="checkbox"/> 1/0/2	Enable
<input type="checkbox"/> 1/0/3	Enable
<input type="checkbox"/> 1/0/4	Enable
<input type="checkbox"/> 1/0/5	Enable
<input type="checkbox"/> 1/0/6	Enable
<input type="checkbox"/> 1/0/7	Enable
<input type="checkbox"/> 1/0/8	Enable
<input type="checkbox"/> 1/0/9	Enable

To configure per-interface ISDP settings:

1. To configure ISDP settings on one or more interfaces, select the check box associated with each interface to configure, or select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to enable or disable ISDP on the port. The default value is enable.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

ISDP Neighbor

Use the ISDP Neighbor page to view information about other devices the switch has discovered through the ISDP.

To display this page, click **System > ISDP > Advanced > Neighbor**. A screen similar to the following displays.

Device ID	Interface	Address	Capability	Platform	Port ID	Hold Time	Advertisement Version	Entry Last Changed Time	Software Version
2AD2055S000AA	1/0/1	10.27.34.55	Router	GSM7248V2	0/8	155	2	2 Days 05:11:49	8.0.1.4
2AD2055S000AA	2/0/1	10.27.34.55	Router	GSM7248V2	0/45	155	2	2 Days 05:11:49	8.0.1.4

The following table describes the ISDP Neighbor fields.

Field	Description
Device ID	The device ID of the ISDP neighbor.
Interface	The interface on which the neighbor is discovered.
Address	Displays the address of the neighbor.
Capability	Displays the capability of the neighbor. These are supported: <ul style="list-style-type: none">• Router• Trans Bridge• Source Route• Switch• Host• IGMP• Repeater
Platform	Display the model type of the neighbor. (0 to 32)
Port ID	Display the port ID on the neighbor.
Hold Time	Displays the hold time for ISDP packets that the neighbor transmits.
Advertisement Version	Displays the ISDP version sending from the neighbor.
Entry Last Changed Time	Displays the time since last entry is changed.
Software Version	Displays the software version on the neighbor.

ISDP Statistics

Use the ISDP Statistics page to view information about the ISDP packets sent and received by the switch.

To display this page, click **System > ISDP > Advanced > Statistics**. A screen similar to the following displays.

The screenshot shows a web interface titled "ISDP Statistics". It contains a table with the following data:

Field	Value
ISDP Packets Received	460
ISDP Packets Transmitted	466
ISDPv1 Packets Received	0
ISDPv1 Packets Transmitted	0
ISDPv2 Packets Received	460
ISDPv2 Packets Transmitted	466
ISDP Bad Header	0
ISDP Checksum Error	0
ISDP Transmission Failure	0
ISDP Invalid Format	0
ISDP Table Full	0
ISDP IP Address Table Full	0

The following table describes the ISDP Statistics fields.

Field	Description
ISDP Packets Received	Displays the ISDP packets received including ISDPv1 and ISDPv2 packets.
ISDP Packets Transmitted	Displays the ISDP packets transmitted including ISDPv1 and ISDPv2 packets.
ISDPv1 Packets Received	Displays the ISDPv1 packets received.
ISDPv1 Packets Transmitted	Displays the ISDPv1 packets transmitted.
ISDPv2 Packets Received	Displays the ISDPv2 packets received.
ISDPv2 Packets Transmitted	Displays the ISDPv2 packets transmitted.
ISDP Bad Header	Displays the ISDP bad packets received.
ISDP Checksum Error	Displays the number of the checksum error.
ISDP Transmission Failure	Displays the number of the transmission failure.
ISDP Invalid Format	Displays the number of the invalid format ISDP packets received.
ISDP Table Full	Displays the table size of the ISDP table.
ISDP Ip Address Table Full	Displays the table size of the ISDP IP address table.

Timer Schedule

The Timer Schedule feature allows you to configure time ranges to use in time-based access control list (ACL) rules. For switches that support PoE+, timers can also control when power can and cannot be delivered to the port.

Time-based ACLs allow one or more rules within an ACL to be based on a periodic or absolute time. Each ACL rule within an ACL except for the implicit deny all rule can be configured to be active and operational only during a specific time period. The time range pages allow you to define specific times of the day and week in order to implement time-based ACLs. The time range is identified by a name and can then be referenced by an ACL rule defined within an ACL.

From Timer Schedule link under the System tab, you can configure the Timer Schedule settings.

From the Timer Schedule link, you can access the following pages:

- [Timer Global Configuration](#) on page 114
- [Timer Schedule Configuration](#) on page 115

Timer Global Configuration

Use the Timer Global Configuration page to add or remove a timer. After you create a timer, use the Timer Schedule Configuration page to add an absolute time and/or one or more periodic time schedules.

To display the Timer Global Configuration page, click **System > Services > Timer Schedule > Basic > Global Configuration**. A screen similar to the following displays.

Timer Schedule Name		
Timer Schedule Name	Timer Schedule Status	ID
<input type="checkbox"/>		
<input type="checkbox"/> Timer1	Inactive	1

To configure a timer:

1. Use **Admin Mode** to **Enable** or **Disable** the Timer Control service. The default value is **Disable**
2. Use the **Timer Schedule Name** to specify the name of a timer schedule.

3. Click **ADD** to add the new timer schedule with a specified name. The configuration changes take effect immediately.
4. To remove a configured timer, select the entry to remove and click **DELETE**. The configuration changes take effect immediately.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest values.
6. To change the administrative mode, select the desired option and click **APPLY**. The configuration changes take effect immediately.

The following table describes the Timer Schedule non-configurable fields.

Field	Description
Timer Schedule Status	Indicates whether the timer is currently active or inactive. A timer is inactive if the current day and time does not fall within the time entry specified in the time range.
ID	Identification of the timer Schedule. Maximum number of schedules that can be created is 100.

Timer Schedule Configuration

Use the Timer Schedule Configuration page to add time ranges to a configured timer.

Note: The time range entries use the system time for the time periods in which they take effect. Make sure you configure the SNTP server settings so that the SNTP client on the switch can obtain the correct date and time from the server.

To display the Timer Schedule Configuration page, click **System > Services > Timer Schedule > Advanced > Schedule Configuration**. The fields available on the screen change depending on the type of timer schedule selected from the **Timer Schedule Type** menu. A screen similar to one of the two following screens displays.

Timer Schedule Configuration

:: Timer Schedule Selection

Timer Schedule Name: Timer1

Timer Schedule Type: Periodic

Timer Schedule Entry: 1

:: Timer Schedule Configuration

Time Start: 18:30 (hh:mm)

Time End: 23:59 (hh:mm)

Date Start: 6-Jul-2012

Date End: No End Date End Date

Recurrence Pattern: Weekly

Weekly Mode: Every Week(s)

WeekDay: Sun Mon Tue Wed Thu Fri Sat

Periodic
Timer

Timer Schedule Configuration

:: Timer Schedule Selection

Timer Schedule Name: Timer1

Timer Schedule Type: Absolute

Timer Schedule Entry: 2

:: Timer Schedule Configuration

Time Start: 00:00 (hh:mm)

Time End: 06:00 (hh:mm)

Date Start: 27-Jul-2012

Date End: 30-Jul-2012

Absolute
Timer

To configure a timer schedule:

1. Select the name of the schedule created on the Timer Global Configuration page.
2. Specify the type of timer to configure:
 - **Absolute.** The timer occurs once.
 - **Periodic.** The timer occurs periodically at regular intervals.

The fields available for the timer schedule configuration depend on the selected timer type.

3. In the Timer Schedule Entry menu, select *new* to configure a new schedule, or select an existing entry to change its settings.
4. Specify the start and end times for the timer in the appropriate fields. The time range is from 00:00 to 23:59.
5. Specify the start and end dates for the timer by clicking the calendar icon and selecting the date. If the timer schedule is periodic, you can specify that there is no end date.

6. Use the **Recurrence Pattern** to show with what period the event will repeat. These fields are available only if the scheduler type is periodic. If recurrence is not needed (a timer schedule should be triggered just once), then set 'Date Stop' as equal to 'Date Start'. There are the following possible values of recurrence:
 - **Daily** - The timer schedule works with daily recurrence
 - **Daily Mode** - Every WeekDay selection means that the schedule will be triggered every day from Monday to Friday. Every Day(s) selection means that the schedule will be triggered every defined number of days. If number of days is not specified, then the schedule will be triggered every day.
 - **Weekly** - The timer schedule works with weekly recurrence
 - **Every Week(s)** - Define the number of weeks when the schedule will be triggered. If number of weeks is not specified, then the schedule will be triggered every week.
 - **WeekDay** - Specify the days of week when the schedule should operate.
 - **Monthly** - The timer schedule works with monthly recurrence
 - **Monthly Mode** - Show the day of the month when the schedule will be triggered. Field Every Month(s) means that the schedule will be triggered every defined number of months.
7. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest values.
8. Click **APPLY** to send the updated configuration to the switch. The configuration changes take effect immediately.

Configuring Switching Information

3

Use the features in the Switching tab to define Layer 2 features. The Switching tab contains links to the following features:

- [VLANs](#) on page 119
- [Auto-VoIP Configuration](#) on page 134
- [iSCSI](#) on page 139
- [Spanning Tree Protocol](#) on page 143
- [Multicast](#) on page 156
- [MVR Configuration](#) on page 173
- [Address Table](#) on page 177
- [Ports](#) on page 181
- [Link Aggregation Groups](#) on page 184

VLANs

Adding Virtual LAN (VLAN) support to a Layer 2 switch offers some of the benefits of both bridging and routing. Like a bridge, a VLAN switch forwards traffic based on the Layer 2 header, which is fast, and like a router, it partitions the network into logical segments, which provides better administration, security and management of multicast traffic.

By default, all ports on the switch are in the same broadcast domain. VLANs electronically separate ports on the same switch into separate broadcast domains so that broadcast packets are not sent to all the ports on a single switch. When you use a VLAN, users can be grouped by logical function instead of physical location.

Each VLAN in a network has an associated VLAN ID, which appears in the IEEE 802.1Q tag in the Layer 2 header of packets transmitted on a VLAN. An end station may omit the tag, or the VLAN portion of the tag, in which case the first switch port to receive the packet may either reject it or insert a tag using its default VLAN ID. A given port may handle traffic for more than one VLAN, but it can only support one default VLAN ID.

From the VLAN link, you can access the following pages:

- [Basic](#) on page 120
- [Advanced](#) on page 122

Basic

From the Basic link, you can access the following pages:

- [VLAN Configuration](#) on page 120

VLAN Configuration

Use the VLAN Configuration page to define VLAN groups stored in the VLAN membership table. Each switch in the ProSafe family supports up to 1024 VLANs. Two VLANs are created by default:

- VLAN 1 is the default VLAN of which all ports are members.
- VLAN 2 is the default VLAN for the Auto VoIP feature.

To display the VLAN Configuration page, click **Switching > VLAN > Basic > VLAN Configuration**.

VLAN Configuration

Reset Configuration

Internal VLAN Configuration

Internal VLAN Allocation Base:

Internal VLAN Allocation Policy: Ascending Descending

	VLAN ID	VLAN Name	VLAN Type	Make Static
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>		Disable <input type="button" value="v"/>
<input type="checkbox"/>	1	default	Default	Disable
<input type="checkbox"/>	2		Dynamic (AUTO VoIP)	Disable

Reset to Factory Default Settings

To reset the VLAN configuration to the default values:

1. Select the **Reset Configuration** check box.
2. Confirm the action.
3. Click the **APPLY** button.

All VLAN configuration parameters will be reset to their factory default values. Also, all VLANs, except for the default VLAN, will be deleted. The factory default values are:

- All ports are assigned to the default VLAN of 1.
- All ports are configured with a PVID of 1.
- All ports are configured to an Acceptable Frame Types value of Admit All Frames.

- All ports are configured with Ingress Filtering disabled.
- All ports are configured to transmit only untagged frames.
- GVRP is disabled on all ports and all dynamic entries are cleared.

Internal VLAN Configuration

This section displays the allocation base and the allocation mode of internal VLAN. The internal VLAN is reserved by port-based routing interface and invisible to the end user. Once these internal VLANs are allocated by port-based routing interface, they are cannot be assigned to a routing VLAN interface.

1. Use **Internal VLAN Allocation Base** to specify the VLAN Allocation Base for the routing interface. The default base of the internal VLAN is 1 to 4093.
2. Use the optional **Internal VLAN Allocation Policy** field to specify a policy for the internal VLAN allocation. There are two policies supported: ascending and descending.

VLAN Configuration

To add or remove a VLAN:

1. Use **VLAN ID** to specify the VLAN Identifier for the new VLAN. The range of the VLAN ID is 1 to 4093.
2. Use the optional **VLAN Name** field to specify a name for the VLAN. It can be up to 32 alphanumeric characters long, including blanks. The default is blank. VLAN ID 1 always has a name of 'Default'.
3. Click **ADD** to add a new VLAN to the switch.
4. Click **DELETE** to delete a selected VLAN from the switch.

Field	Description
VLAN Type	This field identifies the type of the VLAN you are configuring. You cannot change the type of the default VLAN (VLAN ID = 1): it is always type 'Default'. When you create a VLAN, using this screen, its type will always be 'Static'. A VLAN that is created by GVRP registration initially has a type of 'Dynamic'. When configuring a Dynamic VLAN, you can change its type to 'Static'.

Advanced

From the Advanced link, you can access the following pages:

- [VLAN Configuration](#) on page 120
- [VLAN Membership](#) on page 122
- [VLAN Status](#) on page 124
- [Port PVID Configuration](#) on page 125
- [MAC Based VLAN](#) on page 126
- [Protocol Based VLAN Group Configuration](#) on page 127
- [Protocol Based VLAN Group Membership](#) on page 128
- [IP Subnet Based VLAN](#) on page 129
- [Port DVLAN Configuration](#) on page 130
- [Voice VLAN Configuration](#) on page 131
- [GARP Switch Configuration](#) on page 132
- [GARP Port Configuration](#) on page 133

VLAN Membership

Use this page to add ports and LAGs as members of existing VLANs. To display the VLAN Membership page, click **Switching > VLAN > Advanced > VLAN Membership**. In the following screen, the Port area for stack Unit 1 has been expanded to show ports and their membership status for VLAN 1.

VLAN Membership

:: VLAN Membership

VLAN ID: 1 Group Operation: Untag All

VLAN Name: default UNTAGGED PORT MEMBERS

VLAN Type: Default TAGGED PORT MEMBERS

Unit 1

Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U	U			
	25 26 27 28																										
	U	U	U	U																							

Unit 2

LAG

To configure VLAN membership:

1. Use **VLAN ID** to select the VLAN ID for which you want to display or configure data.
2. Use **Group Operation** to select all the ports and configure them:
 - **Untag All** - Select all the ports on which all frames transmitted for this VLAN will be untagged. All the ports will be included in the VLAN.
 - **Tag All** - Select the ports on which all frames transmitted for this VLAN will be tagged. All the ports will be included in the VLAN.
 - **Remove All** - All the ports that may be dynamically registered in this VLAN via GVRP. This selection has the effect of excluding all ports from the selected VLAN.
3. Click the orange bar to show the ports available on each stack member or to show the available LAGs.
4. Click box directly under the port ID or LAG ID to add the port/LAG to the selected VLAN. The interface can be added as a member in one of the following modes:
 - **T (Tagged)** - All frames transmitted for this VLAN will be tagged. The ports that are selected will be included in the VLAN.
 - **U (Untagged)** - All frames transmitted for this VLAN will be untagged. The ports that are selected will be included in the VLAN.
 - **Blank (Autodetect)** - The port/LAG can be dynamically registered in this VLAN via GVRP. This selection has the effect of excluding a port from the selected VLAN.

Field	Definition
VLAN Name	This field identifies the name for the VLAN you selected. It can be up to 32 alphanumeric characters long, including blanks. VLAN ID 1 always has a name of 'Default'.
VLAN Type	This field identifies the type of the VLAN you selected. The VLAN type: Default (VLAN ID = 1) -- always present Static -- a VLAN you have configured Dynamic -- a VLAN created by GVRP registration that you have not converted to static, and that GVRP may therefore remove.

VLAN Status

Use this page to display the status of all currently configured VLANs.

To display the VLAN Status page, click **Switching > VLAN > Advanced > VLAN Status**.

VLAN Status				
VLAN ID	VLAN Name	VLAN Type	Routing Interface	Member Ports
1	default	Default		1/0/1 - 1/0/24, 2/0/1 - 2/0/24, lag 1 - lag 64
2		Dynamic (AUTO VoIP)		1/0/1 - 1/0/24, 2/0/1 - 2/0/24, lag 1 - lag 64

Field	Definition
VLAN ID	The VLAN Identifier (VID) of the VLAN. The range of the VLAN ID is 1 to 4093.
VLAN Name	The name of the VLAN. VLAN ID 1 is always named 'Default'.
VLAN Type	The VLAN type: <ul style="list-style-type: none"> • Default (VLAN ID = 1) -- always present • Static -- a VLAN you have configured • Dynamic -- a VLAN created by GVRP registration that you have not converted to static, and that GVRP may therefore remove
Routing Interface	The interface associated with the VLAN, in the case that VLAN routing is configured for this VLAN.
Member Ports	The ports that are included in the VLAN.

Port PVID Configuration

The Port PVID Configuration screen lets you assign a port VLAN ID (PVID) to an interface. There are certain requirements for a PVID:

- All ports must have a defined PVID.
- If no other value is specified, the default VLAN PVID is used.
- If you want to change the port's default PVID, you must first create a VLAN that includes the port as a member.
- Use the Port VLAN ID (PVID) Configuration page to configure a virtual LAN on a port.

To access the Port PVID Configuration page, click **Switching** > **VLAN** > **Advanced** > **Port PVID Configuration**.

	Interface	Configured PVID	Current PVID	Acceptable Frame Types	Configured Ingress Filtering	Current Ingress Filtering	Port Priority
<input type="checkbox"/>							
<input type="checkbox"/>	1/0/1	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/2	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/3	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/4	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/5	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/6	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/7	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/8	1	1	Admit All	Disable	Disable	0
<input type="checkbox"/>	1/0/9	1	1	Admit All	Disable	Disable	0

To configure PVID information:

1. Click **ALL** to display information for all Physical ports and LAGs.
2. Select the check box next to the interfaces to configure. You can select multiple interfaces to apply the same setting to the selected interfaces. Select the check box in the heading row to apply the same settings to all interfaces.
3. Use **Interface** to select the interface you want to configure.
4. Use **Configured PVID** to specify the VLAN ID you want assigned to untagged or priority tagged frames received on this port. The factory default is 1. The **Current PVID** field shows the PVID currently in use on the interface.
5. Use **Acceptable Frame Types** to specify the types of frames that may be received on this port. The options are 'VLAN only' and 'Admit All':
 - When set to **VLAN only**, untagged frames or priority tagged frames received on this port are discarded.
 - When set to **Admit All**, untagged frames or priority tagged frames received on this port are accepted and assigned the value of the Port VLAN ID for this port. With either option, VLAN tagged frames are forwarded in accordance to the 802.1Q VLAN specification.

6. Ingress Filtering:

- When enabled, the frame is discarded if this port is not a member of the VLAN with which this frame is associated. In a tagged frame, the VLAN is identified by the VLAN ID in the tag. In an untagged frame, the VLAN is the Port VLAN ID specified for the port that received this frame.
- When disabled, all frames are forwarded in accordance with the 802.1Q VLAN bridge specification. The factory default is disabled.

The **Current Ingress Filtering** field shows the current administrative mode of ingress filtering on the interface.

7. Use **Port Priority** to specify the default 802.1p priority assigned to untagged packets arriving at the port. The possible value is from 0 to 7.

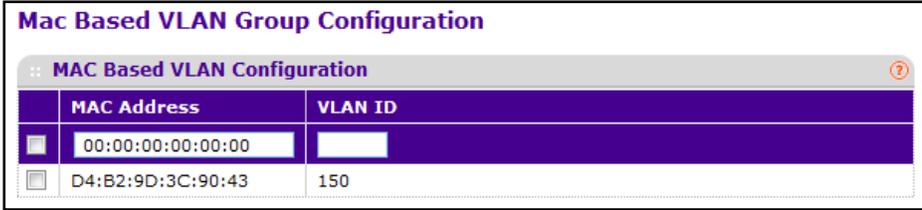
MAC Based VLAN

The MAC Based VLAN feature allows incoming untagged packets to be assigned to a VLAN and thus classify traffic based on the source MAC address of the packet.

A MAC to VLAN mapping is defined by configuring an entry in the MAC to VLAN table. An entry is specified via a source MAC address and the desired VLAN ID. The MAC to VLAN configurations are shared across all ports of the device (i.e. there is a system wide table that has MAC address to VLAN ID mappings).

When untagged or priority tagged packets arrive at the switch and entries exist in the MAC to VLAN table, the source MAC address of the packet is looked up. If an entry is found the corresponding VLAN ID is assigned to the packet. If the packet is already priority tagged it will maintain this value, otherwise the priority will be set to zero. The assigned VLAN ID is verified against the VLAN table, if the VLAN is valid ingress processing on the packet continues, otherwise the packet is dropped. This implies that the user is allowed to configure a MAC address mapping to a VLAN that has not been created on the system.

To display the MAC Based VLAN page, click **Switching > VLAN > Advanced > MAC Based VLAN**.



Mac Based VLAN Group Configuration	
:: MAC Based VLAN Configuration	
MAC Address	VLAN ID
<input type="checkbox"/> 00:00:00:00:00:00	
<input type="checkbox"/> D4:B2:9D:3C:90:43	150

To configure a MAC-based VLAN group:

1. Use the **MAC Address** field to specify a valid MAC Address which is to be bound to a VLAN ID.0
2. Use **VLAN ID** to specify a VLAN ID in the range of 1 to 4093.
3. Click **ADD** to add an entry of MAC Address to VLAN mapping.
4. Click **DELETE** to delete and entry of MAC Address to VLAN mapping.

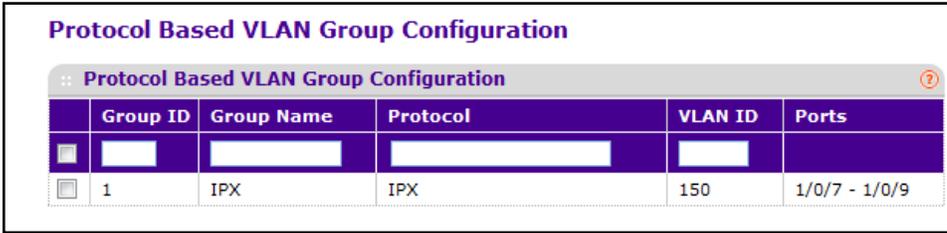
Protocol Based VLAN Group Configuration

You can use a protocol based VLAN to define filtering criteria for untagged packets. By default, if you do not configure any port- (IEEE 802.1Q) or protocol based VLANs, untagged packets will be assigned to VLAN 1. You can override this behavior by defining either port-based VLANs or protocol based VLANs, or both. Tagged packets are always handled according to the IEEE 802.1Q standard, and are not included in protocol based VLANs.

If you assign a port to a protocol based VLAN for a specific protocol, untagged frames received on that port for that protocol will be assigned the protocol based VLAN ID. Untagged frames received on the port for other protocols will be assigned the Port VLAN ID - either the default PVID (1) or a PVID you have specifically assigned to the port using the Port VLAN Configuration screen.

You define a protocol based VLAN by creating a group. Each group has a one-to-one relationship with a VLAN ID, can include one to three protocol definitions, and can include multiple ports. When you create a group you will choose a name and a Group ID will be assigned automatically.

To display the Protocol Based VLAN Group Configuration page, click **Switching > VLAN > Advanced > Protocol Based VLAN Group Configuration**.



Protocol Based VLAN Group Configuration					
:: Protocol Based VLAN Group Configuration					
	Group ID	Group Name	Protocol	VLAN ID	Ports
<input type="checkbox"/>	1	IPX	IPX	150	1/0/7 - 1/0/9

To configure a protocol-based VLAN group:

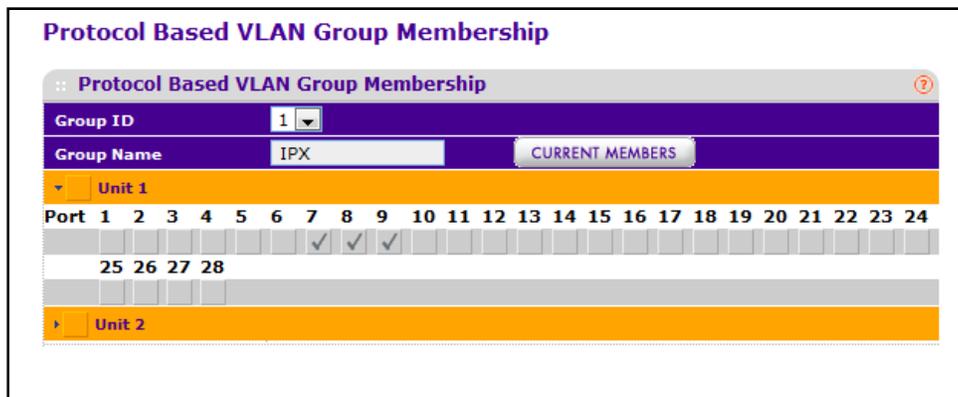
1. Use **Group ID** to specify a unique ID for the group.
2. Use **Group Name** to assign a name to a new group. You may enter up to 16 characters.
3. Use **Protocol(s)** to specify the protocols you want to be associated with the group. The protocol options are as follows:
 - **IP** - IP is a network layer protocol that provides a connectionless service for the delivery of data.
 - **ARP** - Address Resolution Protocol (ARP) is a low-level protocol that dynamically maps network layer addresses to physical medium access control (MAC) addresses
 - **IPX** - The Internetwork Packet Exchange (IPX) is a connectionless datagram Network-layer protocol that forwards data over a network.
 - User-specified hexadecimal or decimal value in the range of 0x0600 (1536) to 0xFFFF (65535).

4. Use **VLAN ID** to select the VLAN ID. It can be any number in the range of 1 to 4093. All the ports in the group will assign this VLAN ID to untagged packets received for the protocols you included in this group.
5. Click **ADD** to add a new Protocol Based VLAN group to the switch.
6. Click **DELETE** to remove the Protocol Based VLAN group identified by the value in the Group ID field.

Field	Description
Ports	Identifies all the member ports which belong to the group.

Protocol Based VLAN Group Membership

To display the Protocol Based VLAN Group Membership page, click **Switching > VLAN > Advanced > Protocol Based VLAN Group Membership**. In the following screen, the port area for Unit 1 has been expanded to show that ports 7–9 are members of the selected group.



To configure member ports for a protocol-based VLAN group:

1. Use **Group ID** to select the protocol-based VLAN Group ID for which you want to display or configure data.
2. Use **Port List** to add the ports you selected to this Protocol Based VLAN Group. Note that a given interface can only belong to one group for a given protocol. For example, if you have already added a port to a group for IP, you cannot add it to another group that also includes IP, although you could add it to a new group for IPX.
3. Click **APPLY** to update the switch with the changes.

Field	Description
Group Name	This field identifies the name for the protocol-based VLAN you selected. It can be up to 32 alphanumeric characters long, including blanks.
Current Members	This button can be click to show the current numbers in the selected protocol based VLAN Group.

IP Subnet Based VLAN

IP Subnet to VLAN mapping is defined by configuring an entry in the IP Subnet to VLAN table. An entry is specified via a source IP address, network mask, and the desired VLAN ID. The IP Subnet to VLAN configurations are shared across all ports of the device.

To display the MAC Based VLAN page, click **Switching > VLAN > Advanced > IP Subnet Based VLAN**.

IP Subnet Based VLAN Configuration

IP Subnet Based VLAN Configuration ?

	IP Address	Subnet Mask	VLAN ID
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	192.168.10.0	255.255.255.0	200

To configure a VLAN based on an IP subnet:

1. Use **IP Address** to specify a valid IP Address bound to VLAN ID. Enter the IP Address in dotted decimal notation.
2. Use **Subnet Mask** to specify a valid Subnet Mask of the IP Address. Enter the Subnet mask in dotted decimal notation.
3. Use **VLAN ID** to specify a VLAN ID in the range of (1 to 4093).
4. Click **ADD** to add a new IP subnet-based VLAN.
5. Click **DELETE** to delete the IP subnet-based VLAN selected.

Port DVLAN Configuration

Use this page to view and configure the double VLAN (DVLAN) tag settings for each interface. Double VLAN tagging allows service providers to create Virtual Metropolitan Area Networks (VMANs). With DVLAN tagging, service providers can pass VLAN traffic from one customer domain to another through a metro core. By using an additional tag on the traffic, the interface can differentiate between customers in the MAN while preserving an individual customer's VLAN identification that is used when the traffic enters the customer's 802.1Q domain.

To display the Port DVLAN Configuration page, click **Switching > VLAN > Advanced > Port DVLAN Configuration**.

The screenshot shows the 'Port DVLAN Configuration' web interface. At the top, there's a 'Global Configuration' section with a 'Global EtherType' dropdown menu currently set to '802.1Q Tag'. Below that is the 'DVLAN Configuration' section, which includes tabs for '1', '2', 'LAGS', and 'All'. A 'Go To Interface' input field and a 'GO' button are present. A table lists interfaces from 1/0/1 to 1/0/6. Each interface row has a checkbox and an 'Admin Mode' dropdown menu, all currently set to 'Disable'.

Interface	Admin Mode
<input type="checkbox"/> 1/0/1	Disable
<input type="checkbox"/> 1/0/2	Disable
<input type="checkbox"/> 1/0/3	Disable
<input type="checkbox"/> 1/0/4	Disable
<input type="checkbox"/> 1/0/5	Disable
<input type="checkbox"/> 1/0/6	Disable

To configure a DVLAN settings:

- Use the **Global EtherType** menu to select the 2-byte hex code to use as the first 16 bits of the DVLAN tag. The value configured in this field is used as the primary Tag Protocol Identifier (TPID) to include in frames transmitted by interfaces that are enabled for DVLAN tagging. Select one of the following:
 - 802.1Q Tag** - Commonly used tag representing 0x8100
 - vMAN Tag** - Commonly used tag representing 0x88A8
 - Custom Tag** - Configure the EtherType in any range from 0 to 65535. If you select this value, specify the tag in the **Custom Value** field that appears.
- Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
- Use **Admin Mode** to specify the administrative mode via which Double VLAN Tagging can be enabled or disabled. The default value for this is Disabled.
- Click **APPLY** to update the switch with the changes.
- Click **CANCEL** to abandon the changes.

Voice VLAN Configuration

Use this menu to configure the parameters for Voice VLAN Configuration. Voice VLAN enables ports to carry voice traffic that has a defined priority. Voice over IP (VoIP) traffic is inherently time-sensitive: for a network to provide acceptable service, the transmission rate is vital. The priority level enables the separation of voice and data traffic entering the port.

To display the Voice VLAN Configuration page, click **Switching > VLAN > Advanced > Voice VLAN Configuration**.

	Interface	Interface Mode	Value	CoS Override Mode	Operational State
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	1/0/1	Disable	0	Disable	Disable
<input type="checkbox"/>	1/0/2	Disable	0	Disable	Disable
<input type="checkbox"/>	1/0/3	Disable	0	Disable	Disable
<input type="checkbox"/>	1/0/4	Disable	0	Disable	Disable
<input type="checkbox"/>	1/0/5	Disable	0	Disable	Disable
<input type="checkbox"/>	1/0/6	Disable	0	Disable	Disable

To configure Voice VLAN settings:

1. Use **Admin Mode** to select the administrative mode for Voice VLAN on the switch. The default is disable.
2. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
3. Use **Interface Mode** to select the Voice VLAN mode for selected interface(s):
 - **Disable** - Default value
 - **None** - Allow the IP phone to use its own configuration to send untagged voice traffic
 - **VLAN ID** - Configure the phone to send tagged voice traffic.
 - **dot1p** - Configure Voice Vlan 802.1p priority tagging for voice traffic. When this is selected, please enter the dot1p value in the Value field.
 - **Untagged** - Configure the phone to send untagged voice traffic.
4. Use **Value** to enter the VLAN ID or dot1p value. This field is available only when VLAN ID or dot1p is selected as Interface Mode.
5. Use **CoS Override Mode** to select the Cos Override mode for selected interface:
 - **Enabled** – The port ignores the 802.1p priority value in the Ethernet frames it receives from connected devices.
 - **Disabled** – The port trusts the priority value in the received frame. The default is disable.

6. Click **APPLY** to update the switch with the changes.
7. Click **CANCEL** to abandon the changes.

Field	Description
Operational State	This is the operational status of the voice vlan on the given interface. To be enabled, Voice VLAN must be globally enabled and enabled on the interface. Additionally, the interface must be up and have a link.

GARP Switch Configuration

The switch supports Generic Attribute Registration Protocol (GARP), GARP VLAN Registration Protocol (GVRP), and GARP Multicast Registration Protocol (GMRP). GVRP relies on the services provided by GARP to provide IEEE 802.1Q-compliant VLAN pruning and dynamic VLAN creation on 802.1Q trunk ports. GMRP uses GARP services to help control the flooding of multicast traffic by keeping track of group membership information.

Note: It can take up to 10 seconds for GARP configuration changes to take effect.

To display the GARP Switch Configuration page, click **Switching > VLAN > Advanced > GARP Switch Configuration**.



To configure the global GARP settings:

1. Use **GVRP Mode** to choose the GARP VLAN Registration Protocol administrative mode for the switch by selecting enable or disable from the radio button. When GARP is enabled, switches can dynamically register (and de-register) VLAN membership information with other switches attached to the same segment. Information about the active VLANs is propagated across all networking switches in the bridged LAN that support GVRP. The factory default is disable.
2. Use **GMRP Mode** to choose the GARP Multicast Registration Protocol administrative mode for the switch by selecting enable or disable from the radio button. GMRP is similar to IGMP snooping in its purpose, but IGMP snooping is more widely used. GMRP must be running on both the host and the switch to function properly. The factory default is disable.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

GARP Port Configuration

Note: It can take up to 10 seconds for GARP configuration changes to take effect.

To display the GARP Port Configuration page, click **Switching > VLAN > Advanced > GARP Port Configuration**.

	Interface	Port GVRP Mode	Port GMRP Mode	Join Timer (centiseconds)	Leave Timer (centiseconds)	Leave All Timer (centiseconds)
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	Disable	20	60	1000
<input type="checkbox"/>	1/0/2	Disable	Disable	20	60	1000
<input type="checkbox"/>	1/0/3	Disable	Disable	20	60	1000
<input type="checkbox"/>	1/0/4	Disable	Disable	20	60	1000
<input type="checkbox"/>	1/0/5	Disable	Disable	20	60	1000
<input type="checkbox"/>	1/0/6	Disable	Disable	20	60	1000

To configure the per-interface GARP settings:

1. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
2. Use **Port GVRP Mode** to choose the GARP VLAN Registration Protocol administrative mode for the port by selecting enable or disable from the dropdown list. If you select disable, the protocol will not be active and the Join Time, Leave Time and Leave All Time will have no effect. The factory default is disable.
3. Use **Port GMRP Mode** to choose the GARP Multicast Registration Protocol administrative mode for the port by selecting enable or disable from the dropdown list. If you select disable, the protocol will not be active, and Join Time, Leave Time and Leave All Time have no effect. The factory default is disable.
4. Use **Join Time (centiseconds)** to specify the time between the transmission of GARP PDUs registering (or re-registering) membership for a VLAN or multicast group in centiseconds. Enter a number between 10 and 100 (0.1 to 1.0 seconds). The factory default is 20 centiseconds (0.2 seconds). An instance of this timer exists for each GARP participant for each port.
5. Use **Leave Time (centiseconds)** to specify the time to wait after receiving an unregister request for a VLAN or multicast group before deleting the associated entry, in centiseconds. This allows time for another station to assert registration for the same attribute in order to maintain uninterrupted service. Enter a number between 20 and 600 (0.2 to 6.0 seconds). The factory default is 60 centiseconds (0.6 seconds). An instance of this timer exists for each GARP participant for each port.

6. Use **Leave All Time (centiseconds)** to control how frequently LeaveAll PDUs are generated. A LeaveAll PDU indicates that all registrations will shortly be deregistered. Participants will need to rejoin in order to maintain registration. The Leave All Period Timer is set to a random value in the range of LeaveAllTime to $1.5 * \text{LeaveAllTime}$. The timer is specified in centiseconds. Enter a number between 200 and 6000 (2 to 60 seconds). The factory default is 1000 centiseconds (10 seconds). An instance of this timer exists for each GARP participant for each port.
7. Click **APPLY** to update the switch with the changes.
8. Click **CANCEL** to abandon the changes.

Auto-VoIP Configuration

The Auto-VoIP automatically makes sure that time-sensitive voice traffic is given priority over data traffic on ports that have this feature enabled. Protocol-based Auto-VoIP checks for packets carrying the following VoIP protocols:

- Session Initiation Protocol (SIP)
- H.323
- Signalling Connection Control Part (SCCP)
- Media Gateway Control Protocol (MGCP)

VoIP frames that are received on ports that have the Auto-VoIP feature enabled are marked with the configured CoS Traffic Class.

OUI-based Auto VoIP scans traffic for Organizationally Unique Identifier (OUI) bits. Traffic with known OUI-bits can be placed in a specific VLAN and assigned an 802.1p priority value.

From the Auto-VoIP link, you can access the following pages:

- [Protocol-Based](#) on page 134
- [OUI-Based](#) on page 136

Protocol-Based

Use this page to configure the protocol-based Auto VoIP priority settings and to enable or disable the protocol-based Auto VoIP mode on the interfaces.

To display the Protocol-Based Port Settings page, click **Switching > Auto-VoIP > Protocol-based > Port Settings**.

To configure protocol-based Auto-VoIP settings:

1. From the **Prioritization Type** menu, select the method used to prioritize VoIP traffic when a call-control protocol is detected, which is one of the following:
 - Remark – Remark the voice traffic with the specified 802.1p priority value at the ingress interface.
 - Traffic Class – Assign VoIP traffic to the specified traffic class when egressing the interface.
2. From the **Class Value** field, select the traffic class used for protocol-based VoIP traffic. If the Auto VoIP mode is enabled and the interface detects a call-control protocol, the switch assigns the traffic in that session to the configured Class of Service (CoS) queue. Traffic classes with a higher value are generally used for time-sensitive traffic. The CoS queue associated with the specified traffic class should be configured with the appropriate bandwidth allocation to allow priority treatment for VoIP traffic.
3. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
4. From the **Auto-VoIP Mode** menu, select the Auto-VoIP administrative mode for the interface.
5. Click **APPLY** to update the switch with the changes.
6. Click **CANCEL** to abandon the changes.

Field	Description
Operational Status	This is the operational status of the Auto-VoIP feature on the given interface.

OUI-Based

The OUI-based Auto VoIP feature helps provide a classification mechanism for voice packets that include OUI bits so that they can be prioritized above data packets in order to provide better Quality of Service (QoS).

From the OUI-based link, you can access the following pages:

- [OUI Based Properties](#) on page 136
- [OUI Port Settings](#) on page 137
- [OUI Table](#) on page 138

OUI Based Properties

Use this page to configure the VLAN ID for the Auto VoIP VLAN. When the switch identifies voice traffic based on the presence of an OUI, the traffic is placed in the VLAN specified on this page and assigned the selected 802.1p priority value.

To display the OUI Based Properties page, click **Switching > Auto-VoIP > OUI-based > Properties**.

The screenshot shows a configuration window titled "OUI Based Properties". Inside the window, there are two dropdown menus. The first is labeled "VoIP VLAN Id" and has the value "2" selected. The second is labeled "OUI-based priority" and has the value "7" selected. There is a help icon (a question mark in a circle) in the top right corner of the configuration area.

To configure OUI-based Auto-VoIP properties:

1. From the **VoIP VLAN ID** menu, select the VLAN used to segregate VoIP traffic from other non-voice traffic. All VoIP traffic that matches a value in the known OUI list gets assigned to this VoIP VLAN.
2. From the **OUI-based priority** menu, select the 802.1p priority used for traffic that matches a value in the known OUI list. If the Auto VoIP mode is enabled and the interface detects an OUI match, the device assigns the traffic in that session to the traffic class mapped to this priority value. Traffic classes with a higher value are generally used for time-sensitive traffic.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

OUI Port Settings

Use this page to configure the OUI-based Auto VoIP administrative mode on the interfaces.

To display the OUI Port Settings page, click **Switching > Auto-VoIP > OUI-based > OUI Port Settings**.

Protocol Based Port Settings

Protocol Based Global Settings

Prioritization Type: Traffic Class

Class Value: 6

Protocol Based Port Settings

1 2 LAGS All Go To Interface: GO

<input type="checkbox"/>	Interface	Auto VoIP Mode	Operational Status
<input type="checkbox"/>	1/0/1	Enable	UP
<input type="checkbox"/>	1/0/2	Enable	UP
<input type="checkbox"/>	1/0/3	Enable	UP
<input type="checkbox"/>	1/0/4	Enable	UP
<input type="checkbox"/>	1/0/5	Enable	UP
<input type="checkbox"/>	1/0/6	Enable	UP
<input type="checkbox"/>	1/0/7	Enable	UP
<input type="checkbox"/>	1/0/8	Enable	UP
<input type="checkbox"/>	1/0/9	Enable	UP

To configure protocol-based Auto-VoIP settings:

1. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
2. From the **Auto VoIP Mode** menu, select the administrative mode of OUI-based Auto-VoIP on the selected interfaces.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

Field	Description
Operational Status	This is the operational status of the Auto-VoIP feature on the given interface.

OUI Table

Use this page to add and remove Organizationally Unique Identifiers (OUIs) from the OUI database the device maintains. Device hardware manufacturers can include an OUI in a network adapter to help identify the device. The OUI is a unique 24-bit number assigned by the IEEE registration authority. Several default OUIs have been preconfigured in the OUI database on the device.

To display the OUI Table page, click **Switching > Auto-VoIP > OUI-based > OUI Table**.

OUI Table		
	Telephony OUI(s)	Description
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	00:01:E3	SIEMENS
<input type="checkbox"/>	00:03:6B	CISCO1
<input type="checkbox"/>	00:12:43	CISCO2
<input type="checkbox"/>	00:0F:E2	H3C
<input type="checkbox"/>	00:60:B9	NITSUKO
<input type="checkbox"/>	00:D0:1E	PINTEL
<input type="checkbox"/>	00:E0:75	VERILINK
<input type="checkbox"/>	00:E0:BB	3COM
<input type="checkbox"/>	00:04:0D	AVAYA1
<input type="checkbox"/>	00:1B:4F	AVAYA2

To configure entries in the OUI table:

1. In the **Telephony OUI** field, specify the unique OUI that identifies the device manufacturer or vendor. The OUI is specified in three octet values (each octet is represented as two hexadecimal digits) separated by colons.
2. In the **Description** field, provide a description of the manufacturer or vendor associated with the OUI.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.
5. To remove an OUI from the table, select the check box next to each entry to remove and click **DELETE**.

iSCSI

The Internet Small Computer System Interface (iSCSI) feature helps network administrators track iSCSI traffic between iSCSI initiators and target systems. This is accomplished by monitoring, or snooping traffic to detect packets used by iSCSI stations in establishing iSCSI sessions and connections. Data from these exchanges may optionally be used to create classification rules to assign the traffic between the stations to a configured traffic class. This affects how the packets in the flow are queued and scheduled for egress on the destination port.

In networks containing iSCSI initiators and targets, iSCSI helps to monitor iSCSI sessions or give iSCSI traffic preferential QoS treatment. Dynamically-generated classifier rules are used to direct the iSCSI data traffic to queues that can be given the desired preference characteristics over other data traveling through the switch. This may help to avoid session interruptions during times of congestion that would otherwise cause iSCSI packets to be dropped. However, in systems where a large proportion of traffic is iSCSI, it may also interfere with other network control-plane traffic, such as ARP or LACP.

The preferential treatment of iSCSI traffic needs to be balanced against the needs of other critical data in the network.

From the iSCSI link, you can access the following pages:

- [Basic](#) on page 139
- [Advanced](#) on page 141

Basic

From the iSCSI Basic link, you can access the following pages:

- [Global Configuration](#) on page 139
- [Sessions](#) on page 141

Global Configuration

Use this page to configure the global iSCSI settings on the switch.

To access the iSCSI Global Configuration page, click **Switching > iSCSI > Basic > Global Configuration**.

iSCSI Global Configuration

iSCSI Status: Disable Enable

QoS Profile: VLAN Priority Tag DSCP

VLAN Priority Tag: 5

DSCP: 46

iSCSI Aging Time: 10 (1 to 43200 minutes)

To configure global iSCSI settings:

1. In the **iSCSI Status** field, either Enable or Disable iSCSI optimization on the switch. The default is Disable.
2. In the **QoS Profile** field, select the quality of service profile that will be applied to iSCSI flows.
 - VLAN Priority Tag
 - DSCP

By default, iSCSI flows are assigned to the highest VPT/DSCP mapped to the highest queue not used for stack management or voice VLAN. Be sure to configure the relevant Class of Service parameters for the queue in order to complete the setting.

Setting the VPT/DSCP sets the QoS profile which determines the egress queue to which the frame is mapped. The switch default setting for egress queues scheduling is Weighted Round Robin (WRR). You can complete the QoS setting by configuring the relevant ports to work in other scheduling and queue management modes via the Class of Service settings.

3. If using VLAN Priority as the QoS profile, use the **VLAN Priority Tag** field to assign a VLAN Priority value to iSCSI session packets.
4. If using DSCP as the QoS profile, use the **DSCP** field to assign a DSCP value to iSCSI session packets.
5. If using DSCP as the QoS profile, specify whether to enable or disable the Remark mode. The default is Disable.

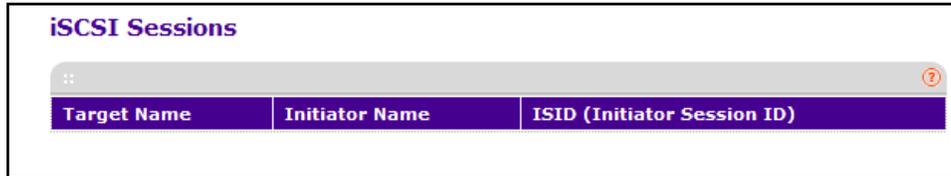
Enabling Remark allows the packets to be updated with IEEE 802.1p or IP-DSCP values. Remarking packets with priority data provides special QoS treatment as the packets continue through the network.

6. In the **iSCSI Aging Time** field, set the number of minutes a session can be inactive prior to removal.
7. Click **APPLY** to update the switch with the changes.
8. Click **CANCEL** to abandon the changes.

Sessions

Use this page to view active iSCSI session information.

To access the iSCSI Global Configuration page, click **Switching > iSCSI > Basic > Sessions**.



The fields on this page display the information the following table describes

Field	Description
Target Name	Shows the name assigned to the iSCSI target.
Initiator Name	Shows the name of the initiator.
ISID (Initiator Session ID)	Shows the unique identifier an initiator assigns to the session endpoint. When it is combined with the iSCSI initiator name, it provides a unique name in the world for the SCSI initiator port.

Advanced

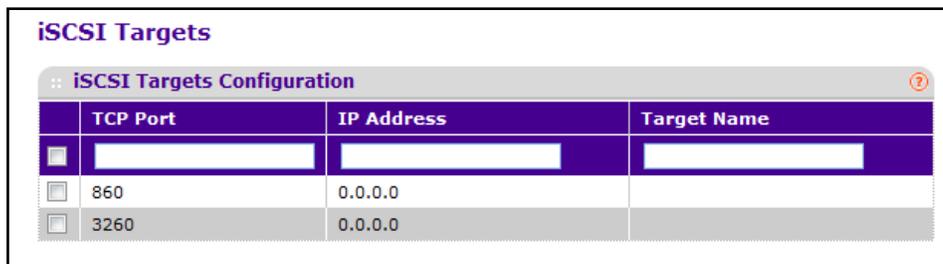
From the iSCSI Advanced link, you can access the following pages:

- [iSCSI Targets](#) on page 141
- [Sessions](#) on page 141
- [Sessions Detailed](#) on page 142

iSCSI Targets

Use this page to view iSCSI targets and to assign target ports/port IP address combinations for iSCSI optimization on the switch.

To access the iSCSI Targets page, click **Switching > iSCSI > Advanced > iSCSI Targets**.



To configure iSCSI target settings:

1. In the **TCP Port** field, specify the TCP port number for the target that will monitor for iSCSI traffic. The well-known iSCSI ports 3260 and 860 are configured as the default ports.
2. In the **IP Address** field, specify an IP address for the target that will monitor for iSCSI traffic.
3. In the **Target Name** field, specify a name to assign to the Target.
4. Click **APPLY** to update the switch with the changes.
5. Click **CANCEL** to abandon the changes.

Sessions Detailed

Use this page to view detailed information about active iSCSI sessions.

To access the iSCSI Global Configuration page, click **Switching > iSCSI > Advanced > Sessions Detailed**.



The fields on this page display the information the following table describes

Field	Description
Session Index	Shows the list of Session indices. The information displayed in the other fields corresponds to the selected Session Index.
Target Name	Shows the name assigned to the Target.
Initiator Name	Shows the name of the initiator.
Up Time	Show time that has elapsed since the session was created.
Time for aging out (in Seconds)	Shows the time (in seconds) left before the session is set to expire.
ISID (Initiator Session ID)	Shows the unique identifier an initiator assigns to the session endpoint. When it is combined with the iSCSI initiator name, it provides a unique name in the world for the SCSI initiator port.
Initiator IP Address	Shows the Initiator IP Address.
Initiator TCP Port	Shows the Initiator TCP Port number of one of the connections between the Target and initiator.
Target IP Address	Shows the IP Address of the Target.
Target TCP Port	Shows the Target TCP Port number of one of the connections between the Target and Initiator.

Spanning Tree Protocol

The Spanning Tree Protocol (STP) provides a tree topology for any arrangement of bridges. STP also provides one path between end stations on a network, eliminating loops. Spanning tree versions supported include Common STP, Multiple STP, and Rapid STP.

Classic STP provides a single path between end stations, avoiding and eliminating loops. For information on configuring Common STP, see “CST Port Configuration” on page 3-148.

Multiple Spanning Tree Protocol (MSTP) supports multiple instances of Spanning Tree to efficiently channel VLAN traffic over different interfaces. Each instance of the Spanning Tree behaves in the manner specified in IEEE 802.1w, Rapid Spanning Tree (RSTP), with slight modifications in the working but not the end effect (chief among the effects, is the rapid transitioning of the port to ‘Forwarding’). The difference between the RSTP and the traditional STP (IEEE 802.1D) is the ability to configure and recognize full-duplex connectivity and ports which are connected to end stations, resulting in rapid transitioning of the port to ‘Forwarding’ state and the suppression of Topology Change Notification. These features are represented by the parameters ‘pointpoint’ and ‘edgeport’. MSTP is compatible to both RSTP and STP. It behaves appropriately to STP and RSTP bridges. A MSTP bridge can be configured to behave entirely as a RSTP bridge or a STP bridge.

Note: For two bridges to be in the same region, the force version should be 802.1s and their configuration name, digest key, and revision level should match. For additional information about regions and their effect on network topology, refer to the IEEE 802.1Q standard.

From the VLAN link, you can access the following pages:

- [Basic](#) on page 143
- [Advanced](#) on page 145

Basic

From the Basic link, you can access the following pages:

- [STP Configuration](#) on page 143

STP Configuration

The Spanning Tree Configuration/Status page contains fields for enabling STP on the switch.

To display the Spanning Tree Configuration/Status page, click **Switching > STP > Basic > STP Configuration**.

STP Configuration

STP Configuration

Spanning Tree Admin Mode Disable Enable

Force Protocol Version IEEE 802.1d IEEE 802.1w IEEE 802.1s

Configuration Name

Configuration Revision Level (0 to 65535)

Forward BPDU while STP Disabled Disable Enable

BPDU Guard Disable Enable

BPDU Filter Disable Enable

Configuration Digest Key 0xac36177f50283cd4b83821d8ab26de62

Configuration Format Selector 0

STP Status

MST ID	VID	FID
0	1	1
0	2	2
0	100	100

To configure the global STP settings:

1. Use **Spanning Tree Admin Mode** to specify whether spanning tree operation is enabled on the switch. Value is enabled or disabled.
2. Use **Force Protocol Version** to specify the Force Protocol Version parameter for the switch. The options are IEEE 802.1d, IEEE 802.1w and IEEE 802.1s.
3. Use **Configuration Name** to specify an identifier used to identify the configuration currently being used. It may be up to 32 alphanumeric characters.
4. Use **Configuration Revision Level** to specify an identifier used to identify the configuration currently being used. The values allowed are between 0 and 65535. The default value is 0.
5. Use **Forward BPDU while STP Disabled** to specify whether spanning tree BPDUs should be forwarded or not while spanning-tree is disabled on the switch. Value is enabled or disabled.
6. Use **BPDU Guard** to specify whether the BPDU guard feature is enabled. The STP BPDU guard allows a network administrator to enforce the STP domain borders and keep the active topology consistent and predictable. The switches behind the edge ports that have STP BPDU guard enabled will not be able to influence the overall STP topology. At the reception of BPDUs, the BPDU guard operation disables the port that is configured with this option and transitions the port into disable state. This would lead to administrative disable of the port.
7. Use **BPDU Filter** to specify whether the BPDU Filter feature is enabled. STP BPDU filtering applies to all operational edge ports. Edge Port in an operational state is supposed to be connected to hosts that typically drop BPDUs. If an operational edge port receives a BPDU, it immediately loses its operational status. In that case, if BPDU filtering is enabled on this port then it drops the BPDUs received on this port.

Field	Description
Configuration digest key	Identifier used to identify the configuration currently being used.
MST ID	Table consisting of the MST instances (including the CST) and the corresponding VLAN IDs associated with each of them.
VID ID	Table consisting of the VLAN IDs and the corresponding FID associated with each of them.
FID ID	Table consisting of the FIDs and the corresponding VLAN IDs associated with each of them.

Advanced

From the Advanced link, you can access the following pages:

- [STP Configuration](#) on page 143
- [CST Configuration](#) on page 146
- [CST Port Configuration](#) on page 148
- [CST Port Status](#) on page 150
- [MST Configuration](#) on page 151
- [MST Port Status](#) on page 153
- [STP Statistics](#) on page 155

CST Configuration

Use the Spanning Tree CST Configuration page to configure Common Spanning Tree (CST) and Internal Spanning Tree on the switch.

To display the Spanning Tree CST Configuration page, click **Switching > STP > Advanced > CST Configuration**.

CST Configuration

CST Configuration ?

Bridge Priority	<input type="text" value="32768"/>	(0 to 61440)
Bridge Max Age (secs)	<input type="text" value="20"/>	(6 to 40)
Bridge Hello Time (secs)	<input type="text" value="2"/>	
Bridge Forward Delay (secs)	<input type="text" value="15"/>	(4 to 30)
Spanning Tree Maximum Hops	<input type="text" value="20"/>	(6 to 40)
Spanning Tree Tx Hold Count	<input type="text" value="6"/>	(1 to 10)

CST Status ?

Bridge Identifier	80:00:2C:B0:5D:91:F6:F0
Time Since Topology Change	1 day 0 hr 8 min 38 sec
Topology Change Count	1
Topology Change	False
Designated Root	80:00:00:07:03:05:05:06
Root Path Cost	40000
Root Port Identifier	80:01
Max Age (secs)	20
Forward Delay (secs)	15
Hold Time (secs)	6
CST Regional Root	80:00:2C:B0:5D:91:F6:F0
CST Path Cost	0
Port Triggered TC	

To configure CST settings:

1. Specify values for CST in the appropriate fields:

- **Bridge Priority** - When switches or bridges are running STP, each is assigned a priority. After exchanging BPDUs, the switch with the lowest priority value becomes the root bridge. Specifies the bridge priority value for the Common and Internal Spanning Tree (CST). The valid range is 0–61440. The bridge priority is a multiple of 4096. If you specify a priority that is not a multiple of 4096, the priority is automatically set to the next lowest priority that is a multiple of 4096. For example, if the priority is attempted to be set to any value between 0 and 4095, it will be set to 0. The default priority is 32768.
- **Bridge Max Age (secs)** - Specifies the bridge maximum age time for the Common and Internal Spanning Tree (CST), which indicates the amount of time in seconds a bridge waits before implementing a topological change. The valid range is 6–40, and

the value must be less than or equal to $(2 * \text{Bridge Forward Delay}) - 1$ and greater than or equal to $2 * (\text{Bridge Hello Time} + 1)$. The default value is 20.

- **Bridge Hello Time (secs)** - Specifies the bridge Hello time for the Common and Internal Spanning Tree (CST), which indicates the amount of time in seconds a root bridge waits between configuration messages. The value is fixed at 2 seconds. The value must be less than or equal to $(\text{Bridge Max Age} / 2) - 1$. The default hello time value is 2.
- **Bridge Forward Delay (secs)** - Specifies the bridge forward delay time, which indicates the amount of time in seconds a bridge remains in a listening and learning state before forwarding packets. The value must be greater or equal to $(\text{Bridge Max Age} / 2) + 1$. The time range is from 4 seconds to 30 seconds. The default value is 15.
- **Spanning Tree Maximum Hops** - Specifies the maximum number of bridge hops the information for a particular CST instance can travel before being discarded. The valid range is 1–127.
- **Spanning Tree Tx Hold Count** - Configures the maximum number of bpdus the bridge is allowed to send within the hello time window. The default value is 6.

Field	Description
Bridge identifier	The bridge identifier for the CST. It is made up using the bridge priority and the base MAC address of the bridge.
Time since topology change	The time in seconds since the topology of the CST last changed.
Topology change count	Number of times topology has changed for the CST.
Topology change	The value of the topology change parameter for the switch indicating if a topology change is in progress on any port assigned to the CST. It takes a value if True or False.
Designated root	The bridge identifier of the root bridge. It is made up from the bridge priority and the base MAC address of the bridge.
Root Path Cost	Path Cost to the Designated Root for the CST.
Root Port Identifier	Port to access the Designated Root for the CST.
Max Age(secs)	Path Cost to the Designated Root for the CST.
Forward Delay(secs)	Derived value of the Root Port Bridge Forward Delay parameter.
Hold Time(secs)	Minimum time between transmission of Configuration BPDUs.
CST Regional Root	Priority and base MAC address of the CST Regional Root.
CST Path Cost	Path Cost to the CST tree Regional Root.

CST Port Configuration

Use the Spanning Tree CST Port Configuration page to configure Common Spanning Tree (CST) and Internal Spanning Tree on a specific port on the switch.

To display the Spanning Tree CST Port Configuration page, click **Switching > STP > Advanced > CST Port Configuration**.

CST Port Configuration

:: CST Port Configuration

1 2 LAGS All

	Interface	Port Priority	Admin Edge Port	Port Path Cost	Auto Calculated Port Path Cost	Hello Timer	External Port Path Cost	Auto Calculated External Port Path Cost
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>			<input type="text"/>	
<input type="checkbox"/>	1/0/1	128	Enable	20000	Enabled	2	20000	Enabled
<input type="checkbox"/>	1/0/2	128	Enable	0	Enabled	2	0	Enabled
<input type="checkbox"/>	1/0/3	128	Enable	0	Enabled	2	0	Enabled
<input type="checkbox"/>	1/0/4	128	Enable	0	Enabled	2	0	Enabled
<input type="checkbox"/>	1/0/5	128	Enable	0	Enabled	2	0	Enabled
<input type="checkbox"/>	1/0/6	128	Enable	0	Enabled	2	0	Enabled
<input type="checkbox"/>	1/0/7	128	Enable	0	Enabled	2	0	Enabled

To Interface GO

BPDU Filter	BPDU Forwarding	BPDU Guard Effect	Auto Edge	Root Guard	Loop Guard	TCN Guard	Port Mode	Port Forwarding State
<input type="text"/>	<input type="text"/>		<input type="text"/>					
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Forwarding
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Disabled
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Disabled
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Disabled
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Disabled
Disable	Disable	Disabled	Disable	Disable	Disable	Disable	Enable	Disabled

To configure CST port settings:

1. **Interface** - One of the physical or port channel interfaces associated with VLANs associated with the CST.
2. Use **Port Priority** to specify the priority for a particular port within the CST. The port priority is set in multiples of 16. For example if the priority is attempted to be set to any value between 0 and 15, it will be set to 0. If it is tried to be set to any value between 16 and (2*16-1) it will be set to 16 and so on.
3. Use **Admin Edge Port** to specify if the specified port is an Edge Port within the CIST. It takes a value of TRUE or FALSE, where the default value is FALSE.

4. Use **Port Path Cost** to set the Path Cost to a new value for the specified port in the common and internal spanning tree. It takes a value in the range of 1 to 200000000.
5. Use **External Port Path Cost** to set the External Path Cost to a new value for the specified port in the spanning tree. It takes a value in the range of 1 to 200000000.
6. Use **BPDU Filter** to configure the BPDU Filter, which filters the BPDU traffic on this port when STP is enabled on this port. The possible values are Enable or Disable.
7. Use **BPDU Flood** to configure the BPDU Flood, which floods the BPDU traffic arriving on this port when STP is disabled on this port. The possible values are Enable or Disable.
8. Use **Auto Edge** to configure the auto edge mode of a port, which allows the port to become an edge port if it does not see BPDUs for some duration. The possible values are Enable or Disable.
9. Use **Root Guard** to configure the root guard mode, which sets a port to discard any superior information received by the port and thus protect against root of the device from changing. The port gets put into discarding state and does not forward any packets. The possible values are Enable or Disable.
10. Use **Loop Guard** to configure the loop guard on the port to protect layer 2 forwarding loops. If loop guard is enabled, the port moves into the STP loop inconsistent blocking state instead of the listening/learning/forwarding state.
11. Use **TCN Guard** to configure the TCN guard for a port restricting the port from propagating any topology change information received through that port. The possible values are Enable or Disable.
12. Use **Port Mode** to enable/disable Spanning Tree Protocol Administrative Mode associated with the port or port channel. The possible values are Enable or Disable.

Field	Description
Auto Calculated Port Path Cost	Displays whether the path cost is automatically calculated (Enabled) or not (Disabled). Path cost will be calculated based on the link speed of the port if the configured value for Port Path Cost is zero.
Hello Timer	Displays the value of the parameter for the CST.
Auto Calculated External Port Path Cost	Displays whether the external path cost is automatically calculated (Enabled) or not (Disabled). External Path cost will be calculated based on the link speed of the port if the configured value for External Port Path Cost is zero.
BPDU Guard Effect	Display the BPDU Guard Effect, it disables the edge ports that receive BPDU packets. The possible values are Enable or Disable.
Port Forwarding State	The Forwarding State of this port.

CST Port Status

Use the Spanning Tree CST Port Status page to display Common Spanning Tree (CST) and Internal Spanning Tree on a specific port on the switch.

To display the Spanning Tree CST Port Status page, click **Switching > STP > Advanced > CST Port Status**.

CST Port Status								
CST Port Status								
1 2 LAGS All								
Interface	Port ID	Port Forwarding State	Port Role	Designated Root	Designated Cost	Designated Bridge	Designated Port	Topology Change Acknowledge
1/0/1	80:01	Forwarding	Root	80:00:00:07:03:05:05:06	20000	80:00:C0:3F:0E:90:29:60	80:08	False
1/0/2	80:02	Disabled	Disabled	80:00:2C:B0:5D:91:F6:F0	0	80:00:2C:B0:5D:91:F6:F0	00:00	False
1/0/3	80:03	Disabled	Disabled	80:00:2C:B0:5D:91:F6:F0	0	80:00:2C:B0:5D:91:F6:F0	00:00	False
1/0/4	80:04	Disabled	Disabled	80:00:2C:B0:5D:91:F6:F0	0	80:00:2C:B0:5D:91:F6:F0	00:00	False
1/0/5	80:05	Disabled	Disabled	80:00:2C:B0:5D:91:F6:F0	0	80:00:2C:B0:5D:91:F6:F0	00:00	False
1/0/6	80:06	Disabled	Disabled	80:00:2C:B0:5D:91:F6:F0	0	80:00:2C:B0:5D:91:F6:F0	00:00	False

Edge Port	Point-to-Point MAC	CST Regional Root	CST Path Cost	Port Up Time Since Counters Last Cleared	Loop Inconsistent State	Transitions Into Loop Inconsistent State	Transitions Out Of Loop Inconsistent State
Disabled	True	80:00:C0:3F:0E:90:29:60	0	1 day 0 hr 9 min 11 sec	False	0	0
Disabled	False	80:00:2C:B0:5D:91:F6:F0	0	3 day 3 hr 25 min 30 sec	False	0	0
Disabled	False	80:00:2C:B0:5D:91:F6:F0	0	3 day 3 hr 25 min 30 sec	False	0	0
Disabled	False	80:00:2C:B0:5D:91:F6:F0	0	3 day 3 hr 25 min 30 sec	False	0	0
Disabled	False	80:00:2C:B0:5D:91:F6:F0	0	3 day 3 hr 25 min 30 sec	False	0	0
Disabled	False	80:00:2C:B0:5D:91:F6:F0	0	3 day 3 hr 25 min 30 sec	False	0	0

The following table describes the CST Status information displayed on the screen.

Field	Description
Interface	Identify the physical or port channel interfaces associated with VLANs associated with the CST.
Port ID	The port identifier for the specified port within the CST. It is made up from the port priority and the interface number of the port.
Port Forwarding State	The Forwarding State of this port.
Port Role	Each MST Bridge Port that is enabled is assigned a Port Role for each spanning tree. The port role will be one of the following values: Root Port, Designated Port, Alternate Port, Backup Port, Master Port or Disabled Port.

ProSafe M5300 Switch

Field	Description
Designated Root	Root Bridge for the CST. It is made up using the bridge priority and the base MAC address of the bridge.
Designated Cost	Path Cost offered to the LAN by the Designated Port.
Designated Bridge	Bridge Identifier of the bridge with the Designated Port. It is made up using the bridge priority and the base MAC address of the bridge.
Designated Port	Port Identifier on the Designated Bridge that offers the lowest cost to the LAN. It is made up from the port priority and the interface number of the port.
Topology Change Acknowledge	Identifies whether the next BPDU to be transmitted for this port would have the topology change acknowledgement flag set. It is either "True" or "False".
Edge port	Indicates whether the port is enabled as an edge port. It takes the value "Enabled" or "Disabled".
Point-to-point MAC	Derived value of the point-to-point status.
CST Regional Root	Bridge Identifier of the CST Regional Root. It is made up using the bridge priority and the base MAC address of the bridge.
CST Path Cost	Path Cost to the CST Regional Root.
Port Up Time Since Counters Last Cleared	Time since the counters were last cleared, displayed in Days, Hours, Minutes, and Seconds.

MST Configuration

Use the Spanning Tree MST Configuration page to configure Multiple Spanning Tree (MST) on the switch.

To display the Spanning Tree MST Configuration page, click **Switching > STP > Advanced > MST Configuration**.

MST Configuration										
MST Configuration										
	MST ID	Priority	Bridge Identifier	Vlan Id	Time Since Topology Change	Topology Change Count	Topology Change	Designated Root	Root Path Cost	Root Port Identifier
<input type="checkbox"/>										
<input type="checkbox"/>	0	32768	80:00:2C:B0:5D:91:F6:F0	1-2	1 day 0 hr 10 min 10 sec	1	False	80:00:00:07:03:05:05:06	40000	80:01
<input type="checkbox"/>	1	0	80:01:2C:B0:5D:91:F6:F0	100	0 day 0 hr 0 min 2 sec	1	True	80:01:2C:B0:5D:91:F6:F0	0	00:00

To configure an MST instance:

1. To add an MST instance, configure the MST values and click **ADD**:
 - **MST ID** - Specify the ID of the MST to create. Valid values for this are between 1 and 4094. This is only visible when the select option of the MST ID select box is selected.
 - **Priority** - Specifies the bridge priority value for the MST. When switches or bridges are running STP, each is assigned a priority. After exchanging BPDUs, the switch with the lowest priority value becomes the root bridge. The bridge priority is a multiple of 4096. If you specify a priority that is not a multiple of 4096, the priority is automatically set to the next lowest priority that is a multiple of 4096. For example, if the priority is attempted to be set to any value between 0 and 4095, it will be set to 0. The default priority is 32768. The valid range is 0–61440.
 - **VLAN ID** - This gives a combo box of each VLAN on the switch. These can be selected or unselected for re-configuring the association of VLANs to MST instances.
2. To delete an MST instance, select the check box next to the instance and click **DELETE**.
3. To modify an MST instance, select the check box next to the instance to configure, update the values, and click **APPLY**. You can select multiple check boxes to apply the same setting to all selected ports.
4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

For each configured instance, the information described in the following table displays on the page.

Field	Description
Bridge Identifier	The bridge identifier for the selected MST instance. It is made up using the bridge priority and the base MAC address of the bridge.
Time Since Topology Change	The time in seconds since the topology of the selected MST instance last changed.
Topology Change Count	Number of times topology has changed for the selected MST instance.
Topology Change	The value of the topology change parameter for the switch indicating if a topology change is in progress on any port assigned to the selected MST instance. It takes a value of True or False.
Designated Root	The bridge identifier of the root bridge. It is made up from the bridge priority and the base MAC address of the bridge.
Root Path Cost	Path Cost to the Designated Root for this MST instance.
Root Port Identifier	Port to access the Designated Root for this MST instance.

MST Port Status

Use the Spanning Tree MST Port Status page to configure and display Multiple Spanning Tree (MST) settings on a specific port on the switch.

To display the Spanning Tree MST Port Status page, click **Switching > STP > Advanced > MST Port Status**.

MST Port Status

MST ID Selection

Select MST 1 ▾

MST Port Status

1 2 LAGS All Go To Interface

	Interface	Port Priority	Port Path Cost	Auto Calculated Port Path Cost	Port ID	Port Uptime Since Last Clear Counters	Port Mode	Port Forwarding State	Port Role
<input type="checkbox"/>	1/0/1	128	20000	Enabled	80:01	0 day 0 hr 0 min 29 sec	Enable	Forwarding	Master
<input type="checkbox"/>	1/0/2	128	0	Enabled	80:02	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/3	128	0	Enabled	80:03	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/4	128	0	Enabled	80:04	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/5	128	0	Enabled	80:05	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/6	128	0	Enabled	80:06	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/7	128	0	Enabled	80:07	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/8	128	0	Enabled	80:08	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled
<input type="checkbox"/>	1/0/9	128	0	Enabled	80:09	0 day 0 hr 0 min 29 sec	Enable	Disabled	Disabled

?

?

Designated Root	Designated Cost	Designated Bridge	Designated Port	Loop Inconsistent State	Transitions Into Loop Inconsistent State	Transitions Out Of Loop Inconsistent State
00:01:2C:B0:5D:91:F6:F0	0	00:01:2C:B0:5D:91:F6:F0	80:01	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0
80:01:2C:B0:5D:91:F6:F0	0	80:01:2C:B0:5D:91:F6:F0	00:00	False	0	0

Note: If no MST instances have been configured on the switch, the page displays a “No MSTs Available” message and does not display the fields shown in the field description table that follows.

To configure MST port settings:

1. Use **MST ID** to select one MST instance from existing MST instances.
2. Use **Interface** to select one of the physical or port channel interfaces associated with VLANs associated with the selected MST instance.
3. Use **Port Priority** to specify the priority for a particular port within the selected MST instance. The port priority is set in multiples of 16. For example if the priority is attempted to be set to any value between 0 and 15, it will be set to 0. If it is tried to be set to any value between 16 and (2*16-1) it will be set to 16 and so on.
4. Use **Port Path Cost** to set the Path Cost to a new value for the specified port in the selected MST instance. It takes a value in the range of 1 to 200000000.

The following table describes the read-only MST port configuration information displayed on the Spanning Tree CST Configuration page.

Field	Description
Auto Calculated Port Path Cost	Displays whether the path cost is automatically calculated (Enabled) or not (Disabled). Path cost will be calculated based on the link speed of the port if the configured value for Port Path Cost is zero.
Port ID	The port identifier for the specified port within the selected MST instance. It is made up from the port priority and the interface number of the port.
Port Uptime Since Last Clear Counters	Time since the counters were last cleared, displayed in Days, Hours, Minutes, and Seconds.
Port Mode	Spanning Tree Protocol Administrative Mode associated with the port or port channel. The possible values are Enable or Disable.
Port Forwarding State	The Forwarding State of this port.
Port Role	Each MST Bridge Port that is enabled is assigned a Port Role for each spanning tree. The port role will be one of the following values: Root Port, Designated Port, Alternate Port, Backup Port, Master Port or Disabled Port.
Designated Root	Root Bridge for the selected MST instance. It is made up using the bridge priority and the base MAC address of the bridge.
Designated Cost	Path Cost offered to the LAN by the Designated Port.
Designated Bridge	Bridge Identifier of the bridge with the Designated Port. It is made up using the bridge priority and the base MAC address of the bridge.
Designated Port	Port Identifier on the Designated Bridge that offers the lowest cost to the LAN. It is made up from the port priority and the interface number of the port.

STP Statistics

Use the Spanning Tree Statistics page to view information about the number and type of bridge protocol data units (BPDUs) transmitted and received on each port.

To display the Spanning Tree Statistics page, click **Switching** > **STP** > **Advanced** > **STP Statistics**.

The screenshot shows the 'STP Statistics' page with a table of interface statistics. The table has seven columns: Interface, STP BPDUs Received, STP BPDUs Transmitted, RSTP BPDUs Received, RSTP BPDUs Transmitted, MSTP BPDUs Received, and MSTP BPDUs Transmitted. The data is as follows:

Interface	STP BPDUs Received	STP BPDUs Transmitted	RSTP BPDUs Received	RSTP BPDUs Transmitted	MSTP BPDUs Received	MSTP BPDUs Transmitted
1/0/1	0	0	0	7	43128	0
1/0/2	0	0	0	0	0	0
1/0/3	0	0	0	0	0	0
1/0/4	0	0	0	0	0	0
1/0/5	0	0	0	0	0	0
1/0/6	0	0	0	0	0	0
1/0/7	0	0	0	0	0	0
1/0/8	0	0	0	0	0	0
1/0/9	0	0	0	0	0	0
1/0/10	0	0	0	0	0	0
1/0/11	0	0	0	0	0	0

The following table describes the information available on the STP Statistics page.

Field	Description
Interface	Selects one of the physical or port channel interfaces of the switch.
STP BPDUs Received	Number of STP BPDUs received at the selected port.
STP BPDUs Transmitted	Number of STP BPDUs transmitted from the selected port.
RSTP BPDUs Received	Number of RSTP BPDUs received at the selected port.
RSTP BPDUs Transmitted	Number of RSTP BPDUs transmitted from the selected port.
MSTP BPDUs Received	Number of MSTP BPDUs received at the selected port.
MSTP BPDUs Transmitted	Number of MSTP BPDUs transmitted from the selected port.

Multicast

Multicast IP traffic is traffic that is destined to a host group. Host groups are identified by class D IP addresses, which range from 224.0.0.0 to 239.255.255.255.

From the Multicast link, you can access the following pages:

- [MFDB](#) on page 156
- [IGMP Snooping](#) on page 158
- [MLD Snooping](#) on page 167

MFDB

From the MFDB link, you can access the following pages:

- [MFDB Table](#) on page 156
- [MFDB Statistics](#) on page 157

MFDB Table

The Multicast Forwarding Database holds the port membership information for all active multicast address entries. The key for an entry consists of a VLAN ID and MAC address pair. Entries may contain data for more than one protocol.

To display the MFDB Table page, click **Switching > Multicast > MFDB > MFDB Table**.

MAC Address	VLAN ID	Component	Type	Description	Forwarding Interfaces
-------------	---------	-----------	------	-------------	-----------------------

To search for a specific MAC address, use the **Search by MAC Address** field to enter a MAC Address whose MFDB table entry you want displayed. Enter six two-digit hexadecimal numbers separated by colons, for example 00:01:23:43:45:67. Then click on the “GO” button. If the address exists, that entry will be displayed. An exact match is required.

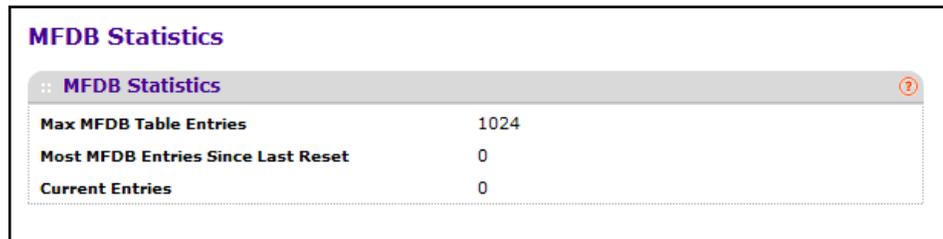
Field	Description
MAC Address	The multicast MAC address for which you requested data.
VLAN ID	The VLAN ID to which the multicast MAC address is related.
Type	This displays the type of the entry. Static entries are those that are configured by the end user. Dynamic entries are added to the table as a result of a learning process or protocol.

Field	Description
Component	This is the component that is responsible for this entry in the Multicast Forwarding Database. Possible values are IGMP Snooping, GMRP, Static Filtering and MLD Snooping.
Description	The text description of this multicast table entry. Possible values are Management Configured, Network Configured and Network Assisted.
ForwardingInterfaces	The resultant forwarding list is derived from combining all the forwarding interfaces and removing the interfaces that are listed as the static filtering interfaces.

MFDB Statistics

Use this page to view statistical information about the multicast forwarding database (MFDB).

To display the MFDB Statistics page, click **Switching > Multicast > MFDB > MFDB Statistics**.



MFDB Statistics	
Max MFDB Table Entries	1024
Most MFDB Entries Since Last Reset	0
Current Entries	0

Field	Description
Max MFDB Table Entries	The maximum number of entries that the Multicast Forwarding Database table can hold.
Most MFDB Entries Since Last Reset	The largest number of entries that have been present in the Multicast Forwarding Database table since last reset. This value is also known as the MFDB high-water mark.
Current Entries	The current number of entries in the Multicast Forwarding Database table.

IGMP Snooping

Internet Group Management Protocol (IGMP) Snooping is a feature that allows a switch to forward multicast traffic intelligently on the switch. Multicast IP traffic is traffic that is destined to a host group. Host groups are identified by class D IP addresses, which range from 224.0.0.0 to 239.255.255.255. Based on the IGMP query and report messages, the switch forwards traffic only to the ports that request the multicast traffic. This prevents the switch from broadcasting the traffic to all ports and possibly affecting network performance.

A traditional Ethernet network may be separated into different network segments to prevent placing too many devices onto the same shared media. Bridges and switches connect these segments. When a packet with a broadcast or multicast destination address is received, the switch will forward a copy into each of the remaining network segments in accordance with the IEEE MAC Bridge standard. Eventually, the packet is made accessible to all nodes connected to the network.

This approach works well for broadcast packets that are intended to be seen or processed by all connected nodes. In the case of multicast packets, however, this approach could lead to less efficient use of network bandwidth, particularly when the packet is intended for only a small number of nodes. Packets will be flooded into network segments where no node has any interest in receiving the packet. While nodes will rarely incur any processing overhead to filter packets addressed to unrequested group addresses, they are unable to transmit new packets onto the shared media for the period of time that the multicast packet is flooded. The problem of wasting bandwidth is even worse when the LAN segment is not shared, for example in full-duplex links.

Allowing switches to snoop IGMP packets is a creative effort to solve this problem. The switch uses the information in the IGMP packets as they are being forwarded throughout the network to determine which segments should receive packets directed to the group address.

From the IGMP Snooping link, you can access the following pages:

- [IGMP Snooping Configuration](#) on page 159
- [IGMP Snooping Interface Configuration](#) on page 160
- [IGMP VLAN Configuration](#) on page 161
- [Multicast Router Configuration](#) on page 162
- [Multicast Router VLAN Configuration](#) on page 163
- [IGMP Snooping Querier](#) on page 163
 - [IGMP Snooping Querier Configuration](#) on page 164
 - [IGMP Snooping Querier VLAN Configuration](#) on page 165

IGMP Snooping Configuration

Use the IGMP Snooping Configuration page to configure the parameters for IGMP snooping, which is used to build forwarding lists for multicast traffic.

Note that only a user with Read/Write access privileges may change the data on this screen.

To access the IGMP Snooping Configuration page, click **Switching > Multicast > IGMP Snooping > Configuration**.

To configure IGMP Snooping:

1. Use the **Admin Mode** Enable/Disable radio button to select the administrative mode for IGMP Snooping for the switch. The default is disable.
2. Use the **Unknown Multicast Filtering** Enable/Disable radio button to select the unknown multicast filtering mode for the switch. The default is disable.

The following table displays information about the global IGMP snooping status and statistics on the page.

Field	Description
Multicast Control Frame Count	The number of multicast control frames that are processed by the CPU.
Interfaces Enabled for IGMP Snooping	A list of all the interfaces currently enabled for IGMP Snooping.
Data Frames Forwarded by the CPU	The number of data frames forwarded by the CPU.
VLAN Ids Enabled For IGMP Snooping	Displays VLAN Ids enabled for IGMP snooping.

IGMP Snooping Interface Configuration

Use the IGMP Snooping Interface Configuration page to configure IGMP snooping settings on specific interfaces.

To access the IGMP Snooping Interface Configuration page, click **Switching > Multicast > IGMP Snooping > Interface Configuration**.

	Interface	Admin Mode	Group Membership Interval(secs)	Max Response Time(secs)	Present Expiration Time(secs)	Fast Leave Admin Mode
<input type="checkbox"/>		<input type="text" value="Disable"/>	<input type="text" value="260"/>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text" value="Disable"/>
<input type="checkbox"/>	1/0/1	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/2	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/3	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/4	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/5	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/6	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/7	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/8	Disable	260	10	0	Disable

To configure IGMP Snooping interface settings:

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to select the interface mode for the selected interface for IGMP Snooping for the switch from the pull-down menu. The default is disable.
3. Use **Group Membership Interval** to specify the amount of time you want the switch to wait for a report for a particular group on a particular interface before it deletes that interface from the group. Enter a value between 1 and 3600 seconds. The default is 260 seconds.
4. Use **Max Response Time** to specify the amount of time you want the switch to wait after sending a query on an interface because it did not receive a report for a particular group on that interface. Enter a value greater or equal to 1 and less than the Group Membership Interval in seconds. The default is 10 seconds. The configured value must be less than the Group Membership Interval.
5. Use **Present Expiration Time** to specify the amount of time you want the switch to wait to receive a query on an interface before removing it from the list of interfaces with multicast routers attached. Enter a value between 0 and 3600 seconds. The default is 0 seconds. A value of zero indicates an infinite time-out, i.e. no expiration.
6. Use **Fast Leave Admin** mode to select the Fast Leave mode for the a particular interface from the pull-down menu. The default is disable.
7. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
8. If you make any configuration changes, click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately.

IGMP VLAN Configuration

Use the IGMP Snooping VLAN Configuration page to configure IGMP snooping settings for VLANs on the system.

To access the IGMP Snooping VLAN Configuration page, click **Switching > Multicast > IGMP Snooping > IGMP VLAN Configuration**.

IGMP VLAN Configuration						
:: IGMP VLAN Configuration						
	VLAN ID	Admin Mode	Fast Leave Admin Mode	Group Membership Interval	Maximum Response Time	Multicast Router Expiry Time
<input type="checkbox"/>						
<input type="checkbox"/>	200	Enable	Enable	260	10	0

To configure IGMP snooping settings for VLANs:

- To enable IGMP snooping on a VLAN, enter the VLAN ID in the appropriate field and configure the IGMP Snooping values:
 - Use **Admin Mode** to enable or disable IGMP Snooping for the specified VLAN ID.
 - Use **Fast Leave Admin Mode** to enable or disable the IGMP Snooping Fast Leave Mode for the specified VLAN ID.
 - Use **Group Membership Interval** to set the value for group membership interval of IGMP Snooping for the specified VLAN ID. Valid range is (Maximum Response Time + 1) to 3600 seconds.
 - Use **Maximum Response Time** to set the value for maximum response time of IGMP Snooping for the specified VLAN ID. Valid range is 1 to (Group Membership Interval - 1). Its value should be greater than group membership interval value.
 - Use **Multicast Router Expiry Time** to set the value for multicast router expiry time of IGMP Snooping for the specified VLAN ID. Valid range is 0 to 3600 seconds.
- Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
- To disable IGMP snooping on a VLAN and remove it from the list, select the check box next to the VLAN ID and click **DELETE**.
- To modify IGMP snooping settings for a VLAN, select the check box next to the VLAN ID, update the desired values, and click **APPLY**.
- Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Multicast Router Configuration

This page configures the interface as the one the multicast router is attached to. All IGMP packets snooped by the switch will be forwarded to the multicast router reachable from this interface. The configuration is not needed most of the time since the switch will automatically detect the presence of multicast router and forward IGMP packet accordingly. It is only needed when you want to make sure the multicast router always receives IGMP packets from the switch in a complex network.

To access the Multicast Router Configuration page, click **Switching > Multicast > IGMP Snooping > Multicast Router Configuration**.

<input type="checkbox"/>	Interface	Multicast Router
<input type="checkbox"/>	1/0/1	Disable
<input type="checkbox"/>	1/0/2	Disable
<input type="checkbox"/>	1/0/3	Disable
<input type="checkbox"/>	1/0/4	Disable
<input type="checkbox"/>	1/0/5	Disable
<input type="checkbox"/>	1/0/6	Disable
<input type="checkbox"/>	1/0/7	Disable
<input type="checkbox"/>	1/0/8	Disable
<input type="checkbox"/>	1/0/9	Disable

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Multicast Router** to enable or disable Multicast Router on the selected interfaces.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

Multicast Router VLAN Configuration

This page configures the interface to only forward the snooped IGMP packets that come from VLAN ID (<vlanId>) to the multicast router attached to this interface. The configuration is not needed most of the time since the switch will automatically detect the presence of a multicast router and forward IGMP packets accordingly. It is only needed when you want to make sure that the multicast router always receives IGMP packets from the switch in a complex network.

To access the Multicast Router VLAN Configuration page, click **Switching > Multicast > IGMP Snooping > Multicast Router VLAN Configuration**.

Multicast Router VLAN Configuration	
Interface: 1/0/1	
Multicast Router VLAN Configuration	
VLAN ID	Multicast Router
<input type="checkbox"/> []	[]

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **VLAN ID** to select the VLAN ID for which the Multicast Router Mode is to be Enabled or Disabled.
3. Use **Multicast Router** to enable or disable multicast router for the Vlan ID.
4. Click **APPLY** to update the switch with the changes.
5. Click **CANCEL** to abandon the changes.

IGMP Snooping Querier

IGMP snooping requires that one central switch or router periodically query all end-devices on the network to announce their multicast memberships. This central device is the IGMP querier. The IGMP query responses, known as IGMP reports, keep the switch updated with the current multicast group membership on a port-by-port basis. If the switch does not receive updated membership information in a timely fashion, it will stop forwarding multicasts to the port where the end device is located.

These pages enable you to configure and display information on IGMP snooping queriers on the network and, separately, on VLANs.

IGMP Snooping Querier Configuration

Use this menu to configure the parameters for IGMP Snooping Querier. Note that only a user with Read/Write access privileges may change the data on this screen.

To access this page, click **Switching > Multicast > IGMP Snooping > Querier Configuration**.

IGMP Snooping Querier Configuration

Querier Configuration

Querier Admin Mode Disable Enable

Snooping Querier Address

IGMP Version (1 to 2)

Query Interval(secs) (1 to 1800)

Querier Expiry Interval(secs) (60 to 300)

VLAN IDs Enabled for IGMP Snooping Querier

To configure IGMP Snooping Querier settings:

1. Use **Querier Admin Mode** to select the administrative mode for IGMP Snooping for the switch. The default is disable.
2. Use **Querier IP Address** to specify the Snooping Querier Address to be used as source address in periodic IGMP queries. This address is used when no address is configured on the VLAN on which query is being sent.
3. Use **IGMP Version** to specify the IGMP protocol version used in periodic IGMP queries.
4. Use **Query Interval(secs)** to specify the time interval in seconds between periodic queries sent by the snooping querier. The Query Interval must be a value in the range of 1 and 1800. The default value is 60.
5. Use **Querier Expiry Interval(secs)** to specify the time interval in seconds after which the last querier information is removed. The Querier Expiry Interval must be a value in the range of 60 and 300. The default value is 60.

Field	Description
VLAN Ids Enabled For IGMP Snooping Querier	Displays VLAN Ids enabled for IGMP snooping querier.

IGMP Snooping Querier VLAN Configuration

Use this page to configure IGMP queriers for use with VLANs on the network.

To access this page, click **Switching > Multicast > IGMP Snooping > Querier VLAN Configuration**.

IGMP Snooping Querier VLAN Configuration								
:: IGMP Snooping Querier VLAN Configuration								
	VLAN ID	Querier Election Participate Mode	Querier VLAN Address	Operational State	Operational Version	Last Querier Address	Last Querier Version	Operational Max Response Time
<input type="checkbox"/>	100	Enable	192.168.10.2	Disable	2			

To configure Querier VLAN settings:

- To create a new VLAN ID for IGMP Snooping, select New Entry from the VLAN ID field and complete the following fields. User can also set pre-configurable Snooping Querier parameters.
 - VLAN ID** - Specifies the VLAN ID for which the IGMP Snooping Querier is to be enabled.
 - Querier Election Participate Mode** - Enable or disable Querier Participate Mode.
 - Disabled** - Upon seeing another querier of the same version in the VLAN, the snooping querier moves to the non-querier state.
 - Enabled** - The snooping querier participates in querier election, in which the least IP address operates as the querier in that VLAN. The other querier moves to non-querier state.
 - Snooping Querier VLAN Address** - Specify the Snooping Querier IP Address to be used as the source address in periodic IGMP queries sent on the specified VLAN.
- Click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately
- To disable Snooping Querier on a VLAN, select the VLAN ID and click **DELETE**.
- Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
- Click **REFRESH** to update the page with the latest information from the switch.

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Field	Description
Operational State	<p>Displays the operational state of the IGMP Snooping Querier on a VLAN. It can be in any of the following states:</p> <ul style="list-style-type: none">• Querier: Snooping switch is the Querier in the VLAN. The Snooping switch will send out periodic queries with a time interval equal to the configured querier query interval. If the snooping switch sees a better querier in the VLAN, it moves to non-querier mode.• Non-Querier: Snooping switch is in Non-Querier mode in the VLAN. If the querier expiry interval timer expires, the snooping switch will move into querier mode.• Disabled: Snooping Querier is not operational on the VLAN. The Snooping Querier moves to disabled mode when IGMP Snooping is not operational on the VLAN or when the querier address is not configured or the network management address is also not configured.
Operational Version	Displays the operational IGMP protocol version of the querier.
Last Querier Address	Displays the IP address of the last querier from which a query was snooped on the VLAN.
Last Querier Version	Displays the IGMP protocol version of the last querier from which a query was snooped on the VLAN.
Operational Max Response Time	Displays maximum response time to be used in the queries that are sent by the Snooping Querier.

MLD Snooping

From the MLD Snooping link, you can access the following pages:

- [MLD Snooping Configuration](#) on page 167
- [MLD Snooping Interface Configuration](#) on page 168
- [MLD VLAN Configuration](#) on page 169
- [Multicast Router Configuration](#) on page 170
- [Multicast Router VLAN Configuration](#) on page 170
- [MLD Snooping Querier Configuration](#) on page 171
- [MLD Snooping Querier VLAN Configuration](#) on page 172

MLD Snooping Configuration

Use this menu to configure the parameters for MLD Snooping, which is used to build forwarding lists for multicast traffic. Note that only a user with Read/Write access privileges may change the data on this screen.

To access the MLD Snooping Configuration page, click **Switching > Multicast > MLD Snooping > Configuration**.

To configure global MLD snooping settings:

1. Use **MLD Snooping Admin Mode** to select the administrative mode for MLD Snooping for the switch. The default is disable.
2. Click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Field	Definition
Multicast Control Frame Count	The number of multicast control frames that are processed by the CPU.
Interfaces Enabled for MLD Snooping	A list of all the interfaces currently enabled for MLD Snooping.
Data Frames Forwarded by the CPU	The number of data frames forwarded by the CPU.
VLAN Ids Enabled For MLD Snooping	Displays VLAN Ids enabled for MLD snooping.

MLD Snooping Interface Configuration

To access the MLD Snooping Interface Configuration page, click **Switching** > **Multicast** > **MLD Snooping** > **Interface Configuration**.

	Interface	Admin Mode	Group Membership Interval(secs)	Max Response Time(secs)	Present Expiration Time(secs)	Fast Leave Admin Mode
<input type="checkbox"/>						
<input type="checkbox"/>	1/0/1	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/2	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/3	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/4	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/5	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/6	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/7	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/8	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/9	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/10	Disable	260	10	0	Disable
<input type="checkbox"/>	1/0/11	Disable	260	10	0	Disable

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to select the interface mode for the selected interface for MLD Snooping for the switch. The default is disable.
3. Use **Group Membership Interval (secs)** to specify the amount of time you want the switch to wait for a report for a particular group on a particular interface before it deletes that interface from the group. The valid range is from (2 to 3600) seconds. The configured value must be greater than Max Response Time. The default is 260 seconds.
4. Use **Max Response Time (secs)** to specify the amount of time you want the switch to wait after sending a query on an interface because it did not receive a report for a particular group on that interface. Enter a value greater or equal to 1 and less than the Group Membership Interval in seconds. The default is 10 seconds. The configured value must be less than the Group Membership Interval.
5. Use **Present Expiration Time** to specify the amount of time you want the switch to wait to receive a query on an interface before removing it from the list of interfaces with multicast routers attached. Enter a value between 0 and 3600 seconds. The default is 0 seconds. A value of zero indicates an infinite time-out, i.e. no expiration.
6. Use **Fast Leave Admin mode** to select the Fast Leave mode for the a particular interface from the pull-down menu. The default is disable.
7. Click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately
8. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

MLD VLAN Configuration

To access the MLD VLAN Configuration page, click **Switching > Multicast > MLD Snooping > MLD VLAN Configuration**.

MLD VLAN Configuration						
:: MLD VLAN Configuration						
	VLAN ID	Admin Mode	Fast Leave Admin Mode	Group Membership Interval	Maximum Response Time	Multicast Router Expiry Time
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input checked="" type="checkbox"/>	100	Enable	Enable	260	10	0

1. Use **VLAN ID** to set the VLAN IDs for which MLD Snooping is enabled.
2. Use **Admin Mode** to enable MLD Snooping for the specified VLAN ID.
3. Use **Fast Leave Admin Mode** to enable or disable the MLD Snooping Fast Leave Mode for the specified VLAN ID.
4. Use **Group Membership Interval** to set the value for group membership interval of MLD Snooping for the specified VLAN ID. Valid range is (Maximum Response Time + 1) to 3600.
5. Use **Maximum Response Time** to set the value for maximum response time of MLD Snooping for the specified VLAN ID. Valid range is 1 to (Group Membership Interval - 1). Its value should be less than group membership interval value.
6. Use **Multicast Router Expiry Time** to set the value for multicast router expiry time of MLD Snooping for the specified VLAN ID. Valid range is 0 to 3600.
7. Click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately
8. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Multicast Router Configuration

To access the Multicast Router Configuration page, click **Switching > Multicast > MLD Snooping > Multicast Router Configuration**.

<input type="checkbox"/>	Interface	Multicast Router
<input type="checkbox"/>	1/0/1	Disable
<input type="checkbox"/>	1/0/2	Disable
<input type="checkbox"/>	1/0/3	Disable
<input type="checkbox"/>	1/0/4	Disable
<input type="checkbox"/>	1/0/5	Disable
<input type="checkbox"/>	1/0/6	Disable
<input type="checkbox"/>	1/0/7	Disable
<input type="checkbox"/>	1/0/8	Disable
<input type="checkbox"/>	1/0/9	Disable

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Multicast Router** to enable or disable Multicast Router on the selected interface.

Multicast Router VLAN Configuration

To access the Multicast Router VLAN Configuration page, click **Switching > Multicast > MLD Snooping > Multicast Router VLAN Configuration**.

<input type="checkbox"/>	VLAN ID	Multicast Router
<input type="checkbox"/>		

1. Use **Interface** to select the interface for which you want Multicast Router to be enabled.
2. Use **VLAN ID** to select the VLAN ID for which the Multicast Router Mode is to be Enabled or Disabled.
3. Use **Multicast Router** to enable or disable the multicast router for the Vlan ID.
4. Click **APPLY** to apply the new settings to the switch. Configuration changes take effect immediately
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

MLD Snooping Querier Configuration

Use this menu to configure the parameters for MLD Snooping Querier. Note that only a user with Read/Write access privileges may change the data on this screen.

To access the MLD Snooping Querier Configuration page, click **Switching > Multicast > MLD Snooping > Querier Configuration**.

1. Use **Querier Admin Mode** to select the administrative mode for MLD Snooping for the switch. The default is disable.
2. Use **Querier Address** to specify the Snooping Querier Address to be used as source address in periodic MLD queries. This address is used when no address is configured on the VLAN on which query is being sent. The supported IPv6 formats are x:x:x:x:x:x:x and x::x.
3. Use **MLD Version** to specify the MLD protocol version used in periodic MLD queries.
4. Use **Query Interval(secs)** to specify the time interval in seconds between periodic queries sent by the snooping querier. The Query Interval must be a value in the range of 1 and 1800. The default value is 60.
5. Use **Querier Expiry Interval(secs)** to specify the time interval in seconds after which the last querier information is removed. The Querier Expiry Interval must be a value in the range of 60 and 300. The default value is 60.

Field	Description
VLAN Ids Enabled For MLD Snooping Querier	Displays VLAN Ids enabled for MLD snooping querier.

MLD Snooping Querier VLAN Configuration

To access the MLD Snooping Querier VLAN Configuration page, click **Switching > Multicast > MLD Snooping > Querier VLAN Configuration**.

VLAN ID	Querier Election Participate Mode	Querier VLAN Address	Operational State	Operational Version	Last Querier Address	Last Querier Version	Operational Max Response Time
<input type="text"/>	<input type="checkbox"/>	<input type="text"/>					

- VLAN ID** - Specifies the VLAN ID on which MLD Snooping Querier is administratively enabled and VLAN exists in the VLAN database.
- Use **Querier Election Participate Mode** to enable or disable the MLD Snooping Querier participate in election mode. When this mode is disabled, up on seeing other querier of same version in the vlan, the snooping querier move to non querier state. Only when this mode is enabled, the snooping querier will participate in querier election where in the least IP address will win the querier election and operates as the querier in that VLAN. The other querier moves to non-querier state.
- Use **Querier VLAN Address** to specify the Snooping Querier Address to be used as source address in periodic MLD queries sent on the specified VLAN.

Field	Description
Operational State	Specifies the operational state of the MLD Snooping Querier on a VLAN. It can be in any of the following states: <ul style="list-style-type: none"> Querier: Snooping switch is the Querier in the VLAN. The Snooping switch will send out periodic queries with a time interval equal to the configured querier query interval. If the snooping switch sees a better querier in the VLAN, it moves to non-querier mode. Non-Querier: Snooping switch is in Non-Querier mode in the VLAN. If the querier expiry interval timer is expires, the snooping switch will move into querier mode. Disabled: Snooping Querier is not operational on the VLAN. The Snooping Querier moves to disabled mode when MLD Snooping is not operational on the VLAN or when the querier address is not configured or the network management address is also not configured.
Operational Version	Displays the operational MLD protocol version of the querier.
Last Querier Address	Displays the IP address of the last querier from which a query was snooped on the VLAN.
Last Querier Version	Displays the MLD protocol version of the last querier from which a query was snooped on the VLAN.
Operational Max Response Time	Displays maximum response time to be used in the queries that are sent by the Snooping Querier.

MVR Configuration

IGMP snooping helps limit multicast traffic when member ports are in the same VLAN; however, when ports belong to different VLANs, a copy of the multicast stream is sent to each VLAN that has member ports in the multicast group. MVR eliminates the need to duplicate the multicast traffic when multicast group member ports belong to different VLANs.

MVR uses a dedicated multicast VLAN to forward multicast traffic over the L2 network. Only one MVLAN can be configured per switch, and it is used only for certain multicast traffic, such as traffic from an IPTV application, to avoid duplication of multicast streams for clients in different VLANs. Clients can dynamically join or leave the multicast VLAN without interfering with their membership in other VLANs.

MVR, like IGMP Snooping, allows a layer 2 switch to listen to IGMP messages to learn about multicast group membership.

From the MVR Configuration link under the Switching tab, you can configure the MVR settings.

From the MVR Configuration link, you can access the following links:

- [Basic](#) on page 173
- [Advanced](#) on page 174

Basic

From the Basic link, you can access the following pages:

- [MVR Configuration](#) on page 173

MVR Configuration

To display the MVR Configuration page, click **Switching > MVR > Basic > MVR Configuration**. A screen similar to the following displays.

MVR Configuration	
MVR Running	Disable <input type="button" value="v"/>
MVR Multicast Vlan	1 (1 to 4093)
MVR Max Multicast Groups	256
MVR Current Multicast Groups	0
MVR Global query response time	5 (1 to 100)
MVR Mode	compatible <input type="button" value="v"/>

1. Use **MVR Running** to **Enable** or **Disable** the MVR feature. The factory default is **Disable**.
2. Use **MVR multicast** to specify the VLAN on which MVR multicast data will be received. All source ports belong to this VLAN. The value can be set in a range of 1 to 4093. The default value is 1.

Field	Definition
MVR Max Multicast Groups	Displays the maximum number of multicast groups that MVR supports.
MVR Current Multicast Groups	Displays current number of the MVR groups allocated.

- Use **MVR Global query response time** to set the maximum time to wait for the IGMP reports membership on a receiver port. This time applies only to receiver-port leave processing. When an IGMP query is sent from a receiver port, the switch waits for the default or configured MVR querytime for an IGMP group membership report before removing the port from the multicast group membership. The value is equal to the tenths of second. The range is from 1 to 100 tenths. The factory default is 5 tenths or one-half.
- Use **MVR Mode** to specify the MVR mode of operation. The factory default is compatible.

Advanced

From the Advanced link, you can access the following pages:

- [MVR Group Configuration](#) on page 174
- [MVR Interface Configuration](#) on page 175
- [MVR Group Membership](#) on page 176
- [MVR Statistics](#) on page 176

MVR Group Configuration

To display the MVR Group Configuration page, click **Switching > MVR > Advanced > MVR Group Configuration**. A screen similar to the following displays.

MVR Group Configuration		
MVR Group Configuration		
MVR Group IP	Status	Members
<input type="text"/>		

- Use the **MVR Group IP** to specify the IP Address for the new MVR group.
- Click **ADD** to add a new MVR group.
- Click **DELETE** to delete a selected MVR group.
- Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Field	Definition
Status	Displays the status of the specific MVR group.
Members	Displays the list of ports that participate in the specific MVR group.

MVR Interface Configuration

To display the MVR Interface Configuration page, click **Switching > MVR > Advanced > MVR Interface Configuration**. A screen similar to the following displays.

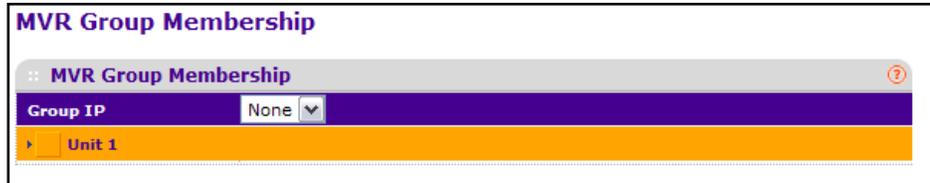
	Interface	Admin Mode	Type	Immediate Leave	Status
<input type="checkbox"/>	0/1	Disable	none	Disable	ACTIVE/InVLAN
<input type="checkbox"/>	0/2	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/3	Disable	none	Disable	ACTIVE/InVLAN
<input type="checkbox"/>	0/4	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/5	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/6	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/7	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/8	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/9	Disable	none	Disable	ACTIVE/InVLAN
<input type="checkbox"/>	0/10	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/11	Disable	none	Disable	INACTIVE/InVLAN
<input type="checkbox"/>	0/12	Disable	none	Disable	INACTIVE/InVLAN

1. Use **Interface** to specify the interface you want to configure.
2. Use **Admin Mode** to **Enable** or **Disable** MVR on a port. The factory default is **Disable**.
3. Use **Type** to configure the port as an MVR **receiver** port or a **source** port. The default port type is **none**.
4. Use **Immediate Leave** to **Enable** or **Disable** the **Immediate Leave** feature of MVR on a port. The factory default is **Disable**.
5. Click **REFRESH** to refresh the web page to show the latest MVR interface configuration.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
7. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Field	Definition
Status	Displays the status of the specific port.

MVR Group Membership

To display the MVR Configuration page, click **Switching > MVR > Advanced > MVR Group Membership**. A screen similar to the following displays.



1. Use the **Group IP** to specify the IP multicast address of the MVR group for which you want to display or configure data.
2. Use the **Port List** to show the configured list of members of the selected MVR group. You can use this port list to add the ports you selected to this MVR group.
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen.
4. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

MVR Statistics

To display the MVR Configuration page, click **Switching > MVR > Advanced > MVR Statistics**. A screen similar to the following displays.

Mvr Statistics	
IGMP Query Received	0
IGMP Report V1 Received	0
IGMP Report V2 Received	0
IGMP Leave Received	0
IGMP Query Transmitted	0
IGMP Report V1 Transmitted	0
IGMP Report V2 Transmitted	0
IGMP Leave Transmitted	0
IGMP Packet Receive Failures	0
IGMP Packet Transmit Failures	0

Click **REFRESH** to refresh the web page to show the latest MVR statistics.

Field	Definition
IGMP Query Received	Displays the number of received IGMP Queries.
IGMP Report V1 Received	Displays the number of received IGMP Reports V1.
IGMP Report V2 Received	Displays the number of received IGMP Reports V2.
IGMP Leave Received	Displays the number of received IGMP Leaves.

Field	Definition
IGMP Query Transmitted	Displays the number of transmitted IGMP Queries.
IGMP Report V1 Transmitted	Displays the number of transmitted IGMP Reports V1.
IGMP Report V2 Transmitted	Displays the number of transmitted IGMP Reports V2.
IGMP Leave Transmitted	Displays the number of transmitted IGMP Leaves.
IGMP Packet Receive Failures	Displays the number of IGMP packet receive failures.
IGMP Packet Transmit Failures	Displays the number of IGMP packet transmit failures.

Address Table

From the Address Table link, you can access the following pages:

- [Basic](#) on page 177
- [Advanced](#) on page 179

Basic

From the Basic link, you can access the following pages:

- [Address Table](#) on page 177

Address Table

This table contains information about unicast entries for which the switch has forwarding and/or filtering information. This information is used by the transparent bridging function in determining how to propagate a received frame.

To display the Address Table page, click **Switching > Address Table > Basic > Address Table**.

The screenshot shows the 'Address Table' interface. At the top, there is a search bar labeled 'Search By' with a dropdown menu set to 'VLAN ID' and a 'GO' button. Below the search bar, it indicates 'Total MAC Addresses 7'. The main content is a table with the following data:

VLAN ID	MAC Address	Port	status
1	00:0F:FE:00:8E:76	1/0/1	Learned
1	00:16:9C:E1:D8:00	1/0/1	Learned
1	00:19:E7:D3:82:2D	1/0/1	Learned
1	00:1A:A0:1A:94:FA	1/0/1	Learned
1	00:C0:05:01:98:05	1/0/1	Learned
1	2C:B0:5D:91:F6:F0	0/5/1	Management
1	C0:3F:0E:90:29:62	1/0/1	Learned

1. Use **Search By** to search for MAC Addresses by MAC Address, VLAN ID, and port:
 - **Searched by MAC Address** - Select MAC Address from pull-down menu, enter the 6 byte hexadecimal MAC Address in two-digit groups separated by colons, for example 01:23:45:67:89:AB. Then click on the “Go” button. If the address exists, that entry will be displayed as the first entry followed by the remaining (greater) mac addresses. An exact match is required.
 - **Searched by VLAN ID** - Select VLAN ID from pull-down menu, enter the VLAN ID, for example 100. Then click on the “Go” button. If the address exists, the entry will be displayed as the first entry followed by the remaining (greater) mac addresses.
 - **Searched by Port** - Select Port from pull-down menu, enter the port ID in Unit/Slot/Port, for example 2/1/1. Then click on the “Go” button. If the address exists, the entry will be displayed as the first entry followed by the remaining (greater) mac addresses.
2. Click **Go** to initiate the search.

Field	Description
Total MAC Address	Displaying the number of total MAC addresses learned or configured.
MAC Address	A unicast MAC address for which the switch has forwarding and/or filtering information. The format is a 6 byte MAC Address that is separated by colons, for example 01:23:45:67:89:AB.
VLAN ID	The VLAN ID associated with the MAC Address.
Port	The port upon which this address was learned.
Status	The status of this entry. The meanings of the values are: <ul style="list-style-type: none"> • Static: the value of the corresponding instance was added by the system or a user and cannot be relearned. • Learned: the value of the corresponding instance was learned, and is being used. • Management: the value of the corresponding instance is also the value of an existing instance of dot1dStaticAddress.

Advanced

From the Advanced link, you can access the following pages:

- [Dynamic Addresses](#) on page 179
- [Address Table](#) on page 177
- [Static MAC Address](#) on page 180

Dynamic Addresses

This page allows the user to set the Address Aging Interval for the specified forwarding database.

To display the Address Table page, click **Switching > Address Table > Advanced > Dynamic Addresses**.



The screenshot shows a configuration window titled "Dynamic Address Table". Inside the window, there is a sub-header "Dynamic Address Table" with a help icon. Below this, there is a configuration field for "Address Aging Timeout (seconds)". The field contains the value "300" and has a range indicator "(10 to 1000000)".

1. Use **Address Aging Timeout (seconds)** to specify the time-out period in seconds for aging out dynamically learned forwarding information. 802.1D-1990 recommends a default of 300 seconds. The value may be specified as any number between 10 and 1000000 seconds. The factory default is 300.
2. Click **APPLY** to update the switch with the changes.
3. Click **CANCEL** to abandon the changes.

Static MAC Address

Use this page to configure static MAC addresses in the MAC address table. Each static MAC address can be associated with one or more interfaces and VLANs. Unlike dynamic MAC addresses in the MAC address table, static MAC addresses do not age out.

To display the Static MAC Address page, click **Switching > Address Table > Advanced > Static MAC Address**.

Static MAC Address Configuration

Port List

Interface 1/0/1

Static MAC Address Table

	Static MAC Address	VLAN ID
<input type="checkbox"/>	<input style="width: 90%;" type="text"/>	<input style="width: 50%;" type="text"/>
<input type="checkbox"/>	D4:BE:D9:3A:90:53	200

1. Use **Interface** to select the physical interface/LAGs for which you want to configure a MAC address or display data.
2. Use the **Static MAC Address** to input the MAC address to be added
3. Select the **VLAN ID** associated with the MAC address.
4. Click **ADD** to add a new static MAC address to the switch.
5. To delete a static MAC address from the table, select the check box associated with the entry to remove and click **DELETE**.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Ports

The pages on the Ports tab allow you to view and monitor the physical port information for the ports available on the switch. From the Ports link, you can access the following pages:

- [Port Configuration](#) on page 181
- [Port Description](#) on page 182

Port Configuration

Use the Port Configuration page to configure the physical interfaces on the switch.

To access the Port Configuration page, click **Switching** > **Ports** > **Port Configuration**.

Port Configuration

:: Port Configuration

1 2 LAGS All Go To Port

	Port	Port Type	STP mode	Admin Mode	LACP Mode	Physical Mode
<input type="checkbox"/>			<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/2	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/3	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/4	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/5	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/6	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/7	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/8	Normal	Enable	Enable	Enable	Auto
<input type="checkbox"/>	1/0/9	Normal	Enable	Enable	Enable	Auto

?

Physical Status	Link Status	Link Trap	Maximum Frame Size	ifindex
		<input type="text"/>	<input type="text"/>	
1000 Mbps	Link Up	Enable	1518	1
Unknown	Link Down	Enable	1518	2
Unknown	Link Down	Enable	1518	3
Unknown	Link Down	Enable	1518	4
Unknown	Link Down	Enable	1518	5
Unknown	Link Down	Enable	1518	6
Unknown	Link Down	Enable	1518	7
Unknown	Link Down	Enable	1518	8
Unknown	Link Down	Enable	1518	9

To configure port settings:

1. Select the check box associated with each **Port** to configure, or select the check box in the header row to apply the same settings to all ports.
2. Use **STP Mode** to select the Spanning Tree Protocol Administrative Mode for the port or LAG. The possible values are:
 - **Enable** -Select this to enable the Spanning Tree Protocol for this port.
 - **Disable** -Select this to disable the Spanning Tree Protocol for this port.
3. Use the **Admin Mode** pull-down menu to select the Port control administration state. You must select enable if you want the port to participate in the network. The factory default is enabled.
4. Use **LACP Mode** to select the Link Aggregation Control Protocol administration state. The mode must be enabled in order for the port to participate in Link Aggregation. May be enabled or disabled by selecting the corresponding line on the pull-down entry field. The factory default is enabled.
5. Use the **Physical Mode** pull-down menu to select the port's speed and duplex mode. If you select auto the duplex mode and speed will be set by the auto-negotiation process. Note that the port's maximum capability (full duplex and speed) will be advertised. Otherwise, your selection will determine the port's duplex mode and transmission rate. The factory default is auto.
6. Use **Link Trap** to determine whether to send a trap when link status changes. The factory default is enabled.
7. Use **Maximum Frame Size** to specify the maximum Ethernet frame size the interface supports or is configured, including ethernet header, CRC, and payload (1518 to 9216). The default maximum frame size is 1518.
8. Click **CANCEL** to abandon the changes.
9. Click **APPLY** to update the switch with the values you entered. If you want the switch to retain the new values across a power cycle you must perform a save.

Field	Description
Port Type	For normal ports this field will be "normal." Otherwise the possible values are: <ul style="list-style-type: none"> • Mirrored - The port is a mirrored port on which all the traffic will be copied to the probe port. • Probe - Use this port to monitor mirrored port. • Trunk Number - The port is a member of a Link Aggregation trunk. Look at the LAG screens for more information.
Physical Status	Indicates the port speed and duplex mode.
Link Status	Indicates whether the Link is up or down.
ifIndex	The ifIndex of the interface table entry associated with this port.

Port Description

This screen configures and displays the description for all ports in the box.

To access the Port Description page, click **Switching > Ports > Port Description**.

Port	Description	MAC Address	PortList Bit Offset	ifindex
<input type="checkbox"/> 1/0/1	connects to RTR3	2C:B0:5D:91:F6:F2	1	1
<input checked="" type="checkbox"/> 1/0/1	connects to RTR3	2C:B0:5D:91:F6:F2	1	1
<input type="checkbox"/> 1/0/2		2C:B0:5D:91:F6:F2	2	2
<input type="checkbox"/> 1/0/3		2C:B0:5D:91:F6:F2	3	3
<input type="checkbox"/> 1/0/4		2C:B0:5D:91:F6:F2	4	4
<input type="checkbox"/> 1/0/5		2C:B0:5D:91:F6:F2	5	5
<input type="checkbox"/> 1/0/6		2C:B0:5D:91:F6:F2	6	6
<input type="checkbox"/> 1/0/7		2C:B0:5D:91:F6:F2	7	7
<input type="checkbox"/> 1/0/8		2C:B0:5D:91:F6:F2	8	8
<input type="checkbox"/> 1/0/9		2C:B0:5D:91:F6:F2	9	9
<input type="checkbox"/> 1/0/10		2C:B0:5D:91:F6:F2	10	10
<input type="checkbox"/> 1/0/11		2C:B0:5D:91:F6:F2	11	11

1. Select the check box associated with each **Port** to configure, or select the check box in the header row to apply the same settings to all ports.
2. Use **Port Description** to enter the description string to be attached to a port. It can be up to 64 characters in length.
3. Click **CANCEL** to abandon the changes.
4. Click **APPLY** to update the switch with the values you entered. If you want the switch to retain the new values across a power cycle you must perform a save.

Field	Description
Port	Selects the interface for which data is to be displayed or configured.
MAC Address	Displays the physical address of the specified interface.
PortList Bit Offset	Displays the bit offset value which corresponds to the port when the MIB object type PortList is used to manage in SNMP.
ifIndex	Displays the interface index associated with the port.

Link Aggregation Groups

Link aggregation groups (LAGs), which are also known as port-channels, allow you to combine multiple full-duplex Ethernet links into a single logical link. Network devices treat the aggregation as if it were a single link, which increases fault tolerance and provides load sharing. You assign the LAG VLAN membership after you create a LAG. The LAG by default becomes a member of the management VLAN.

A LAG interface can be either static or dynamic, but not both. All members of a LAG must participate in the same protocols. A static port-channel interface does not require a partner system to be able to aggregate its member ports.

Static LAGs are supported. When a port is added to a LAG as a static member, it neither transmits nor receives LACPDUs.

From the LAGs link, you can access the following pages:

- [LAG Configuration](#) on page 184
- [LAG Membership](#) on page 186

LAG Configuration

Use the LAG (Port Channel) Configuration page to group one or more full-duplex Ethernet links to be aggregated together to form a link aggregation group, which is also known as a port-channel. The switch treats the LAG as if it were a single link.

To access the LAG Configuration page, click **Switching** > **LAG** > **LAG Configuration**.

LAG Configuration

:: LAG Configuration

	LAG Name	Description	LAG ID	Admin Mode	Hash Mode
<input type="checkbox"/>	<input type="text"/>			<input type="text" value="Enable"/>	<input type="text" value="3 Src/Dest MAC, VLAN, EType, incoming port"/>
<input type="checkbox"/>	ch1		lag 1	Enable	3 Src/Dest MAC, VLAN, EType, incoming port
<input type="checkbox"/>	ch2		lag 2	Enable	3 Src/Dest MAC, VLAN, EType, incoming port
<input type="checkbox"/>	ch3		lag 3	Enable	3 Src/Dest MAC, VLAN, EType, incoming port

STP Mode	Static Mode	Link Trap	Configured Ports	Active Ports	LAG State	Local Preference Mode
<input type="text" value="Enable"/>	<input type="text" value="Disable"/>	<input type="text" value="Disable"/>	1/0/6, 1/0/7, 1/0/8		DOWN	Disable
Enable	Disable	Disable			DOWN	Disable
Enable	Disable	Disable			DOWN	Disable

To configure LAG settings:

1. Use **LAG Name** to enter the name you want assigned to the LAG. You may enter any string of up to 15 alphanumeric characters. A valid name has to be specified in order to create the LAG.
2. Use **Hash Mode** to select the load-balancing mode used on a port-channel (LAG). Traffic is balanced on a port-channel (LAG) by selecting one of the links in the channel over which to transmit specific packets. The link is selected by creating a binary pattern from selected fields in a packet, and associating that pattern with a particular link:
 - **Src MAC,VLAN,EType,incoming port** - Source MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Dest MAC,VLAN,EType,incoming port** -Destination MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Src/Dest MAC,VLAN,EType,incoming port** - Source/Destination MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Src IP and Src TCP/UDP Port** fields - Source IP and Source TCP/UDP fields of the packet.
 - **Dest IP and Dest TCP/UDP Port** fields - Destination IP and Destination TCP/UDP Port fields of the packet.
 - **Src/Dest IP and TCP/UDP Port Fields** - Source/Destination IP and source/destination TCP/UDP Port fields of the packet.
 - **Enhanced hashing mode** - Features MODULO-N operation based on the number of ports in the LAG, non-Unicast traffic and unicast traffic hashing using a common hash algorithm, excellent load balancing performance, and packet attributes selection based on the packet type:
 - For L2 packets, source and destination MAC address are used for hash computation.
 - For L3 packets, source IP, destination IP address, TCP/UDP ports are used.
3. Use **Link Trap** to specify whether you want to have a trap sent when link status changes. The factory default is enable, which will cause the trap to be sent.
4. Use **Admin Mode** to select enable or disable from the pull-down menu. When the LAG is disabled no traffic will flow and LACPDU's will be dropped, but the links that form the LAG will not be released. The factory default is enable.
5. Use **STP Mode** to enable or disable the Spanning Tree Protocol Administrative Mode associated with the LAG. The possible values are:
 - **Disable** - Spanning tree is disabled for this LAG.
 - **Enable** - Spanning tree is enabled for this LAG.
6. Use **Static Mode** to select enable or disable from the pull-down menu. When the LAG is enabled it does not transmit or process received LACPDU's i.e. the member ports do not transmit LACPDU's and all the LACPDU's it may receive are dropped. The factory default is disable.
7. Click **APPLY** to update the switch with the changes.
8. Click **DELETE** to remove the currently selected configured LAG. All ports that were members of this LAG are removed from the LAG and included in the default VLAN.

Field	Description
LAG Description	A description string attached to a LAG..
LAG ID	Identification of the LAG.
LAG State	Indicates whether the Link is up or down.
Configured Ports	Indicate the ports that are members of this port-channel
Active Ports	Indicates the ports that are actively participating in the port-channel.

LAG Membership

Use the LAG Membership page to select two or more full-duplex Ethernet links to be aggregated together to form a link aggregation group (LAG), which is also known as a port-channel. The switch can treat the port-channel as if it were a single link.

To access the LAG Membership page, click **Switching > LAG > LAG Membership**. The following figure shows LAG 1 with ports 6, 7, and 8 as members.

The screenshot shows the LAG Membership configuration interface. At the top, the title is "LAG Membership". Below the title, there are several configuration fields:

- LAG ID:** Lag 1 (dropdown menu)
- LAG Name:** ch1 (text input)
- LAG Description:** (empty text input)
- Admin Mode:** Enable (dropdown menu)
- Link Trap:** Disable (dropdown menu)
- STP Mode:** Enable (dropdown menu)
- Static Mode:** Disable (dropdown menu)
- Hash Mode:** Src/Dest MAC, VLAN, EType, incoming port (dropdown menu)

Below the configuration fields is a section titled "Port Selection Table". It contains two expandable sections: "Unit 1" and "Unit 2". Under "Unit 1", there is a row of checkboxes for ports 1 through 24. Ports 6, 7, and 8 are checked. Below this row, the numbers 25, 26, 27, and 28 are listed. Under "Unit 2", there is another row of checkboxes, which are currently collapsed.

To configure LAG Membership information:

1. Use **LAG ID** to select the identification of the LAG.
2. Use **LAG Name** to enter the name you want assigned to the LAG. You may enter any string of up to 15 alphanumeric characters. A valid name has to be specified in order to create the LAG.
3. Use **LAG Description** to enter the Description string to be attached to a LAG. It can be up to 64 characters in length.
4. Use **Admin Mode** to select enable or disable from the pull-down menu. When the LAG is disabled no traffic will flow and LACPDUs will be dropped, but the links that form the LAG will not be released. The factory default is enable.

5. Use **Link Trap** to specify whether you want to have a trap sent when link status changes. The factory default is enable, which will cause the trap to be sent.
6. Use **STP Mode** to enable or disable the Spanning Tree Protocol Administrative Mode associated with the LAG. The possible values are:
 - **Disable** - Spanning tree is disabled for this LAG.
 - **Enable** - Spanning tree is enabled for this LAG.
7. Use **Static Mode** to select enable or disable from the pull-down menu. When the LAG is enabled it does not transmit or process received LACPDUs i.e. the member ports do not transmit LACPDUs and all the LACPDUs it may receive are dropped. The factory default is disable.
8. Use **Hash Mode** to select the load-balancing mode used on a port-channel (LAG). Traffic is balanced on a port-channel (LAG) by selecting one of the links in the channel over which to transmit specific packets. The link is selected by creating a binary pattern from selected fields in a packet, and associating that pattern with a particular link:
 - **Src MAC,VLAN,EType,incoming port** - Source MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Dest MAC,VLAN,EType,incoming port** - Destination MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Src/Dest MAC,VLAN,EType,incoming port** - Source/Destination MAC, VLAN, EtherType, and incoming port associated with the packet.
 - **Src IP and Src TCP/UDP Port** fields - Source IP and Source TCP/UDP fields of the packet.
 - **Dest IP and Dest TCP/UDP Port** fields - Destination IP and Destination TCP/UDP Port fields of the packet.
 - **Src/Dest IP and TCP/UDP Port** fields - Source/Destination IP and source/destination TCP/UDP Port fields of the packet.
 - **Enhanced Hashing mode** - Features MODULO-N operation based on the number of ports in the LAG, non-Unicast traffic and unicast traffic hashing using a common hash algorithm, excellent load balancing performance, and packet attributes selection based on the packet type:
 - For L2 packets, source and destination MAC address are used for hash computation.
 - For L3 packets, source IP, destination IP address, TCP/UDP ports are used.
9. Use the **Port Selection Table** to select the ports as members of the LAG.
10. Click **CANCEL** to abandon the changes.
11. Click **APPLY** to update the switch with the values you entered. If you want the switch to retain the new values across a power cycle you must perform a save.

The **Routing** tab contains links to the following features:

- [Routing Table](#) on page 189
- [IP](#) on page 193
- [IPv6](#) on page 201
- [IPv6](#) on page 201 (Licensed Feature)
- [ARP](#) on page 220
- [RIP](#) on page 225 (Licensed Feature)
- [OSPF](#) on page 232 (Licensed Feature)
- [OSPFv3](#) on page 257 (Licensed Feature)
- [Router Discovery](#) on page 279 (Licensed Feature)
- [VRRP](#) on page 280 (Licensed Feature)
- [Multicast](#) on page 286 (Licensed Feature)
- [IPv6 Multicast](#) on page 313 (Licensed Feature)

Note: Some routing features are available only when a valid license is installed.

Routing Table

The Routing Table collects routes from multiple sources: static routes, RIP routes, OSPF routes, and local routes. The Routing Table may learn multiple routes to the same destination from multiple sources. The Routing Table lists all routes.

From the Routing Table link, you can access the following pages:

- [Basic](#) on page 190
- [Advanced](#) on page 192

Basic

From the Basic link, you can access the following pages:

- [Route Configuration](#) on page 190

Route Configuration

To display the Route Configuration page, click **Routing > Routing Table > Basic > Route Configuration**.

Route Configuration							
:: Configure Routes							
Route Type	Network Address	Subnet Mask	Next Hop IP Address	Preference	Description		
<input type="text"/>							
:: Learned Routes							
Network Address	Subnet Mask	Protocol	Route Type	Next Hop Interface	Next Hop IP Address	Preference	Metric
2.2.2.0	255.255.255.0	Local	Connected	loopback0	2.2.2.2	0	1
3.3.3.0	255.255.255.0	Local	Connected	loopback1	3.3.3.3	0	1

Route Configuration

1. Use the **Route Type** field to specify default or static. If creating a default route, all that needs to be specified is the next hop IP address, otherwise each field needs to be specified.
2. **Network Address** displays the IP route prefix for the destination.
3. **Subnet Mask** indicates the portion of the IP interface address that identifies the attached network. This is also referred to as the subnet/network mask.
4. **Next Hop IP Address** displays the outgoing router IP address to use when forwarding traffic to the next router (if any) in the path towards the destination. The next router will always be one of the adjacent neighbors or the IP address of the local interface for a directly attached network.
5. **Preference** displays an integer value from (1 to 255). The user can specify the preference value (sometimes called “administrative distance”) of an individual static route. Among routes to the same destination, the route with the lowest preference value is the route entered into the forwarding database. By specifying the preference of a static route, the user controls whether a static route is more or less preferred than routes from dynamic routing protocols. The preference also controls whether a static route is more or less preferred than other static routes to the same destination.
6. Use **Identifier** to specify the description of this route that identifies the route.
7. Click **ADD** to add a new static route entry to the switch.
8. Click **DELETE** to delete a existing static route entry from the switch.

Learned Routes

Field	Description
Route Type	This field can be either default or static. If creating a default route, all that needs to be specified is the next hop IP address, otherwise each field needs to be specified.
Network Address	The IP route prefix for the destination.
Subnet Mask	Also referred to as the subnet/network mask, this indicates the portion of the IP interface address that identifies the attached network.
Protocol	This field tells which protocol created the specified route. The possibilities are one of the following: <ul style="list-style-type: none"> • Local • Static • OSPF • RIP
Next Hop IP Address	The outgoing router IP address to use when forwarding traffic to the next router (if any) in the path towards the destination. The next router will always be one of the adjacent neighbors or the IP address of the local interface for a directly attached network.
Next Hop Interface	The outgoing router interface to use when forwarding traffic to the destination.
Metric	Administrative cost of the path to the destination. If no value is entered, default is 1. The range is 0 - 255.
Preference	The preference is an integer value from (0 to 255). The user can specify the preference value (sometimes called “administrative distance”) of an individual static route. Among routes to the same destination, the route with the lowest preference value is the route entered into the forwarding database. By specifying the preference of a static route, the user controls whether a static route is more or less preferred than routes from dynamic routing protocols. The preference also controls whether a static route is more or less preferred than other static routes to the same destination.

Click **REFRESH** to refresh the web page to show the latest learned routes.

Advanced

From the Advanced link, you can access the following pages:

- [Route Configuration](#) on page 190
- [Route Preferences](#) on page 192

Route Preferences

Use this panel to configure the default preference for each protocol, e.g., 60 for static routes, 120 for RIP. These values are arbitrary values in the range of 1 to 255 and are independent of route metrics. Most routing protocols use a route metric to determine the shortest path known to the protocol, independent of any other protocol.

The best route to a destination is chosen by selecting the route with the lowest preference value. When there are multiple routes to a destination, the preference values are used to determine the preferred route. If there is still a tie, the route with the best route metric will be chosen. To avoid problems with mismatched metrics (i.e., RIP and OSPF metrics are not directly comparable) you must configure different preference values for each of the protocols.

To display the Route Preferences page, click **Routing** > **Routing Table** > **Advanced** > **Route Preferences**.

1. Use **Static** to specify the static route preference value in the router. The default value is 1. The range is 1 to 255.
2. Click **APPLY** to update the switch with the changes.
3. Click **CANCEL** to abandon the changes.

Field	Description
Local	This field displays the local route preference value.

IP

The IP folder contains links to the following web pages that configure and display IP routing data:

- [Basic](#) on page 193
- [Advanced](#) on page 197

Basic

From the Basic link, you can access the following pages:

- [IP Configuration](#) on page 193
- [Statistics](#) on page 194

IP Configuration

Use this menu to configure routing parameters for the switch, as opposed to an interface.

To display the IP Configuration page, click **Routing > IP > Basic > IP Configuration**.

To configure global IP routing:

1. Use **Routing Mode** to select enable or disable. You must enable routing for the switch before you can route through any of the interfaces. The default value is disable.
2. Use **ICMP Echo Replies** to select enable or disable. If it is enable then only the router can send ECHO replies. By default ICMP Echo Replies are sent for echo requests.
3. Use **ICMP Redirects** to select enable or disable. If it is enabled globally and on interface level then only the router can send ICMP Redirects.
4. Use **ICMP Rate Limit Interval** to control the ICMP error packets by specifying the number of ICMP error packets that are allowed per burst interval. By default, Rate limit is 100 packets/sec i.e., burst interval is 1000 msec. To disable ICMP Rate limiting, set this field to '0'. Valid Rate Interval must be in the range 0 to 2147483647.

- Use **ICMP Rate Limit Burst Size** to control the ICMP error packets by specifying the number of ICMP error packets that are allowed per burst interval. By default, burst size is 100 packets. When burst interval is 0 then configuring this field is not a valid operation. Valid Burst Size must be in the range 1 to 200.

Field	Description
Default Time to Live	The default value inserted into the Time-To-Live field of the IP header of datagrams originated by the switch, if a TTL value is not supplied by the transport layer protocol.
Maximum Next Hops	The maximum number of hops supported by the switch. This is a compile-time constant.

Statistics

The statistics reported on this screen are as specified in RFC 1213.

To display the Statistics page, click **Routing > IP > Basic > Statistics**. The following screen shows some, but not all of the IP statistics available.

The screenshot shows a window titled "IP Statistics" with a sub-header "IP Statistics" and a help icon. The main content is a list of statistics with their corresponding values:

Statistic	Value
IpInReceives	21251
IpInHdrErrors	0
IpInAddrErrors	0
IpForwDatagrams	0
IpInUnknownProtos	0
IpInDiscards	0
IpInDelivers	21251
IpOutRequests	28977
IpOutDiscards	0
IpOutNoRoutes	0
IpReasmTimeout	0
IpReasmReqds	0
IpReasmOKs	0
IpReasmFails	0
IpFragOKs	0
IpFragFails	0
IpFragCreates	0
IpRoutingDiscards	0
IcmpInMsgs	3
IcmpInErrors	0
IcmpInDestUnreachs	1
IcmpInTimeExcds	0
IcmpInParmProbs	0
IcmpInSrcQuenchs	0
IcmpInRedirects	0

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Field	Description
IpInReceives	The total number of input datagrams received from interfaces, including those received in error.
IpInHdrErrors	The number of input datagrams discarded due to errors in their IP headers, including bad checksums, version number mismatch, other format errors, time-to-live exceeded, errors discovered in processing their IP options, etc.
IpInAddrErrors	The number of input datagrams discarded because the IP address in their IP header's destination field was not a valid address to be received at this entity. This count includes invalid addresses (e.g., 0.0.0.0) and addresses of unsupported Classes (e.g., Class E). For entities which are not IP Gateways and therefore do not forward datagrams, this counter includes datagrams discarded because the destination address was not a local address.
IpForwDatagrams	The number of input datagrams for which this entity was not their final IP destination, as a result of which an attempt was made to find a route to forward them to that final destination. In entities which do not act as IP Gateways, this counter will include only those packets which were Source-Routed via this entity, and the Source-Route option processing was successful.
IpInUnknownProtos	The number of locally-addressed datagrams received successfully but discarded because of an unknown or unsupported protocol.
IpInDiscards	The number of input IP datagrams for which no problems were encountered to prevent their continued processing, but which were discarded (e.g., for lack of buffer space). Note that this counter does not include any datagrams discarded while awaiting re-assembly.
IpInDelivers	The total number of input datagrams successfully delivered to IP user-protocols (including ICMP).
IpOutRequests	The total number of IP datagrams which local IP user-protocols (including ICMP) supplied to IP in requests for transmission. Note that this counter does not include any datagrams counted in ipForwDatagrams.
IpOutDiscards	The number of output IP datagrams for which no problem was encountered to prevent their transmission to their destination, but which were discarded (e.g., for lack of buffer space). Note that this counter would include datagrams counted in ipForwDatagrams if any such packets met this (discretionary) discard criterion.
IpOutNoRoutes	The number of IP datagrams discarded because no route could be found to transmit them to their destination. Note that this counter includes any packets counted in ipForwDatagrams which meet this 'no-route' criterion. Note that this includes any datagrams which a host cannot route because all of its default gateways are down.
IpReasmTimeout	The maximum number of seconds which received fragments are held while they are awaiting reassembly at this entity.
IpReasmReqds	The number of IP fragments received which needed to be reassembled at this entity.
IpReasmOKs	The number of IP datagrams successfully re-assembled.

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Field	Description
IpReasmFails	The number of failures detected by the IP re-assembly algorithm (for whatever reason: timed out, errors, etc). Note that this is not necessarily a count of discarded IP fragments since some algorithms can lose track of the number of fragments by combining them as they are received.
IpFragOKs	The number of IP datagrams that have been successfully fragmented at this entity.
IpFragFails	The number of IP datagrams that have been discarded because they needed to be fragmented at this entity but could not be, e.g., because their Don't Fragment flag was set.
IpFragCreates	The number of IP datagram fragments that have been generated as a result of fragmentation at this entity.
IpRoutingDiscards	The number of routing entries which were chosen to be discarded even though they are valid. One possible reason for discarding such an entry could be to free-up buffer space for other routing entries.
IcmpInMsgs	The total number of ICMP messages which the entity received. Note that this counter includes all those counted by icmpInErrors.
IcmpInErrors	The number of ICMP messages which the entity received but determined as having ICMP-specific errors (bad ICMP checksums, bad length, etc.).
IcmpInDestUnreachs	The number of ICMP Destination Unreachable messages received.
IcmpInTimeExcds	The number of ICMP Time Exceeded messages received.
IcmpInParmProbs	The number of ICMP Parameter Problem messages received.
IcmpInSrcQuenchs	The number of ICMP Source Quench messages received.
IcmpInRedirects	The number of ICMP Redirect messages received.
IcmpInEchos	The number of ICMP Echo (request) messages received.
IcmpInEchoReps	The number of ICMP Echo Reply messages received.
IcmpInTimestamps	The number of ICMP Timestamp (request) messages received.
IcmpInTimestampReps	The number of ICMP Timestamp Reply messages received.
IcmpInAddrMasks	The number of ICMP Address Mask Request messages received.
IcmpInAddrMaskReps	The number of ICMP Address Mask Reply messages received.
IcmpOutMsgs	The total number of ICMP messages which this entity attempted to send. Note that this counter includes all those counted by icmpOutErrors.
IcmpOutErrors	The number of ICMP messages which this entity did not send due to problems discovered within ICMP such as a lack of buffers. This value should not include errors discovered outside the ICMP layer such as the inability of IP to route the resultant datagram. In some implementations there may be no types of error which contribute to this counter's value.
IcmpOutDestUnreachs	The number of ICMP Destination Unreachable messages sent.

Field	Description
IcmpOutTimeExcds	The number of ICMP Time Exceeded messages sent.
IcmpOutParmProbs	The number of ICMP Parameter Problem messages sent.
IcmpOutSrcQuenchs	The number of ICMP Source Quench messages sent.
IcmpOutRedirects	The number of ICMP Redirect messages sent. For a host, this object will always be zero, since hosts do not send redirects.
IcmpOutEchos	The number of ICMP Echo (request) messages sent.
IcmpOutEchoReps	The number of ICMP Echo Reply messages sent.
IcmpOutTimestamps	The number of ICMP Timestamp (request) messages.
IcmpOutTimestampReps	The number of ICMP Timestamp Reply messages sent.
IcmpOutAddrMasks	The number of ICMP Address Mask Request messages sent.
IcmpOutAddrMaskReps	The number of ICMP Address Mask Reply messages sent.

Advanced

From the Advanced link, you can access the following pages:

- [IP Configuration](#) on page 193
- [Statistics](#) on page 194
- [IP Interface Configuration](#) on page 197
- [Secondary IP Address](#) on page 200

IP Interface Configuration

Use the IP Interface Configuration page to update IP interface data for this switch.

To display the IP Interface Configuration page, click **Routing** > **IP** > **Advanced** > **IP Interface Configuration**.

IP Interface Configuration

:: IP Interface Configuration

1 2 All

	Port	Description	VLAN ID	IP Address Configuration Method	IP Address	Subnet Mask	Routing Mode
<input type="checkbox"/>				<input type="text" value="None"/>	<input type="text" value="0.0.0.0"/>	<input type="text" value="0.0.0.0"/>	<input type="text" value="Disable"/>
<input type="checkbox"/>	1/0/1			None	0.0.0.0	0.0.0.0	Disable
<input type="checkbox"/>	1/0/2			None	0.0.0.0	0.0.0.0	Disable
<input type="checkbox"/>	1/0/3			None	0.0.0.0	0.0.0.0	Disable
<input type="checkbox"/>	1/0/4			None	0.0.0.0	0.0.0.0	Disable
<input type="checkbox"/>	1/0/5			None	0.0.0.0	0.0.0.0	Disable

Go To Interface

Administrative Mode	Link Speed Data Rate	OSPF Admin Mode	Forward Net Directed Broadcasts	Active State	MAC Address	Encapsulation Type
<input type="text" value="None"/>			<input type="text" value="None"/>			<input type="text" value="None"/>
Enable	1000 Mbps	Disable	Disable	Active	2C:B0:5D:91:F8:B7	Ethernet
Enable	Unknown	Disable	Disable	Inactive	2C:B0:5D:91:F8:B7	Ethernet
Enable	Unknown	Disable	Disable	Inactive	2C:B0:5D:91:F8:B7	Ethernet
Enable	Unknown	Disable	Disable	Inactive	2C:B0:5D:91:F8:B7	Ethernet
Enable	Unknown	Disable	Disable	Inactive	2C:B0:5D:91:F8:B7	Ethernet

Proxy Arp	Local Proxy Arp	Bandwidth	ICMP Destination Unreachables	ICMP Redirects	IP MTU	Link State	Routing Interface Status
<input type="text" value="None"/>							
Enable	Disable	1000000	Enable	Disable	1500	Link Up	Down
Enable	Disable	100000	Enable	Disable	1500	Link Down	Down
Enable	Disable	100000	Enable	Disable	1500	Link Down	Down
Enable	Disable	100000	Enable	Disable	1500	Link Down	Down
Enable	Disable	100000	Enable	Disable	1500	Link Down	Down

To configure IP routing on an interface:

1. Use **Go To Interface** to enter the Interface in unit/slot/port format and click **Go**. The entry corresponding to the specified interface is selected.
2. Use **Port** to select the interface for which data is to be displayed or configured.
3. Use **Description** to enter the description for the interface.

4. Use **IP Address Configuration Method** to enter the method by which an IP address is configured on the interface. There are three methods: None, Manual, and DHCP. By default the method is None. Method 'None' should be used to reset the DHCP method.

Note: When the configuration method is changed from **DHCP** to **None** there will be a minor delay before the page refreshes.

5. Use **IP Address** to enter the IP address for the interface.
6. Use **Subnet Mask** to enter the subnet mask for the interface. This is also referred to as the subnet/network mask, and defines the portion of the interface's IP address that is used to identify the attached network.
7. Use **Routing Mode** to enable or disable routing for an interface. The default value is enable.
8. Use **Administrative Mode** to enable/disable the Administrative Mode of the interface. The default value is enable. This mode is not supported for Logical VLAN Interfaces.
9. Use **Forward Net Directed Broadcasts** to select how network directed broadcast packets should be handled. If you select enable from the pull-down menu, network directed broadcasts will be forwarded. If you select disable they will be dropped. The default value is disable.
10. Use **Encapsulation Type** to select the link layer encapsulation type for packets transmitted from the specified interface from the pull-down menu. The possible values are Ethernet and SNAP. The default is Ethernet.
11. Use **Proxy Arp** to disable or enable proxy Arp for the specified interface from the pull-down menu.
12. Use **Local Proxy Arp** to disable or enable Local Proxy ARP for the specified interface from the pull-down menu.
13. Use **Bandwidth** to specify the configured bandwidth on this interface. This parameter communicates the speed of the interface to higher level protocols. OSPF uses bandwidth to compute link cost. Valid range is (1 to 10000000).
14. Use **ICMP Destination Unreachables** to specify the Mode of Sending ICMP Destination Unreachables on this interface. If this is Disabled then this interface will not send ICMP Destination Unreachables. By default Destination Unreachables mode is enable.
15. Use **ICMP Redirects** to enable/disable ICMP Redirects Mode. The router sends an ICMP Redirect on an interface only if Redirects are enabled both globally and on the interface. By default ICMP Redirects Mode is enable.
16. Use **IP MTU** to specify the maximum size of IP packets sent on an interface. Valid range is 68 bytes to the link MTU. Default value is 0. A value of 0 indicates that the IP MTU is unconfigured. When the IP MTU is unconfigured the router uses the link MTU as the IP MTU. The link MTU is the maximum frame size minus the length of the layer 2 header.
17. Click **APPLY** to update the switch with the changes.
18. Click **CANCEL** to abandon the changes.
19. Click **DELETE** to delete the IP Address from the selected interface.
20. Click **REFRESH** to refresh the web page to show the latest IP information.

Field	Description
VLAN ID	Displays the VLAN ID for the interface.
Link State	The state of the specified interface is either Active or Inactive. An interface is considered active if it the link is up and it is in forwarding state.
OSPF Admin Mode	Displays OSPF admin mode of the interface. The default value is disable.

Secondary IP Address

To display the Secondary IP Address page, click **Routing > IP > Advanced > Secondary IP**.

To configure a secondary IP address on an interface enabled for routing:

1. Use **Interface** to select the interface for which data is to be displayed or configured.
2. Use **Secondary IP Address** to add a secondary IP address to the selected interface.
3. Use **Secondary IP Subnet Mask** to enter the subnet mask for the interface. This is also referred to as the subnet/network mask, and defines the portion of the interface's IP Address that is used to identify the attached network. This value is read only once configured.
4. Click **ADD** to add a Secondary IP Address for the selected interface.
5. Click **DELETE** to delete the Secondary IP Address from the selected interface.

Field	Description
VLAN ID	The VLAN ID associated with the displayed or configured interface.
Primary IP Address	The Primary IP Address for the Interface.

IPv6

IPv6 is the next generation of the Internet Protocol. With 128-bit addresses, versus 32-bit addresses for IPv4, IPv6 solves the address depletion issues seen with IPv4 and removes the requirement for Network Address Translation (NAT), which is used in IPv4 networks to reduce the number of globally unique IP addresses required for a given network. Its aggregate addresses can dramatically reduce the size of the global routing table through well known address combinations. Security is more integrated and network configuration is simplified yet more flexible.

IPv6 can coexist with IPv4. As with IPv4, IPv6 routing can be enabled on physical and VLAN interfaces. Each L3 routing interface can be used for IPv4, IPv6, or both. IP protocols running over L3 (for example, UDP and TCP) do not change with IPv6. For this reason, a single CPU stack is used for transport of both IPv4 and IPv6, and a single sockets interface provides access to both. Routing protocols are capable of computing routes for one or both IP versions.

From the IPv6 link, you can access the following pages:

- [Basic](#) on page 201
- [Advanced](#) on page 204

Basic

From the Basic link, you can access the following pages:

- [IPv6 Global Configuration](#) on page 202
- [IPv6 Route Table](#) on page 203

IPv6 Global Configuration

Use the Global Configuration page to enable IPv6 forwarding on the router and to enable the forwarding of IPv6 unicast datagrams.

To display the IPv6 Global Configuration page, click **Routing > IPv6 > Basic > Global Configuration**.

IPv6 Global Configuration	
IPv6 Unicast Routing	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Hop Limit	<input type="text" value="0"/> (0 to 255)
ICMPv6 Rate Limit Error Interval	<input type="text" value="1000"/> (0 to 2147483647 msec)
ICMPv6 Rate Limit Burst Size	<input type="text" value="100"/> (1 to 200)

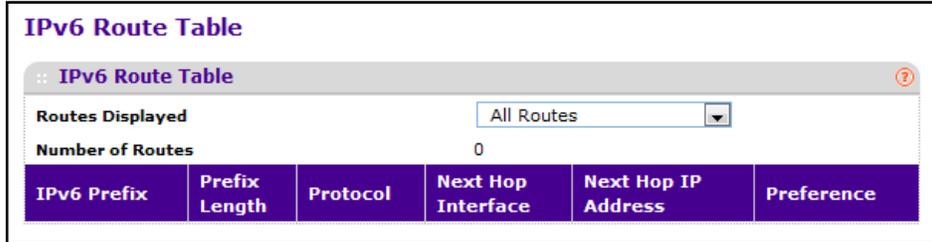
To configure global IPv6 routing:

1. Use **IPv6 Unicast Routing** to globally enable or disable IPv6 unicast routing on the entity.
2. Use the **Hop Limit** option to define the unicast hop count used in IPv6 packets originated by the node. The value is also included in router advertisements. Valid values for <hops> are 1-64 inclusive. The default “not configured” means that a value of zero is sent in router advertisements and a value of 64 is sent in packets originated by the node. Note that this is not the same as configuring a value of 64.
3. Use **ICMPv6 Rate Limit Error Interval** to control the ICMPv6 error packets by specifying the number of ICMP error packets that are allowed per burst interval. By Default Rate limit is 100 packets/sec i.e., burst interval is 1000 msec. To disable ICMP rate limiting set this field to '0'. Valid Rate Interval must be in the range 0 to 2147483647.
4. Use **ICMPv6 Rate Limit Burst Size** to control the ICMP error packets by specifying the number of ICMP error packets that are allowed per burst interval. Default burst size is 100 packets. When burst interval is 0 then configuring this field is not a valid operation. Valid Burst Size must be in the range 1 to 200.
5. Click **APPLY** to update the switch with the changes.
6. Click **CANCEL** to abandon the changes.

IPv6 Route Table

Use the IPv6 Route Table page to display all active IPv6 routes and their settings.

To display the IPv6 Route Table page, click **Routing > IPv6 > Basic > Route Table**.



To view the IPv6 route table:

1. Use **Routes Displayed** to choose from:
 - **Configured Routes** - Shows the routes configured by the user.
 - **Best Routes** - Shows only the best active routes.
 - **All Routes** - Shows all active IPv6 routes.
2. Click **REFRESH** to update the page with the most current information.

Field	Description
Number of Routes	Displays the total number of active routes in the route table.
IPv6 Prefix	Displays the Network Prefix for the Active Route.
Prefix Length	Displays the Prefix Length for the Active Route.
Protocol	Displays the Type of Protocol for the Active Route.
Next Hop Interface	Displays the Interface over which the Route is Active. For a Reject Route the next hop would be a "Null0" interface.
Next Hop IP Address	Displays the Next Hop IPv6 Address for the Active Route.
Preference	Displays the Route Preference of the Configured Route.

Advanced

From the Basic link, you can access the following pages:

- [IPv6 Global Configuration](#) on page 202
- [IPv6 Interface Configuration](#) on page 204
- [IPv6 Prefix Configuration](#) on page 206
- [IPv6 Statistics](#) on page 207
- [IPv6 Neighbor Table](#) on page 212
- [IPv6 Route Configuration](#) on page 214
- [IPv6 Route Table](#) on page 203
- [IPv6 Route Preferences](#) on page 215
- [Tunnel Configuration](#) on page 216

IPv6 Interface Configuration

Use the Interface Configuration page to configure IPv6 interface parameters.

To display the IPv6 Interface Configuration page, click **Routing > IPv6 > Advanced > Interface Configuration**.

IPv6 Interface Configuration								
:: IPv6 Interface Configuration								
1 2 All								
	Interface	IPv6 Mode	DHCPv6 Client Mode	Stateless Address AutoConfig Mode	Routing Mode	Admin Mode	Operational Mode	MTU
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	Disable	Disable	Disable	Enable	Disable	1500
<input type="checkbox"/>	1/0/2	Disable	Disable	Disable	Disable	Enable	Disable	1500
<input type="checkbox"/>	1/0/3	Disable	Disable	Disable	Disable	Enable	Disable	1500
<input type="checkbox"/>	1/0/4	Disable	Disable	Disable	Disable	Enable	Disable	1500
<input type="checkbox"/>	1/0/5	Disable	Disable	Disable	Enable	Enable	Disable	1500

Go To Interface <input type="text"/> <input type="button" value="GO"/>									
Duplicate Address Detection Transmits	Life Time Interval	Adv NS Interval	Adv Reachable Interval	Adv Interval	Adv Managed Config Flag	Adv Other Config Flag	Adv Suppress Flag	Destination Unreachables	Link State
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
1	1800	0	0	600	Disable	Disable	Disable	Enable	Link Up
1	1800	0	0	600	Disable	Disable	Disable	Enable	Link Down
1	1800	0	0	600	Disable	Disable	Disable	Enable	Link Down
1	1800	0	0	600	Disable	Disable	Disable	Enable	Link Down
1	1800	0	0	600	Disable	Disable	Disable	Enable	Link Down

To configure IPv6 interface information:

1. Use **Interface** to select the interface to be configured or displayed. All physical interfaces are valid.
2. Use **IPv6 Mode** to enable/disable IPv6 mode. When IPv6 mode is enabled, interface is capable of IPv6 operation without a global address. In this case, an EUI-64 based link-local address is used. This selector lists the two options for IPv6 mode: enable and disable. Default value is disable.
3. Use **DHCPv6 Client Mode** to enable or disable the DHCPv6 client mode on an interface. At any point of time only one interface can act as a Client. Default value is disable.
4. Use **Stateless Address AutoConfig Mode** to enable or disable Stateless Address AutoConfig mode on an interface. Default value is disable.
5. Use **Routing Mode** to enable/disable routing mode of an interface. Default value is disable.
6. Use **Admin Mode** to enable/disable the Administrative Mode of the interface. The default value is enable. This mode is not supported for Logical VLAN Interfaces.
7. Use **MTU** to specify the maximum transmit unit on an interface. If the value is 0 then this interface is not enabled for routing. It is not valid to set this value to 0 if routing is enabled. Range of MTU is 1280 to 1500.
8. Use **Duplicate Address Detection Transmits** to specify the number of duplicate address detections transmits on an interface. DAD transmits values must be in range 0 to 600.
9. Use **Life Time Interval** to specify the router advertisement lifetime field sent from the interface. This value must be greater than or equal to the maximum advertisement interval. 0 means do not use the router as the default router. The range of router lifetime is 0 to 9000.
10. Use **Adv NS Interval** to specify the retransmission time field of router advertisement sent from the interface. A value of 0 means interval is not specified for router. Range of neighbor solicit interval is 1000 to 4294967295.
11. Use **Adv Reachable Time** to specify the router advertisement time to consider neighbor reachable after ND confirmation. Range of reachable time is 0 to 3600000.
12. Use **Adv Interval** to specify the maximum time allowed between sending router advertisements from the interface. Default value is 600. Range of maximum advertisement interval is 4 to 1800.
13. Use **Adv Managed Config Flag** to specify the router advertisement managed address configuration flag. When true, end nodes use DHCPV6. When false, end nodes auto configure addresses. Default value of managed flag is disable.
14. Use **Adv Other Config Flag** To specify router advertisement for *other* Stateful configuration flag. Default value of other config flag is disable.
15. Use **Adv Suppress Flag** to specify router advertisement suppression on an interface. Default value of suppress flag is disable.
16. Use **Destination Unreachables** to specify the Mode of Sending ICMPv6 Destination Unreachables on this interface. If Disabled then this interface will not send ICMPv6 Destination Unreachables. By default IPv6 Destination Unreachables mode is enable.

Field	Description
Operational Mode	Specifies operational state of an interface. Default value is disable.

IPv6 Prefix Configuration

Use this page to manually configure an IPv6 address for an interface.

To display the IPv6 Prefix Configuration page, click **Routing > IPv6 > Advanced > Prefix Configuration**.

To configure IPv6 address information for an interface:

1. Use **Interface** to select the interface to be configured. When the selection is changed, a screen refresh will occur causing all fields to be updated for the newly selected port. All physical interfaces are valid.
2. Use **IPv6 Prefix/Prefix Length** to specify the IPv6 prefix with prefix length for an interface.
3. Use **EUI-64** to specify 64 bit unicast prefix.
4. Use **Valid Lifetime** to specify router advertisement per prefix time to consider prefix valid for purposes of on link determination. Valid lifetime must be in the range 0 to 4294967295.
5. Use **Preferred Lifetime** to specify router advertisement per prefix time. An auto configured address generated from this prefix is preferred. Preferred lifetime must be in range 0 to 4294967295.
6. Use **OnLink Flag** to specify selected prefix can be used for on-link determination. Default value is enable. This selector lists the two options for on-link flag: enable and disable.
7. Use **Autonomous Flag** to specify selected prefix can be used for autonomous address configuration. Default value is disable. This selector lists the two options for autonomous flag: enable and disable.
8. Click **ADD** to add a new IPv6 address to the interface.
9. Click **DELETE** to delete a existing IPv6 address entry from the interface.

Field	Description
Current State	Indicates the state of the IPV6 address. The state is TENT if routing is disabled or DAD fails. The state is Active if interface is active and DAD is successful.

IPv6 Statistics

Use the IPv6 Statistics page to display IPv6 traffic statistics for one or all interfaces.

To display the IPv6 Statistics page, click **Routing > IPv6 > Advanced > Statistics**. The following image shows some, but not all, of the statistics the page displays.

IPv6 Statistics

:: IPv6 Interface Selection ?

Interface ▼

:: IPv6 Statistics ?

Total Datagrams Received	0
Received Datagrams Locally Delivered	0
Received Datagrams Discarded Due To Header Errors	0
Received Datagrams Discarded Due To MTU	0
Received Datagrams Discarded Due To No Route	0
Received Datagrams With Unknown Protocol	0
Received Datagrams Discarded Due To Invalid Address	0
Received Datagrams Discarded Due To Truncated Data	0
Received Datagrams Discarded Other	0
Received Datagrams Reassembly Required	0
Datagrams Successfully Reassembled	0
Datagrams Failed To Reassemble	0
Datagrams Forwarded	0
Datagrams Locally Transmitted	0
Datagrams Transmit Failed	0
Datagrams Successfully Fragmented	0
Datagrams Failed To Fragment	0
Datagrams Fragments Created	0
Multicast Datagrams Received	0
Multicast Datagrams Transmitted	0

:: ICMPv6 Statistics ?

Total ICMPv6 Messages Received	0
ICMPv6 Messages With Errors Received	0
ICMPv6 Destination Unreachable Messages Received	0
ICMPv6 Messages Prohibited Administratively Received	0

To view statistics for an IPv6 interface, select the interface with the information to view from the **Interface** menu. When the selection is changed, a screen refresh will occur causing all fields to be updated for the newly selected port.

IPv6 Statistics

Field	Description
Total Datagrams Received	The total number of input datagrams received by the interface, including those received in error.
Received Datagrams Locally Delivered	The total number of datagrams successfully delivered to IPv6 user-protocols (including ICMP). This counter is incremented at the interface to which these datagrams were addressed which might not be necessarily the input interface for some of the datagrams.
Received Datagrams Discarded Due To Header Errors	The number of input datagrams discarded due to errors in their IPv6 headers, including version number mismatch, other format errors, hop count exceeded, errors discovered in processing their IPv6 options, etc.
Received Datagrams Discarded Due To MTU	The number of input datagrams that could not be forwarded because their size exceeded the link MTU of outgoing interface.
Received Datagrams Discarded Due To No Route	The number of input datagrams discarded because no route could be found to transmit them to their destination.
Received Datagrams With Unknown Protocol	The number of locally-addressed datagrams received successfully but discarded because of an unknown or unsupported protocol. This counter is incremented at the interface to which these datagrams were addressed which might not be necessarily the input interface for some of the datagrams.
Received Datagrams Discarded Due To Invalid Address	The number of input datagrams discarded because the IPv6 address in their IPv6 header's destination field was not a valid address to be received at this entity. This count includes invalid addresses, e.g., ::0, and unsupported addresses, e.g., addresses with unallocated prefixes. For entities which are not IPv6 routers and therefore do not forward datagrams, this counter includes datagrams discarded because the destination address was not a local address.
Received Datagrams Discarded Due To Truncated Data	The number of input datagrams discarded because datagram frame didn't carry enough data.
Received Datagrams Discarded Other	The number of input IPv6 datagrams for which no problems were encountered to prevent their continued processing, but which were discarded (e.g., for lack of buffer space). Note that this counter does not include any datagrams discarded while awaiting re-assembly.
Received Datagrams Reassembly Required	The number of IPv6 fragments received which needed to be reassembled at this interface. Note that this counter is incremented at the interface to which these fragments were addressed which might not be necessarily the input interface for some of the fragments.

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Field	Description
Datagrams Successfully Reassembled	The number of IPv6 datagrams successfully reassembled. Note that this counter is incremented at the interface to which these datagrams were addressed which might not be necessarily the input interface for some of the fragments.
Datagrams Failed To Reassemble	The number of failures detected by the IPv6 reassembly algorithm (for whatever reason: timed out, errors, etc.). Note that this is not necessarily a count of discarded IPv6 fragments since some algorithms (notably the algorithm in RFC 815) can lose track of the number of fragments by combining them as they are received. This counter is incremented at the interface to which these fragments were addressed which might not be necessarily the input interface for some of the fragments.
Datagrams Forwarded	The number of output datagrams which this entity received and forwarded to their final destinations. In entities which do not act as IPv6 routers, this counter will include only those packets which were Source-Routed via this entity, and the Source-Route processing was successful. Note that for a successfully forwarded datagram the counter of the outgoing interface is incremented.
Datagrams Locally Transmitted	The number of datagrams which this entity has successfully transmitted from this output interface.
Datagrams Transmit Failed	The number of datagrams which this entity failed to transmit successfully.
Datagrams Successfully Fragmented	The number of IPv6 datagrams that have been successfully fragmented at this output interface.
Datagrams Failed To Fragment	The number of output datagrams that could not be fragmented at this interface.
Datagrams Fragments Created	The number of output datagram fragments that have been generated as a result of fragmentation at this output interface.
Multicast Datagrams Received	The number of multicast packets received by the interface.
Multicast Datagrams Transmitted	The number of multicast packets transmitted by the interface.

ICMPv6 Statistics

Field	Description
Total ICMPv6 Messages Received	The total number of ICMP messages received by the interface which includes all those counted by ipv6IcmpInErrors. Note that this interface is the interface to which the ICMP messages were addressed which may not be necessarily the input interface for the messages.
ICMPv6 Messages With Errors Received	The number of ICMP messages which the interface received but determined as having ICMP-specific errors (bad ICMP checksums, bad length, etc.)
ICMPv6 Destination Unreachable Messages Received	The number of ICMP Destination Unreachable messages received by the interface.
ICMPv6 Messages Prohibited Administratively Received	The number of ICMP destination unreachable/communication administratively prohibited messages received by the interface.
ICMPv6 Time Exceeded Messages Received	The number of ICMP Time Exceeded messages received by the interface.
ICMPv6 Parameter Problem Messages Received	The number of ICMP Parameter Problem messages received by the interface.
ICMPv6 Packet Too Big Messages Received	The number of ICMP Packet Too Big messages received by the interface.
ICMPv6 Echo Request Messages Received	The number of ICMP Echo (request) messages received by the interface.
ICMPv6 Echo Reply Messages Received	The number of ICMP Echo Reply messages received by the interface.
ICMPv6 Router Solicit Messages Received	The number of ICMP Router Solicit messages received by the interface.
ICMPv6 Router Advertisement Messages Received	The number of ICMP Router Advertisement messages received by the interface.
ICMPv6 Neighbor Solicit Messages Received	The number of ICMP Neighbor Solicit messages received by the interface.
ICMPv6 Neighbor Advertisement Messages Received	The number of ICMP Neighbor Advertisement messages received by the interface.
ICMPv6 Redirect Messages Received	The number of ICMPv6 Redirect messages received by the interface.
ICMPv6 Group Membership Query Messages Received	The number of ICMPv6 Group Membership Query messages received by the interface.
ICMPv6 Group Membership Response Messages Received	The number of ICMPv6 Group Membership Response messages received by the interface.
ICMPv6 Group Membership Reduction Messages Received	The number of ICMPv6 Group Membership Reduction messages received by the interface.

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Field	Description
Total ICMPv6 Messages Transmitted	The total number of ICMP messages which this interface attempted to send. Note that this counter includes all those counted by icmpOutErrors.
ICMPv6 Messages Not Transmitted Due To Error	The number of ICMP messages which this interface did not send due to problems discovered within ICMP such as a lack of buffers. This value should not include errors discovered outside the ICMP layer such as the inability of IPv6 to route the resultant datagram. In some implementations there may be no types of error which contribute to this counter's value.
ICMPv6 Destination Unreachable Messages Transmitted	The number of ICMP Destination Unreachable Messages sent by the interface.
ICMPv6 Messages Prohibited Administratively Transmitted	Number of ICMP destination unreachable/communication administratively prohibited messages sent.
ICMPv6 Time Exceeded Messages Transmitted	The number of ICMP Time Exceeded messages sent by the interface.
ICMPv6 Parameter Problem Messages Transmitted	The number of ICMP Parameter Problem messages sent by the interface.
ICMPv6 Packet Too Big Messages Transmitted	The number of ICMP Packet Too Big messages sent by the interface.
ICMPv6 Echo Request Messages Transmitted	The number of ICMP Echo (request) messages sent by the interface.
ICMPv6 Echo Reply Messages Transmitted	The number of ICMP Echo Reply messages sent by the interface.
ICMPv6 Router Solicit Messages Transmitted	The number of ICMP Neighbor Solicitation messages sent by the interface.
ICMPv6 Router Advertisement Messages Transmitted	The number of ICMP Router Advertisement messages sent by the interface.
ICMPv6 Neighbor Solicit Messages Transmitted	The number of ICMP Neighbor Solicitation messages sent by the interface.
ICMPv6 Neighbor Advertisement Messages Transmitted	The number of ICMP Neighbor Advertisement messages sent by the interface.
ICMPv6 Redirect Messages Transmitted	The number of Redirect messages sent.
ICMPv6 Group Membership Query Messages Transmitted	The number of ICMPv6 Group Membership Query messages sent.
ICMPv6 Group Membership Response Messages Transmitted	The number of ICMPv6 Group Membership Response messages sent.
ICMPv6 Group Membership Reduction Messages Transmitted	The number of ICMPv6 Group Membership Reduction messages sent.
ICMPv6 Duplicate Address Detects	The number of duplicate Addresses detected by the interface.

IPv6 Neighbor Table

Use the IPv6 Neighbor Table page to display IPv6 neighbor details for a specified interface.

To display the IPv6 Neighbor Table page, click **Routing > IPv6 > Advanced > Neighbor Table**.

IPv6 Neighbor Table					
:: IPv6 Neighbor Table					
Search By					
Interface				GO	
Interface	IPv6 Address	MAC Address	isRtr	Neighbor State	Last Updated

To search for an entry in the IPv6 neighbor table, use the **Search By** menu to specify the search criteria:

- Searched by IPv6 Address - Select **IPv6 Address** from pull-down menu, enter the 128 byte hexadecimal IPv6 Address in four-digit groups separated by colons, for example 2001:231F:::1. Then click **Go**. If the address exists, that entry will be displayed. An exact match is required.
- Searched by Interface - Select **Interface** from pull-down menu, enter the interface ID in Unit/Slot/Port, for example 2/1/1. Then click **Go**. If the IPv6 route exists, the entry will be displayed.

Field	Description
Interface	Specifies the interface whose settings are displayed in the current table row.
IPv6 Address	Specifies the IPv6 address of neighbor or interface.
MAC Address	Specifies MAC address associated with an interface.
IsRtr	Indicates whether the neighbor is a router. If the neighbor is a router, the value is TRUE. If the neighbor is not a router, the value is FALSE.

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Field	Description
Neighbor State	<p>Specifies the state of the neighbor cache entry. Following are the states for dynamic entries in the IPv6 neighbor discovery cache:</p> <ul style="list-style-type: none">• Incmp - Address resolution is being performed on the entry. A neighbor solicitation message has been sent to the solicited-node multicast address of the target, but the corresponding neighbor advertisement message has not yet been received.• Reach - Positive confirmation was received within the last Reachable Time milliseconds that the forward path to the neighbor was functioning properly. While in REACH state, the device takes no special action as packets are sent.• Stale - More than ReachableTime milliseconds have elapsed since the last positive confirmation was received that the forward path was functioning properly. While in STALE state, the device takes no action until a packet is sent.• Delay - More than ReachableTime milliseconds have elapsed since the last positive confirmation was received that the forward path was functioning properly. A packet was sent within the last DELAY_FIRST_PROBE_TIME seconds. If no reachability confirmation is received within DELAY_FIRST_PROBE_TIME seconds of entering the DELAY state, send a neighbor solicitation message and change the state to PROBE.• Probe - A reachability confirmation is actively sought by resending neighbor solicitation messages every RetransTimer milliseconds until a reachability confirmation is received.
Last Updated	Time since the address was confirmed to be reachable.

IPv6 Route Configuration

Use this page to configure static IPv6 routes.

To display the IPv6 Route Configuration page, click **Routing > IPv6 > Advanced > Static Route Configuration**.

The screenshot shows the 'IPv6 Route Configuration' page with a 'Configure Routes' table. The table has the following columns: IPv6 Prefix, Prefix Length, Next Hop IPv6 Address Type, Next Hop IPv6 Address, Interface, and Preference. There is a small square icon on the left side of the table and a red question mark icon in the top right corner of the table header.

IPv6 Prefix	Prefix Length	Next Hop IPv6 Address Type	Next Hop IPv6 Address	Interface	Preference
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure a static IPv6 route:

1. Use **IPv6 Prefix/Prefix Length** to enter the Network Prefix and Prefix Length for the Configured Route.
2. Use **Next Hop IPv6 Address Type** to specify if the Next Hop IPv6 Address is a Global IPv6 Address or a Link-local IPv6 Address or a Static-Reject IPv6 Address. If the Next Hop IPv6 address specified is a Link-Local IPv6 Address, specify the Interface for the Link-local IPv6 Next Hop Address. Select Static-Reject from this menu to create a static reject route for a destination prefix. No next hop address is specified in that case.
3. Use **Next Hop IPv6 Address** to enter the Next Hop IPv6 Address for the Configured Route.
4. Use **Interface** to specify the unit, slot, and port number for the Link-local IPv6 Next Hop Address. This field is enabled only if the Link-local is selected.
5. Use **Preference** to specify the Route Preference of the Configured Route.
6. Click **ADD** to configure a new route.
7. Click **DELETE** to delete the corresponding route.

IPv6 Route Preferences

Use this panel to configure the default preference for each protocol. These values are arbitrary values in the range of 1 to 255 and are independent of route metrics. Most routing protocols use a route metric to determine the shortest path known to the protocol, independent of any other protocol. The best route to a destination is chosen by selecting the route with the lowest preference value. When there are multiple routes to a destination, the preference values are used to determine the preferred route. If there is still a tie, the route with the best route metric will be chosen. To avoid problems with mismatched metrics you must configure different preference values for each of the protocols.

To display the IPv6 Route Preferences page, click **Routing > IPv6 > Advanced > Route Preferences**.

IPv6 Route Preferences	
Local	0
Static	1 (1 to 255)
OSPFv3 Intra	110 (1 to 255)
OSPFv3 Inter	110 (1 to 255)
OSPFv3 External	110 (1 to 255)

To configure IPv6 Route Preferences:

1. Use **Static** to specify the Static Route preference value for the router. The default value is 1. The range is 1 to 255.
2. Use **OSPFv3 Intra** to specify the OSPFv3 intra route preference value in the router. The default value is 110. The range is 1 to 255.
3. Use **OSPFv3 Inter** to specify the OSPFv3 inter route preference value in the router. The default value is 110. The range is 1 to 255.
4. Use **OSPFv3 External** to specify the OSPFv3 External route preference value in the router. The default value is 110. The range is 1 to 255.
5. Click **APPLY** to update the switch with the configured information.
6. Click **CANCEL** to abandon the changes.

Field	Description
Local	Local preference.

Tunnel Configuration

ProSafe software provides for the creation, deletion, and management of tunnel interfaces. These are dynamic interfaces that are created and deleted via user-configuration. ProSafe support configured IPv6 over IPv4 tunnels to facilitate the transition of IPv4 networks to IPv6 networks. With configured tunnels, the user specifies the endpoints of the tunnel. Tunnels operate as point-to-point links.

Tunnels can be created, configured, and deleted from this page.

To display the Tunnel Configuration page, click **Routing > IPv6 > Advanced > Tunnel Configuration**.

Tunnel Configuration					
:: Tunnel Configuration					
	Tunnel ID	Mode	IPv6 Mode	IPv6 Unreachables	IPv6 Address/Prefix Length
<input type="checkbox"/>	<input type="text"/>				
<input type="checkbox"/>	0	6-in-4-configured	Enable	Enable	2001:db8::2eb0:5dff:fe91:f8b5/32

EUI64	Source Address	Source Interface	Destination Address	Interface Link Status
<input type="text"/>				
Enable	192.168.3.10	1/0/5	192.168.3.23	Down

To configure an IPv6 tunnel:

1. Use **Tunnel ID** to select from a list of all of available tunnel IDs.
2. Use **Mode** to select the Tunnel mode. The supported modes are 6-in-4-configured and 6-to-4.
3. Use **IPv6 Mode** to enable IPv6 on this interface using the IPv6 address. This option is only configurable prior to specifying an explicit IPv6 address.
4. Use **IPv6 Unreachables** to specify the Mode of Sending ICMPv6 Destination Unreachables on this interface. If Disabled then this interface will not send ICMPv6 Destination Unreachables. By default IPv6 Destination Unreachables mode is enable.
5. Use **IPv6 Address** to select a list of configured IPv6 addresses for the selected interface. Address must be entered in the format prefix/length.
6. Use **EUI64** to specify the 64-bit extended unique identifier (EUI-64). For 6to4 tunnels, configure the ipv6 address with first 48-bits in the format 2002:tunnel-source-ipv4-address::/48.
7. Use **Source Address** to specify the desired source address. The source address for this tunnel must be entered in dotted decimal notation.
8. Use **Source Interface** to specify the source interface for this tunnel. The address associated with the selected interface will be used as the source address.

9. Use **Destination Address** to specify the destination address for this tunnel in dotted decimal notation.
10. Click **ADD** to allow the user to configure a new tunnel.
11. Click **DELETE** to delete the corresponding tunnel.
12. Click **CANCEL** to discard the changes made on the page and navigate back to the referring page.

VLAN

You can configure ProSafe M5300 Switch software with some ports supporting VLANs and some supporting routing. You can also configure the software to allow traffic on a VLAN to be treated as if the VLAN were a router port.

When a port is enabled for bridging (default) rather than routing, all normal bridge processing is performed for an inbound packet, which is then associated with a VLAN. Its MAC Destination Address (MAC DA) and VLAN ID are used to search the MAC address table. If routing is enabled for the VLAN, and the MAC DA of an inbound unicast packet is that of the internal bridge-router interface, the packet is routed. An inbound multicast packet is forwarded to all ports in the VLAN, plus the internal bridge-router interface, if it was received on a routed VLAN.

Since a port can be configured to belong to more than one VLAN, VLAN routing might be enabled for all of the VLANs on the port, or for a subset. VLAN Routing can be used to allow more than one physical port to reside on the same subnet. It could also be used when a VLAN spans multiple physical networks, or when additional segmentation or security is required. This section shows how to configure the NETGEAR switch to support VLAN routing. A port can be either a VLAN port or a router port, but not both. However, a VLAN port may be part of a VLAN that is itself a router port.

From the VLAN link, you can access the following pages:

- [VLAN Routing Wizard](#) on page 218
- [VLAN Routing Configuration](#) on page 219

VLAN Routing Wizard

The VLAN Routing Wizard creates a VLAN, adds selected ports to the VLAN. The VLAN Wizard gives the user the option to add the selected ports as a Link Aggregation (LAG). The Wizard will:

- Create a VLAN and generate a unique name for VLAN.
- Add selected ports to the newly created VLAN and remove selected ports from the default VLAN.
- Create a LAG, add selected ports to a LAG, then add LAG to the newly created VLAN.
- Enable tagging on selected ports if the port is in another VLAN. Disable tagging if a selected port does NOT exist in another VLAN.
- Exclude ports NOT selected from the VLAN.
- Enable routing on the VLAN using the IP address and subnet mask entered.

To display the VLAN Routing Wizard page, click **Routing > VLAN > VLAN Routing Wizard**.

To configure a VLAN routing interface by using the VLAN Routing Wizard:

1. Use **VLAN ID** to specify the VLAN Identifier (VID) associated with this VLAN. The range of the VLAN ID is 1 to 4093.
2. Use **Ports** to display selectable physical ports and LAGs (if any). Selected ports will be added to the Routing VLAN. Each port has three modes:
 - **T (Tagged)** - Select the ports on which all frames transmitted for this VLAN will be tagged. The ports that are selected will be included in the VLAN.
 - **U (Untagged)** - Select the ports on which all frames transmitted for this VLAN will be untagged. The ports that are selected will be included in the VLAN.
 - **Blank (Autodetect)** - Select the ports that may be dynamically registered in this VLAN via GVRP. This selection has the effect of excluding a port from the selected VLAN.
3. Use the **LAG Enabled** option to add selected ports to VLAN as a LAG. The default is No.
4. Use **IP Address** to define the IP address of the VLAN interface.
5. Use **Network Mask** to define the subnet mask of the VLAN interface.

VLAN Routing Configuration

Use the VLAN Routing Configuration page to configure VLAN Routing interfaces on the system.

To display the VLAN Routing Configuration page, click **Routing > VLAN > VLAN Routing**.

	VLAN ID	Port	MAC Address	IP Address	Subnet Mask
<input type="checkbox"/>	100	0/4/1	2C:B0:5D:91:F8:B7	192.168.22.100	255.255.255.0

To configure an existing VLAN as a VLAN routing interface:

1. Use **VLAN ID** to enter the ID of a VLAN you want to configure for VLAN Routing. The field will display the all IDs of the VLAN configured on this switch.
2. Use **IP Address** to enter the IP Address to be configured for the VLAN Routing Interface.

3. Use **Subnet Mask** to enter the Subnet Mask to be configured for the VLAN Routing Interface.
4. Click **ADD** to add the VLAN Routing Interface specified in the VLAN ID field to the switch configuration.
5. Click **DELETE** to remove the VLAN Routing Interface specified in the VLAN ID field from the switch configuration.

Field	Description
Port	The interface assigned to the VLAN for routing.
MAC Address	The MAC Address assigned to the VLAN Routing Interface

ARP

The ARP protocol associates a layer 2 MAC address with a layer 3 IPv4 address. ProSafe software features both dynamic and manual ARP configuration. With manual ARP configuration, you can statically add entries into the ARP table.

ARP is a necessary part of the internet protocol (IP) and is used to translate an IP address to a media (MAC) address, defined by a local area network (LAN) such as Ethernet. A station needing to send an IP packet must learn the MAC address of the IP destination, or of the next hop router, if the destination is not on the same subnet. This is achieved by broadcasting an ARP request packet, to which the intended recipient responds by unicasting an ARP reply containing its MAC address. Once learned, the MAC address is used in the destination address field of the layer 2 header prepended to the IP packet.

The ARP cache is a table maintained locally in each station on a network. ARP cache entries are learned by examining the source information in the ARP packet payload fields, regardless of whether it is an ARP request or response. Thus, when an ARP request is broadcast to all stations on a LAN segment or virtual LAN (VLAN), every recipient has the opportunity to store the sender's IP and MAC address in their respective ARP cache. The ARP response, being unicast, is normally seen only by the requestor, who stores the sender information in its ARP cache. Newer information always replaces existing content in the ARP cache.

The number of supported ARP entries is platform-dependent.

Devices can be moved in a network, which means the IP address that was at one time associated with a certain MAC address is now found using a different MAC, or may have disappeared from the network altogether (i.e., it has been reconfigured, disconnected, or powered off). This leads to stale information in the ARP cache unless entries are updated in reaction to new information seen on the network, periodically refreshed to determine if an address still exists, or removed from the cache if the entry has not been identified as a sender of an ARP packet during the course of an ageout interval, usually specified via configuration.

From the ARP link, you can access the following pages:

- [Basic](#) on page 221
- [Advanced](#) on page 221

Basic

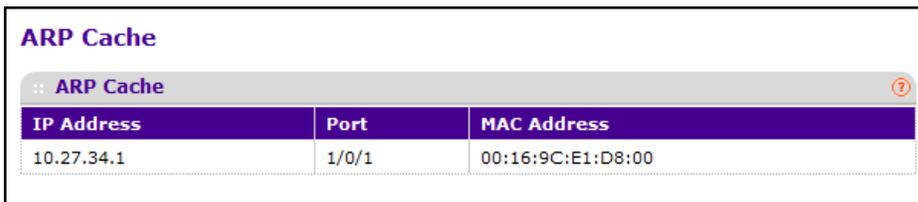
From the Basic link, you can access the following pages:

- [ARP Cache](#) on page 221

ARP Cache

Use this screen to show ARP entries in the ARP Cache.

To display the ARP Cache page, click **Routing > ARP > Basic > ARP Cache**.



The screenshot shows the 'ARP Cache' page with a table containing one entry. The table has three columns: IP Address, Port, and MAC Address. The entry shows IP Address 10.27.34.1, Port 1/0/1, and MAC Address 00:16:9C:E1:D8:00.

ARP Cache		
IP Address	Port	MAC Address
10.27.34.1	1/0/1	00:16:9C:E1:D8:00

To view the ARP cache

1. Use **Port** to select the associated Unit/Slot/Port of the connection
2. **IP Address** displays the IP address. It must be the IP address of a device on a subnet attached to one of the switch's existing routing interfaces.
3. **MAC Address** displays the unicast MAC address of the device. The address is six two-digit hexadecimal numbers separated by colons, for example 00:06:29:32:81:40.
4. Click **REFRESH** to show the latest IP information.

Advanced

.From the Advanced link, you can access the following pages:

- [Static ARP Cache](#) on page 222
- [ARP Table Configuration](#) on page 223

Static ARP Cache

To display the Static ARP Cache page, click **Routing > ARP > Advanced > ARP Create**.

Static ARP Cache

:: ARP Static Configuration ?

	IP Address	MAC Address
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>

:: ARP Cache ?

Port	IP Address	MAC Address	Type	Age

ARP Static Configuration

Use this screen to add an entry to the Address Resolution Protocol table.

1. Use **IP Address** to enter the IP address you want to add. It must be the IP address of a device on a subnet attached to one of the switch's existing routing interfaces.
2. Use **MAC Address** to specify the unicast MAC address of the device. Enter the address as six two-digit hexadecimal numbers separated by colons, for example 00:06:29:32:81:40.
3. Click **ADD** to add a new static ARP entry to the switch.
4. Click **DELETE** to delete an existing static ARP entry from the switch.
5. Click **APPLY** to change the MAC Address mapping to the IP. Configuration changes take effect immediately.

ARP Cache

Use this screen to show ARP entries in the ARP Cache.

Field	Description
Port	The associated Unit/Slot/Port of the connection
IP Address	Displays the IP address. It must be the IP address of a device on a subnet attached to one of the switch's existing routing interfaces.
MAC Address	The unicast MAC address of the device. The address is six two-digit hexadecimal numbers separated by colons, for example 00:06:29:32:81:40.

Click **REFRESH** to show the latest IP information.

ARP Table Configuration

You can use this screen to change the configuration parameters for the Address Resolution Protocol Table. You can also use this screen to display the contents of the table.

To display the ARP Table Configuration page, click **Routing > ARP > Advanced > ARP Table Configuration**.

ARP Table Configuration	
Age Time(secs)	1200 (15 to 21600)
Response Time(secs)	10 (1 to 10)
Retries	10 (0 to 10)
Cache Size	1024 (256 to 1024)
Dynamic Renew	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Total Entry Count	0
Peak Total Entries	0
Active Static Entries	0
Configured Static Entries	3
Maximum Static Entries	64
Remove From Table	None

To configure the ARP table:

1. Use **Age Time** to enter the value for the switch to use for the ARP entry ageout time. You must enter a valid integer, which represents the number of seconds it will take for an ARP entry to age out. The range for this field is 15 to 21600 seconds. The default value for Age Time is 1200 seconds.
2. Use **Response Time** to enter the value for the switch to use for the ARP response time-out. You must enter a valid integer, which represents the number of seconds the switch will wait for a response to an ARP request. The range for this field is 1 to 10 seconds. The default value for Response Time is 1 second.
3. Use **Retries** to enter an integer that specifies the maximum number of times an ARP request will be retried. The range for this field is 0 to 10. The default value for Retries is 4.
4. Use **Cache Size** to enter an integer that specifies the maximum number of entries for the ARP cache. The range for this field is 256 to 1664. The default value for Cache Size is 1664.
5. Use **Dynamic Renew** to control whether the ARP component automatically attempts to renew ARP Entries of type Dynamic when they age out. The default setting is Enable.
6. Use **Remove from Table** to remove certain entries from the ARP Table. The choices listed specify the type of ARP Entry to be deleted:
 - **All Dynamic Entries**
 - **All Dynamic and Gateway Entries**
 - **Specific Dynamic/Gateway Entry** - Selecting this allows the user to specify the required IP Address.

- **Specific Static Entry** - Selecting this allows the user to specify the required IP Address.
 - **None** - Selected if the user does not want to delete any entry from the ARP Table.
7. Use **Remove IP Address** to enter the IP Address against the entry that is to be removed from the ARP Table. This appears only if the user selects Specific Dynamic/Gateway Entry or Specific Static Entry in the Remove from Table Drop Down List.

Field	Description
Total Entry Count	Total number of Entries in the ARP table.
Peak Total Entries	Highest value reached by Total Entry Count. This counter value is restarted whenever the ARP table Cache Size value is changed.
Active Static Entries	Total number of Active Static Entries in the ARP table.
Configured Static Entries	Total number of Configured Static Entries in the ARP table.
Maximum Static Entries	Maximum number of Static Entries that can be defined.

RIP

Note: RIP is a licensed feature and is available only on switches that have an active license installed.

RIP is an Interior Gateway Protocol (IGP) based on the Bellman-Ford algorithm and targeted at smaller networks (network diameter no greater than 15 hops). The routing information is propagated in RIP update packets that are sent out both periodically and in the event of a network topology change. On receipt of a RIP update, depending on whether the specified route exists or does not exist in the route table, the router may modify, delete, or add the route to its route table.

From the RIP link, you can access the following pages:

- [Basic](#) on page 225
- [Advanced](#) on page 226

Basic

From the Basic link, you can access the following pages:

- [RIP Configuration \(Basic\)](#) on page 225

RIP Configuration (Basic)

Use the RIP Configuration page to enable and configure or disable RIP in Global mode.

To display the RIP Configuration page, click **Routing > RIP > Basic > RIP Configuration**.



To configure the administrative mode of ARP on the switch:

1. Use the **RIP Admin Mode** field and select Disable or Enable.
2. Click **APPLY** to update the switch with the change.
3. Click **CANCEL** to abandon the change.

Advanced

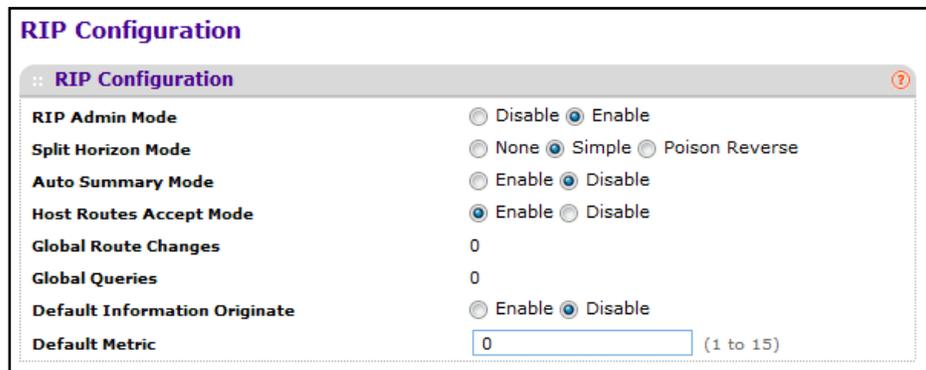
From the Advanced link, you can access the following pages:

- [RIP Configuration \(Advanced\)](#) on page 226
- [Interface Configuration](#) on page 227
- [Route Redistribution](#) on page 230

RIP Configuration (Advanced)

Use the RIP Configuration page to enable and configure or disable RIP in Global mode and to configure global RIP settings.

To display the RIP Configuration page, click **Routing > RIP > Advanced > RIP Configuration**.



The screenshot shows the 'RIP Configuration' page with the following settings:

Setting	Value
RIP Admin Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Split Horizon Mode	<input type="radio"/> None <input checked="" type="radio"/> Simple <input type="radio"/> Poison Reverse
Auto Summary Mode	<input type="radio"/> Enable <input checked="" type="radio"/> Disable
Host Routes Accept Mode	<input checked="" type="radio"/> Enable <input type="radio"/> Disable
Global Route Changes	0
Global Queries	0
Default Information Originate	<input type="radio"/> Enable <input checked="" type="radio"/> Disable
Default Metric	<input type="text" value="0"/> (1 to 15)

To configure the advanced RIP global settings:

1. Use **RIP Admin Mode** to enable or disable RIP for the switch. The default is enable.
2. Use **Split Horizon Mode** to select none, simple, or poison reverse from the radio buttons. Split horizon is a technique for avoiding problems caused by including routes in updates sent to the router from which the route was originally learned. The options are:
 - **None** - No special processing for this case.
 - **Simple** - A route will not be included in updates sent to the router from which it was learned.
 - **Poison reverse** - A route will be included in updates sent to the router from which it was learned, but the metric will be set to infinity.

The default is simple.

3. Use **Auto Summary Mode** to select enable or disable. If you select enable, groups of adjacent routes will be summarized into single entries in order to reduce the total number of entries. The default is disable.
4. Use **Host Routes Accept Mode** to select enable or disable. If you select enable, the router will accept host routes. The default is enable.
5. Use **Default Information Originate** to enable or disable Default Route Advertise.

- Use **Default Metric** to set a default for the metric of redistributed routes. This field displays the default metric if one has already been set or blank if not configured earlier. The valid values are 1 to 15.

Field	Description
Global Route Changes	The number of route changes made to the IP Route Database by RIP. This does not include the refresh of a route's age.
Global queries	The number of responses sent to RIP queries from other systems.

Interface Configuration

Use the RIP Interface Configuration page to enable and configure or to disable RIP on a specific interface.

To display the Interface Configuration page, click **Routing > RIP > Advanced > Interface Configuration**.

The screenshot shows the 'Interface Configuration' page. The top section, titled 'Interface Configuration', contains the following fields:

- Interface:** 1/0/1
- Send Version:** RIP-2
- Receive Version:** Both
- RIP Admin Mode:** Enable Disable
- Authentication Type:** None
- Bad Packets Received:** (empty)
- Bad Routes Received:** (empty)
- Updates Sent:** (empty)

The bottom section, titled 'Status', contains a table with the following data:

Interface	IP Address	Send Version	Receive Version	Admin Mode	Link State
1/0/5	192.168.3.10	RIP-2	Both	Disable	Link Down
vlan 100	192.168.22.100	RIP-2	Both	Disable	Link Down

To configure the advanced RIP global settings:

- Use **Interface** to select the interface for which data is to be configured.
- Use **Send Version** to select the version of RIP control packets the interface should send from the pull-down menu. The value is one of the following:
 - RIP-1** -Send RIP version 1 formatted packets via broadcast.
 - RIP-1c** -RIP version 1 compatibility mode. Send RIP version 2 formatted packets via broadcast.
 - RIP-2** - Send RIP version 2 packets using multicast. The default is RIP-2.
 - None** - No RIP control packets will be sent.

3. Use **Receive Version** to select what RIP control packets the interface will accept from the pull-down menu. The value is one of the following:
 - **RIP-1** - Accept only RIP version 1 formatted packets.
 - **RIP-2** - Accept only RIP version 2 formatted packets. The default is RIP-2.
 - **Both** - Accept packets in either format.
 - **None** - No RIP control packets will be accepted.
4. Use **RIP admin mode** to enable RIP for an interface. The default is Disable.
5. Use **Authentication Type** to select an authentication type other than none by clicking on the 'Configure Authentication' button. You will then see a new screen, where you can select the authentication type from the pull-down menu. The choices are:
 - **None** - This is the initial interface state. If you select this option from the pull-down menu on the second screen you will be returned to the first screen and no authentication protocols will be run.
 - **Simple** - If you select 'Simple' you will be prompted to enter an authentication key. This key will be included, in the clear, in the RIP header of all packets sent on the network. All routers on the network must be configured with the same key.
 - **Encrypt** - If you select 'Encrypt' you will be prompted to enter both an authentication key and an authentication ID. Encryption uses the MD5 Message-Digest algorithm. All routers on the network must be configured with the same key and ID.
6. Use **Authentication Key** to enter the RIP Authentication Key for the specified interface. If you do not choose to use authentication you will not be prompted to enter a key. If you choose 'simple' or 'encrypt' the key may be up to 16 octets long. The key value will only be displayed if you are logged on with Read/Write privileges.
7. Use **Authentication Key ID** to enter the RIP Authentication Key ID for the specified interface. If you choose not to use authentication or to use 'simple' you will not be prompted to enter the key ID. If you choose 'encrypt' the key ID may be in range from 0 to 255. The key ID value will be displayed only if you are logged on with Read/Write privileges.
8. Click **APPLY** to update the switch with the changes.
9. Click **REFRESH** to update the screen with the most recent information.
10. Click **CANCEL** to abandon the changes.

RIP Status

Field	Description
Interface	Displays the interface for which data is configured.
IP Address	Displays the IP Address of the router interface.

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Field	Description
Send Version	Displays the version of RIP control packets the interface should send from the pull-down menu. The value is one of the following: <ul style="list-style-type: none">• RIP-1 - send RIP version 1 formatted packets via broadcast.• RIP-1c - RIP version 1 compatibility mode. Send RIP version 2 formatted packets via broadcast.• RIP-2 - send RIP version 2 packets using multicast. The default is RIP-2.• None: no RIP control packets will be sent.
Receive Version	Displays what RIP control packets the interface will accept from the pull-down menu. The value is one of the following: <ul style="list-style-type: none">• RIP-1 - accept only RIP version 1 formatted packets.• RIP-2 - accept only RIP version 2 formatted packets. The default is RIP-2.• Both - accept packets in either format.• None - no RIP control packets will be accepted.
Admin Mode	Enables RIP for an interface. The default is Disable.
Link State	Indicates whether the RIP interface is up or down.
Bad Packets Received	The number of RIP response packets received by the RIP process which were subsequently discarded for any reason.
Bad Routes Received	The number of routes, in valid RIP packets, which were ignored for any reason (e.g., unknown address family, or invalid metric).
Updates Sent	The number of triggered RIP updates actually sent on this interface. This explicitly does NOT include full updates sent containing new information.

Route Redistribution

Use the RIP Route Redistribution page to configure which routes are redistributed to other routers using RIP. The allowable values for each fields are displayed next to the field. If any invalid values are entered, an alert message is displayed with the list of all the valid values.

To display the Route Redistribution page, click **Routing > RIP > Advanced > Route Redistribution**.

Source Protocol	Redistribute Mode	Metric	Distribute List	Match Internal	Match External Type 1	Match External Type 2	Match NSSA External Type 1	Match NSSA External Type 2
Connected	Disable	0	0					
Static	Disable	0	0					
OSPF	Disable	0	0	Enable	Disable	Disable	Disable	Disable

RIP Route Redistribution Configuration

This screen can be used to configure the RIP Route Redistribution parameters. The allowable values for each fields are displayed next to the field. If any invalid values are entered, an alert message will be displayed with the list of all the valid values.

- The Source select box is a dynamic selector and is populated by only those Source Routes that have already been configured for redistribute by RIP. Use Source to configure another Source Route from among the Available Source Routes. The valid values are:
 - Static
 - Connected
 - OSPF
- Use **Redistribute Mode** to enable or disable RIP redistribute mode. The default value is disable.
- Use **Metric** to specify the Metric of redistributed routes for the given Source Route.
- Use **Distribute List** to set the Access List that filters the routes to be redistributed by the destination protocol. Only permitted routes are redistributed. If this command refers to a non-existent access list, all routes are permitted. The valid values for Access List IDs are 1 to 199. When used for route filtering, the only fields in an access list that get used are:
 - Source IP Address and netmask
 - Destination IP Address and netmask
 - Action (permit or deny)

All other fields (source and destination port, precedence, ToS, etc.) are ignored.

- Click **APPLY** to update the switch with the changes.
- Click **CANCEL** to abandon the changes.

The source IP address is compared to the destination IP address of the route. The source IP netmask in the access list rule is treated as a wildcard mask, indicating which bits in the source IP address must match the destination address of the route. (Note that a 1 in the mask indicates a “don’t care” in the corresponding address bit.)

When an access list rule includes a destination IP address and netmask (an extended access list), the destination IP address is compared to the network mask of the destination of the route. The destination netmask in the access list serves as a wildcard mask, indicating which bits in the route's destination mask are significant for the filtering operation.

RIP Route Redistribution Summary

This screen displays the RIP Route Redistribution Configurations.

Field	Description
Source	The Source Route to be Redistributed by RIP.
Metric	The Metric of redistributed routes for the given Source Route. Displays “Unconfigured” when not configured.
Match	List of Routes redistributed when “OSPF” is selected as Source. The list may include one or more of: <ul style="list-style-type: none"> • Internal: Sets Internal OSPF Routes to be redistributed • External Type 1: Sets External Type 1 OSPF Routes to be redistributed • External Type 2: Sets External Type 2 OSPF Routes to be redistributed • NSSA External Type 1: Sets NSSA External Type 1 OSPF Routes to be redistributed • NSSA External Type 2: Sets NSSA External Type 2 OSPF Routes to be redistributed
Distribute List	The Access List that filters the routes to be redistributed by the Destination Protocol. Displays 0 when not configured.

OSPF

Note: OSPF is a licensed feature and is available only on switches that have an active license installed.

From the OSPF link, you can access the following pages:

- [Basic](#) on page 232
- [Advanced](#) on page 233

Basic

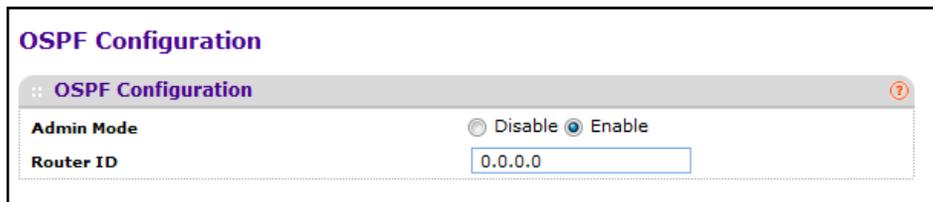
From the Basic link, you can access the following pages:

- [OSPF Configuration \(Basic\)](#) on page 232

OSPF Configuration (Basic)

Use the OSPF Configuration page to enable OSPF on a router and to configure the related OSPF settings.

To display the OSPF Configuration page, click **Routing > OSPF > Basic > OSPF Configuration**.



The screenshot shows the OSPF Configuration page. At the top, it says "OSPF Configuration" with a question mark icon. Below that, there are two settings: "Admin Mode" with radio buttons for "Disable" and "Enable" (where "Enable" is selected), and "Router ID" with a text input field containing "0.0.0.0".

To configure the administrative mode of OSPF on the switch:

1. Use **Router ID** to specify a 32-bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). To change the Router ID you must first disable OSPF. After you set the new Router ID, you must re-enable OSPF to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.
2. Use **Admin Mode** to select enable or disable. If you select enable, OSPF will be activated for the switch. The default value is disable. You must configure a Router ID before OSPF can become operational; see step 1 or by issuing the CLI command:
(Config-router) #router-id.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

Advanced

From the Advanced link, you can access the following pages:

- [OSPF Configuration \(Advanced\)](#) on page 234
- [Common Area Configuration](#) on page 237
- [Stub Area Configuration](#) on page 238
- [NSSA Area Configuration](#) on page 239
- [Area Range Configuration](#) on page 241
- [Interface Configuration](#) on page 242
- [OSPF Interface Statistics](#) on page 246
- [OSPF Neighbor Table](#) on page 249
- [Link State Database](#) on page 251
- [Virtual Link Configuration](#) on page 252
- [Route Redistribution](#) on page 255
- [NSF OSPF Summary](#) on page 256

OSPF Configuration (Advanced)

Use the OSPF Configuration page to enable OSPF on a router and to configure the related OSPF settings.

To display the OSPF Configuration page, click **Routing** > **OSPF** > **Advanced** > **OSPF Configuration**.

OSPF Configuration

Default Route Advertise Configuration

Default Information Originate Disable Enable
Always True False
Metric (0 to 16777214)
Metric Type External Type 1 External Type 2

OSPF Configuration

Router ID
Admin Mode
ASBR Mode
RFC 1583 Compatibility
ABR Status
Opaque LSA Status
Exit Overflow Interval (secs) (0 to 2147483647)
SPF Delay Time(secs) (0 to 65535)
SPF Hold Time(secs) (0 to 65535)
External LSA Count
External LSA Checksum
AS_OPAQUE LSA Count
AS_OPAQUE LSA Checksum
New LSAs Originated
LSAs Received
External LSDB Limit (-1 to 2147483647)
Default Metric (0 to 16777214)
Maximum Paths (1 to 4)
AutoCost Reference Bandwidth (1 to 4294967)
Default Passive Setting
Helper Support Mode
Helper Strict LSA Checking

Default Route Advertise Configuration

1. When **Default Information Originate** is enabled, OSPF originates an external LSA advertising a default route (0.0.0.0/0.0.0.0).
2. **Always** - If Default Information Originate is enabled, but the Always option is FALSE, OSPF will only originate a default route if the router already has a default route in its routing table. Set Always to TRUE to force OSPF to originate a default route regardless of whether the router has a default route.

3. Use **Metric** to specify the metric of the default route. The range of valid values is 0 to 16777214.
4. Use **Metric Type** to set the OSPF metric type of the default route. Two types are supported:
 - **External Type 1**
 - **External Type 2** - Default is External Type 2.

OSPF Configuration

1. Use **Router ID** to specify the 32-bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). If you want to change the Router ID you must first disable OSPF. After you set the new Router ID, you must re-enable OSPF to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.
2. Use **Admin Mode** to select enable or disable. If you select enable, OSPF will be activated for the switch. The default value is disable. You must configure a Router ID before OSPF can become operational; see step 1 or by issuing the CLI command:
(Config-router) #router-id.
3. Enable or disable **RFC 1583 Compatibility** to specify the preference rules that will be used when choosing among multiple AS-external-LSAs advertising the same destination. If you select enable, the preference rules will be those defined by RFC 1583. If you select disable, the preference rules will be those defined in Section 16.4.1 of the OSPF-2 standard (RFC 2328), which will prevent routing loops when AS-external-LSAs for the same destination have been originated from different areas. The default value is 'enable'. All routers in the OSPF domain must be configured the same. If all OSPF routers are capable of operating according to RFC 2328, RFC 1583 Compatibility should be disabled.
4. Set the **Opaque LSA Status** parameter to enable if OSPF should store and flood opaque LSAs. An opaque LSA is used for flooding user-defined information within an OSPF router domain.
5. Use **Exit Overflow Interval(secs)** to specify how long OSPF must wait before attempting to leave overflow state. When the number of non-default external LSAs exceeds a configured limit, the router enters an overflow state as defined in RFC 1765. In overflow state, OSPF cannot originate non-default external LSAs. If the Exit Overflow Interval is 0, OSPF will not leave overflow state until it is disabled and re-enabled. The range is 0 to 2,147,483,647 seconds.
6. Use **SPF DelayTime (secs)** to specify the number of seconds from when OSPF receives a topology change to the start of the next SPF calculation. Delay Time is an integer from 0 to 65535 seconds. The default time is 5 seconds. A value of 0 means that there is no delay; that is, the SPF calculation is started upon a topology change.
7. Use **SPF HoldTime (secs)** to specify the minimum time in seconds between two consecutive SPF calculations. The range is 0 to 65,535 seconds. The default time is 10 seconds. A value of 0 means that there is no delay; that is, two SPF calculations can be done, one immediately after the other.
8. Use **External LSDB Limit** to set the number of the external LSDB limit for OSPF. If the value is -1, then there is no limit. When the number of non-default AS-external-LSAs in a router's link-state database reaches the external LSDB limit, the router enters overflow state. The router never holds more than the external LSDB limit none-default AS-external-LSAs in database. The external LSDB limit MUST be set identically in all routers attached to the OSPF backbone and/or any regular OSPF area. The range for limit is -1 to 2147483647.

9. Use **Default Metric** to set a default for the metric of redistributed routes. This field is blank if a default metric has not been configured. The range of valid values is 1 to 16777214.
10. Use **Maximum Paths** to set the number of paths that OSPF can report for a given destination. The range of valid values is 1 to 4.
11. Use **AutoCost Reference Bandwidth** to configure the auto-cost reference-bandwidth to control how OSPF calculates link cost. Specify the reference bandwidth in megabits per second. Unless a link cost is configured, the link cost is computed by dividing the reference bandwidth by the interface bandwidth. The range is 1 to 4294967.
12. Use **Default Passive Setting** to configure the global passive mode setting for all OSPF interfaces. Configuring this field overwrites any present interface level passive mode setting. OSPF does not form adjacencies on passive interfaces, but does advertise attached networks as stub networks.

Field	Description
ASBR Mode	The router is an Autonomous System Boundary Router if it is configured to redistribute routes from another protocol, or if it is configured to originate an external LSA advertising the default route.
ABR Status	The router is an Area Border Router if it has active non-virtual interfaces in two or more OSPF areas.
External LSA Count	The number of external (LS type 5) LSAs (link state advertisements) in the link state database.
External LSA Checksum	The sum of the LS checksums of the external LSAs (link state advertisements) contained in the link-state database. This sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state databases of two routers. This value is in hexadecimal.
AS_OPAQUE LSA Count	The number of opaque LSAs with domain wide flooding scope.
AS_OPAQUE LSA Checksum	The sum of the LS checksums of the opaque LSAs with domain wide flooding scope. This sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state databases of two routers. This value is in hexadecimal.
New LSAs Originated	In any given OSPF area, a router will originate several LSAs. Each router originates a router-LSA. If the router is also the Designated Router for any of the area's networks, it will originate network-LSAs for those networks. This value represents the number of LSAs originated by this router.
LSAs Received	The number of LSAs (link state advertisements) received that were determined to be new instantiations. This number does not include newer instantiations of self-originated LSAs.

Common Area Configuration

The OSPF Common Area Configuration page lets you create a Common Area Configuration once you have enabled OSPF on an interface. At least one router must have OSPF enabled for this web page to display.

To display the Common Area Configuration page, click **Routing > OSPF > Advanced > Common Area Configuration**.

Area ID	External Routing	SPF Runs	Area Border Router Count	Area LSA Count	Area LSA Checksum	Flood list length	Import Summary LSAs
<input type="text" value="0.0.0.2"/>	Import External LSAs						<input checked="" type="checkbox"/> Enable

To configure the OSPF area:

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32-bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.

Field	Description
Aging Interval	The Link State Advertisement (LSA) aging timer interval.
External Routing	A definition of the router's capabilities for the area, including whether or not AS-external-LSAs are flooded into/throughout the area. If the area is a stub area, then these are the possible options for which you may configure the external routing capability, otherwise the only option is "Import External LSAs": <ul style="list-style-type: none"> • Import External LSAs: Import and propagate external LSAs • Import No LSAs: Do not import and propagate external LSAs
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is typically done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Import Summary LSAs	The summary LSAs will be enabled/disabled imported into this area.

Click **ADD** to configure the area as a common area.

Click **DELETE** to delete the common area.

Stub Area Configuration

To display the Stub Area Configuration page, click **Routing > OSPF > Advanced > Stub Area Configuration**.

Stub Area Configuration								
:: OSPF Stub Area Configuration								
	Area ID	SPF Runs	Area Border Router Count	Area LSA Count	Area LSA Checksum	Import Summary LSAs	Default Cost	Type of Service
<input type="checkbox"/>	<input type="text"/>					<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	0.0.0.3					Enable	1	Normal

To configure an OSPF stub area:

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32-bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.
2. Use **Import Summary LSAs** to select enable or disable. If you select enable, summary LSAs will be imported into stub areas.
3. Use **Default Cost** to enter the metric value you want applied for the default route advertised into the stub area. Valid values range from 1 to 16,777,215.
4. Click **ADD** to configure the area as a stub area.
5. Click **DELETE** to delete the stub area designation. The area will be returned to normal state.

Field	Description
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is typically done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Type of Service	This field is the normal TOS associated with the stub metric.

NSSA Area Configuration

To display the NSSA Area Configuration page, click **Routing** > **OSPF** > **Advanced** > **NSSA Area Configuration**.

NSSA Area Configuration												
OSPF NSSA Area Configuration												
Area ID	SPF Runs	Area Border Router Count	Area LSA Count	Area LSA Checksum	Import Summary LSAs	Default Information Originate			Translator Role	Translator Stability Interval	Redistribute Mode	Translator State
						Admin Mode	Metric Value	Metric Type				
<input type="checkbox"/>					<input type="checkbox"/>	<input type="checkbox"/>	3	Non-Comparable Cost	Always	6	Disable	Disabled

To configure an OSPF NSSA area:

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32-bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.
2. Use **Import Summary LSAs** to select enable or disable. If you select enable, summary LSAs will be imported into NSSA areas.
3. The **Default Information Originate** area displays the default Route Information. These options will permit a user to advertise a default route into the NSSA when Import Summary LSAs is disabled. They can also be applied by the CLI command `area (area-id) nssa default-info-originate` in the ip router OSPF config mode.
 - Use **Admin Mode** to enable or disable the default information originate. Valid values are True or False.
 - Use **Metric Value** to set the Default Metric value for default information originate. The valid range of values is 1 to 16777214.
 - Use **Metric Type** to select the type of metric specified in the Metric Value field:
 - **Comparable Cost** - External Type 1 metrics that are comparable to the OSPF metric
 - **Non-comparable Cost** - External Type 2 metrics that are assumed to be larger than the cost of the OSPF metric.
4. Use **Translate Role** to select the translator role of the NSSA:
 - **always** - Cause the router to assume the role of the translator the instant it becomes a border router.
 - **candidate** - Cause the router to participate in the translator election process when it attains border router status.
5. Use **Translate Stability Interval** to configure the translator of the NSSA. The value is the period of time that an elected translation continues to perform its duties after it determines that its translator status has been deposed by another router.
6. Use **No-Redistribute Mode** to configure the NSSA ABR so that learned external routes will not be redistributed to the NSSA.
7. Click **ADD** to configure the area as a NSSA area.
8. Click **DELETE** to delete the NSSA area designation. The area will be returned to normal state.

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Field	Description
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is typically done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Translator State	The field tells you if and how the NSSA border router translates type-7 into type-5: <ul style="list-style-type: none">• enabled: The NSSA border router's translator role has been set to always.• elected: The candidate NSSA border router is translating type-7 LSAs into type-5.• disabled: The candidate NSSA border router is NOT translating type-7 LSAs into type-5.

Area Range Configuration

Use the OSPF Area Range Configuration page to configure and display an area range for a specified NSSA.

To display the Area Range Configuration page, click **Routing > OSPF > Advanced > Area Range Configuration**.

Area Range Configuration					
:: OSPF Area Range Configuration					
	Area ID	IP Address	Subnet Mask	LSDB Type	Advertise
<input type="checkbox"/>	<input type="text"/>				

To configure an OSPF area range:

1. Use **Area ID** to specify the area for which data is to be configured.
2. Use **IP address** to enter the IP Address for the address range for the selected area.
3. Use **Subnet Mask** to enter the Subnet Mask for the address range for the selected area.
4. Use **LSDB Type** to select the type of Link Advertisement associated with the specified area and address range. The default type is 'Network Summary'.
5. Use **Advertise** to select Enable or Disable. If you select Enable, the address range will be advertised outside the area via a Network Summary LSA. The default is Enable.
6. Click **ADD** to add the new address range to the switch.
7. Click **DELETE** to remove the specified address range from the area configuration.

Interface Configuration

Use the OSPF Interface Configuration page to configure an OSPF interface.

To display the Interface Configuration page, click **Routing** > **OSPF** > **Advanced** > **Interface Configuration**.

Interface Configuration								
:: OSPF Interface Configuration								
1 2 VLANs All								
	Interface	IP Address	Subnet Mask	Area ID	Admin Mode	Router Priority	Retransmit Interval	Hello Interval
<input type="checkbox"/>								
<input type="checkbox"/>	1/0/1	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/2	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/3	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/4	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/5	192.168.3.10	255.255.255.0	0.0.0.2	Enable	1	5	10
<input type="checkbox"/>	1/0/6	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/7	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/8	0.0.0.0	0.0.0.0	0.0.0.0	Disable	1	5	10

Go To Interface <input type="text"/> <input type="button" value="GO"/>							
Dead Interval	Iftransit Delay Interval	LSA Ack Interval (secs)	MTU Ignore	Passive Mode	Network Type	Authentication Type	Authentication Key
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	
40	1	1	Disable	Disable	Broadcast	None	

Authentication Key ID	State	Designated Router	Backup Designated Router	Number of Link Events	Local Link LSAs	Local Link LSA Checksum	Metric Cost
							1
							1
							1
							1
							1
							1
							1
							1

To configure an interface for OSPF:

1. Use the check boxes to the left of the **Interface** field to select each interface to configure. The same settings are applied dot all selected interfaces..
2. Use **Area ID** to enter the 32-bit integer in dotted decimal format that uniquely identifies the OSPF area to which the selected router interface connects. If you assign an Area ID which does not exist, the area will be created with default values.

3. Use **Admin Mode*** to select enable or disable. The default value is 'disable.' You can configure OSPF parameters without enabling OSPF Admin Mode, but they will have no effect until you enable Admin Mode. The following information will be displayed only if the Admin Mode is enabled: State, Designated Router, Backup Designated Router, Number of Link Events, LSA ACK Interval, and Metric Cost. For OSPF to be fully functional, you must enter a valid IP Address and Subnet Mask via the Interface IP Configuration page or through the CLI command `ip address <ipaddr> <subnet-mask>`.

Note: *Once OSPF is initialized on the router, it will remain initialized until the router is reset.

4. Use **Router Priority** to enter the OSPF priority for the selected interface. The priority of an interface is specified as an integer from 0 to 255. The default is 1, which is the highest router priority. A value of '0' indicates that the router is not eligible to become the designated router on this network.
5. Use **Retransmit Interval** to enter the OSPF retransmit interval for the specified interface. This is the number of seconds between link-state advertisements for adjacencies belonging to this router interface. This value is also used when retransmitting database descriptions and link-state request packets. Valid values range from 1 to 3600 seconds (1 hour). The default is 5 seconds.
6. Use **Hello Interval** to enter the OSPF hello interval for the specified interface in seconds. This parameter must be the same for all routers attached to a network. Valid values range from 1 to 65,535. The default is 10 seconds.
7. Use **Dead Interval** to enter the OSPF dead interval for the specified interface in seconds. This specifies how long a router will wait to see a neighbor router's Hello packets before declaring that the router is down. This parameter must be the same for all routers attached to a network. This value should be a multiple of the Hello Interval, e.g., 4. Valid values range from 1 to 2147483647. The default is 40.
8. Use **Iftransit Delay Interval** to enter the OSPF Transit Delay for the specified interface. This specifies the estimated number of seconds it takes to transmit a link state update packet over the selected interface. Valid values range from 1 to 3600 seconds (1 hour). The default value is 1 second.
9. Use **MTU Ignore** to disable OSPF MTU mismatch detection on received database description packets. Default value is Disable (MTU mismatch detection is enabled).
10. Use **Passive Mode** to make an interface passive to prevent OSPF from forming an adjacency on an interface. OSPF advertises networks attached to passive interfaces as stub networks. Interfaces are not passive by default.
11. Use **Network Type** to set the OSPF network type on the interface to broadcast or point-to-point. OSPF only selects a designated router and originates network LSAs for broadcast networks. No more than two OSPF routers may be present on a point-to-point link. The default network type for Ethernet interfaces is broadcast.

12. Use **Authentication Type** to select an authentication type other than none. You can select the authentication type from the pull-down menu. The choices are:
 - **None**: This is the initial interface state. If you select this option from the pull-down menu, no authentication protocols will be run.
 - **Simple** - If you select 'Simple' you will be prompted to enter an authentication key. This key will be included, in the clear, in the OSPF header of all packets sent on the network. All routers on the network must be configured with the same key.
 - **Encrypt** - If you select 'Encrypt' you will be prompted to enter both an authentication key and an authentication ID. Encryption uses the MD5 Message-Digest algorithm. All routers on the network must be configured with the same key and ID.
13. Use **Authentication Key** to enter the OSPF Authentication Key for the specified interface. If you do not choose to use authentication you will not be prompted to enter a key. If you choose 'simple' authentication you cannot use a key of more than eight octets. If you choose 'encrypt' the key may be up to 16 octets long. The key value will only be displayed if you are logged on with Read/Write privileges, otherwise it will be displayed as asterisks.
14. Use **Authentication Key ID** to enter the ID to be used for authentication. You will only be prompted to enter an ID when you select 'Encrypt' as the authentication type. The ID is a number between 0 and 255, inclusive.
15. Use **Metric Cost** to enter the link cost. OSPF uses this value in computing shortest paths. The range is from 1 to 65,535.
16. Click **APPLY** to update the switch with the configured settings.
17. Click **CANCEL** to abandon the changes.

Field	Description
IP Address	The IP address of the interface.
Subnet Mask	The network mask, indicating the portion of the IP address that identifies the attached network.
LSA Ack Intervlan (secs)	The number of seconds to wait before sending a delayed acknowledgement.

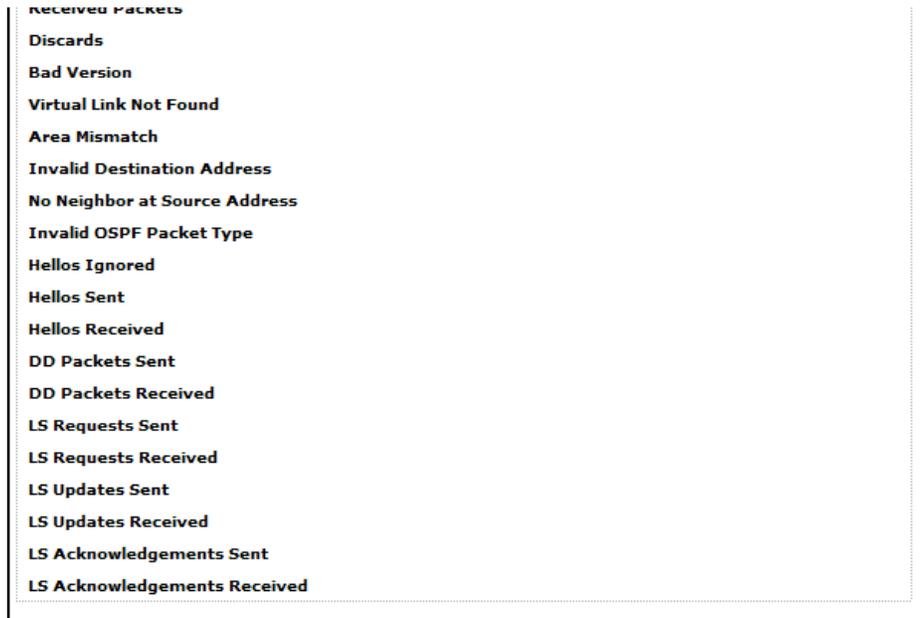
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Field	Description
State	<p>The current state of the selected router interface. One of:</p> <ul style="list-style-type: none"> • Down: This is the initial interface state. In this state, the lower-level protocols have indicated that the interface is unusable. In this state, interface parameters will be set to their initial values. All interface timers will be disabled, and there will be no adjacencies associated with the interface. • Loopback: In this state, the router's interface to the network is looped back either in hardware or software. The interface is unavailable for regular data traffic. However, it may still be desirable to gain information on the quality of this interface, either through sending ICMP pings to the interface or through something like a bit error test. For this reason, IP packets may still be addressed to an interface in Loopback state. To facilitate this, such interfaces are advertised in router- LSAs as single host routes, whose destination is the IP interface address. • Waiting: The router is trying to determine the identity of the (Backup) Designated Router for the network by monitoring received Hello Packets. The router is not allowed to elect a Backup Designated Router or a Designated Router until it transitions out of Waiting state. This prevents unnecessary changes of (Backup) Designated Router.
Designated Router	<p>This router is itself the Designated Router on the attached network. Adjacencies are established to all other routers attached to the network. The router must also originate a network-LSA for the network node. The network- LSA will contain links to all routers (including the Designated Router itself) attached to the network.</p>
Backup Designated Router	<p>This router is itself the Backup Designated Router on the attached network. It will be promoted to Designated Router if the present Designated Router fails. The router establishes adjacencies to all other routers attached to the network. The Backup Designated Router performs slightly different functions during the LSA flooding, as compared to the Designated Router.</p>
Other Designated Router	<p>The interface is connected to a broadcast on which other routers have been selected to be the Designated Router and Backup Designated Router either. The router attempts to form adjacencies to both the Designated Router and the Backup Designated Router.</p>
Designated Router	<p>The identity of the Designated Router for this network, in the view of the advertising router. The Designated Router is identified here by its router ID. The value 0.0.0.0 means that there is no Designated Router. This field is only displayed if the OSPF admin mode is enabled.</p>
Backup Designated Router	<p>The identity of the Backup Designated Router for this network, in the view of the advertising router. The Backup Designated Router is identified here by its router ID. Set to 0.0.0.0 if there is no Backup Designated Router.</p>
Number of Link Events	<p>This is the number of times the specified OSPF interface has changed its state.</p>
Local Link LSAs	<p>The number of opaque LSAs whose flooding scope is the link on this interface.</p>
Local Link LSA Checksum	<p>The sum of the checksums of local link LSAs for this link.</p>

OSPF Interface Statistics

This screen displays statistics for the selected interface. The information will be displayed only if OSPF is enabled.

To display the OSPF Interface Statistics page, click **Routing > OSPF > Advanced > OSPF Interface Statistics**.



To view OSPF statistics for an interface, select the interface from the **Interface** menu.

Field	Description
OSPF Area ID	The OSPF area to which the selected router interface belongs. An OSPF Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which the interface connects.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
AS Border Router Count	The total number of Autonomous System border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
IP Address	The IP address of the interface.

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Field	Description
Interface Events	The number of times the specified OSPF interface has changed its state, or an error has occurred.
Virtual Events	The number of state changes or errors that have occurred on this virtual link.
Neighbor Events	The number of times this neighbor relationship has changed state, or an error has occurred.
External LSA Count	The number of external (LS type 5) link-state advertisements in the link-state database.
Sent packets	The number of OSPF packets transmitted on the interface.
Received packets	The number of valid OSPF packets received on the interface.
Discards	The number of received OSPF packets discarded because of an error in the packet or an error in processing the packet.
Bad Version	The number of received OSPF packets whose version field in the OSPF header does not match the version of the OSPF process handling the packet.
Source Not On Local Subnet	The number of received packets discarded because the source IP address is not within a subnet configured on a local interface.
Virtual Link Not Found	The number of received OSPF packets discarded where the ingress interface is in a non-backbone area and the OSPF header identifies the packet as belonging to the backbone, but OSPF does not have a virtual link to the packet's sender.
Area Mismatch	The number of OSPF packets discarded because the area ID in the OSPF header is not the area ID configured on the ingress interface.
Invalid Destination Address	The number of OSPF packets discarded because the packet's destination IP address is not the address of the ingress interface and is not the AllDrouters or AllSpfRouters multicast addresses.
Wrong Authentication Type	The number of packets discarded because the authentication type specified in the OSPF header does not match the authentication type configured on the ingress interface.
Authentication Failure	The number of OSPF packets dropped because the sender is not an existing neighbor or the sender's IP address does not match the previously recorded IP address for that neighbor.
No Neighbor at Source Address	The number of OSPF packets dropped because the sender is not an existing neighbor or the sender's IP address does not match the previously recorded IP address for that neighbor.
Invalid OSPF Packet Type	The number of OSPF packets discarded because the packet type field in the OSPF header is not a known type.
Hellos Ignored	The number of received Hello packets that were ignored by this router from the new neighbors after the limit has been reached for the number of neighbors on an interface or on the system as a whole.

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Field	Description
Hellos Sent	The number of Hello packets sent on this interface by this router.
Hellos Received	The number of Hello packets received on this interface by this router.
DD Packets Sent	The number of Database Description packets sent on this interface by this router.
DD Packets Received	The number of Database Description packets received on this interface by this router.
LS Requests Sent	The number of LS Requests sent on this interface by this router.
LS Requests Received	The number of LS Requests received on this interface by this router.
LS Updates Sent	The number of LS updates sent on this interface by this router.
LS Updates Received	The number of LS updates received on this interface by this router.
LS Acknowledgements Sent	The number of LS acknowledgements sent on this interface by this router.
LS Acknowledgements Received	The number of LS acknowledgements received on this interface by this router.

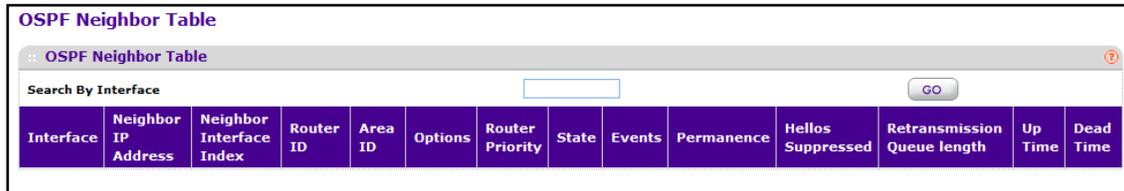
Click **REFRESH** to refresh the data on the screen to show the latest interface statistics.

Click **CLEAR** to clear all the statistics of the OSPF interface.

OSPF Neighbor Table

This screen displays the OSPF neighbor table list. When a particular neighbor ID is specified, detailed information about a neighbor is given. The information below will only be displayed if OSPF is enabled.

To display the OSPF Neighbor Table page, click **Routing > OSPF > Advanced > OSPF Neighbor Table**.



Field	Description
Interface	Displays the interface for which data is to be displayed or configured. Slot 0 is the base unit.
Router ID	A 32-bit integer in dotted decimal format representing the neighbor interface.
Neighbor IP Address	The IP address of the neighboring router's interface to the attached network. It is used as the destination IP address when protocol packets are sent as unicasts along this adjacency. Also used in router-LSAs as the Link ID for the attached network if the neighboring router is selected to be designated router. The Neighbor IP address is learned when Hello packets are received from the neighbor. For virtual links, the Neighbor IP address is learned during the routing table build process.
Area ID	The area ID of the OSPF area associated with the interface.
Options	An integer value that indicates the optional OSPF capabilities supported by the neighbor. The neighbor's optional OSPF capabilities are also listed in its Hello packets. This enables received Hello Packets to be rejected (i.e., neighbor relationships will not even start to form) if there is a mismatch in certain crucial OSPF capabilities.
Router Priority	The OSPF priority for the specified interface. The priority of an interface is a priority integer from 0 to 255. A value of '0' indicates that the router is not eligible to become the designated router on this network.
Neighbor Interface Index	A Unit/Slot/Port identifying the neighbor interface index.

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Field	Description
State	<p>The state of a neighbor can be the following:</p> <ul style="list-style-type: none"> • Down - This is the initial state of a neighbor conversation. It indicates that there has been no recent information received from the neighbor. On NBMA networks, Hello packets may still be sent to "Down" neighbors, although at a reduced frequency. • Attempt - This state is only valid for neighbors attached to NBMA networks. It indicates that no recent information has been received from the neighbor, but that a more concerted effort should be made to contact the neighbor. This is done by sending the neighbor Hello packets at intervals of Hello Interval. • Init - In this state, a Hello packet has recently been seen from the neighbor. However, bidirectional communication has not yet been established with the neighbor (i.e., the router itself did not appear in the neighbor's Hello packet). All neighbors in this state (or greater) are listed in the Hello packets sent from the associated interface. • 2-Way - In this state, communication between the two routers is bidirectional. This has been assured by the operation of the Hello Protocol. This is the most advanced state short of beginning adjacency establishment. The (Backup) Designated Router is selected from the set of neighbors in state 2-Way or greater. • Exchange Start - This is the first step in creating an adjacency between the two neighboring routers. The goal of this step is to decide which router is the master, and to decide upon the initial DD sequence number. Neighbor conversations in this state or greater are called adjacencies. • Exchange - In this state the router is describing its entire link state database by sending Database Description packets to the neighbor. In this state, Link State Request Packets may also be sent asking for the neighbor's more recent LSAs. All adjacencies in Exchange state or greater are used by the flooding procedure. These adjacencies are fully capable of transmitting and receiving all types of OSPF routing protocol packets. • Loading - In this state, Link State Request packets are sent to the neighbor asking for the more recent LSAs that have been discovered (but not yet received) in the Exchange state. • Full - In this state, the neighboring routers are fully adjacent. These adjacencies will now appear in router-LSAs and network-LSAs.
Events	The number of times this neighbor relationship has changed state, or an error has occurred.
Permanence	This variable displays the status of the entry. 'dynamic' and 'permanent' refer to how the neighbor became known.
Hellos Suppressed	This indicates whether Hellos are being suppressed to the neighbor.
Retransmission Queue Length	An integer representing the current length of the retransmission queue of the specified neighbor router Id of the specified interface.
Up Time	Neighbor uptime; how long since the adjacency last reached the Full state.
Dead Time	The amount of time, in seconds, to wait before the router assumes the neighbor is unreachable.

Click **REFRESH** to show the latest DHCP bindings information.

Click **CLEAR** to clear all the neighbors in the table.

Link State Database

Use the OSPF Link State Database page to display OSPF link state information.

To display the Link State Database page, click **Routing > OSPF > Advanced > Link State Database**.

Link State Database							
:: Link State Database							
Router ID	Area ID	LSA Type	LS ID	Age	Sequence	Checksum	Options
:: External LSDB Table							
Router ID	LSA Type	LS ID	Age	Sequence	Checksum		
:: AS Opaque LSDB Table							
Router ID	LSA Type	LS ID	Age	Sequence	Checksum		

Field	Description
Router ID	The 32-bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). The Router ID is set on the IP Configuration page. If you want to change the Router ID you must first disable OSPF. After you set the new Router ID, you must re-enable OSPF to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.
Area ID	The ID of an OSPF area to which one of the router interfaces is connected. An Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which an interface is connected.
LSA Type	The format and function of the link state advertisement. One of the following: <ul style="list-style-type: none"> • Router Links • Network Links • Network Summary • ASBR Summary • AS-external
LS ID	The Link State ID identifies the piece of the routing domain that is being described by the advertisement. The value of the LS ID depends on the advertisement's LS type.
Age	The time since the link state advertisement was first originated, in seconds.
Sequence	The sequence number field is a signed 32-bit integer. It is used to detect old and duplicate link state advertisements. The larger the sequence number, the more recent the advertisement.

Field	Description
Checksum	The checksum is used to detect data corruption of an advertisement. This corruption can occur while an advertisement is being flooded, or while it is being held in a router's memory. This field is the checksum of the complete contents of the advertisement, except the LS age field.
Options	The Options field in the link state advertisement header indicates which optional capabilities are associated with the advertisement. The options are: <ul style="list-style-type: none"> • Q: This enables support for QoS Traffic Engineering. • E: This describes the way AS-external-LSAs are flooded. • MC: This describes the way IP multicast datagrams are forwarded according to the standard specifications. • O: This describes whether Opaque-LSAs are supported. • V: This describes whether OSPF++ extensions for VPN/COS are supported.

Click **REFRESH** to show the latest OSPF Link State information.

Virtual Link Configuration

Use the OSPF Virtual Link Configuration page to create or configure virtual interface information for a specific area and neighbor. A valid OSPF area must be configured before this page can be displayed.

To display the Virtual Link Configuration page, click **Routing > OSPF > Advanced > Virtual Link Configuration**.

Virtual Link Configuration

OSPF Virtual Link Configuration

	Area ID	Neighbor Router ID	Hello Interval	Dead Interval	Iftransit Delay Interval
<input type="checkbox"/>	<input type="text"/>				

Retransmit Interval	Authentication Type	Authentication Key	Authentication ID	Neighbor State	State	Metric
<input type="text"/>	<input type="text" value="↓"/>	<input type="text"/>	<input type="text"/>			

To configure an OSPF virtual link:

1. Use **Area ID** to enter the area ID of the OSPF area. Virtual links may be configured between any pair of area border routers having interfaces to a common (non-backbone) area.
2. Use **Neighbor Router ID** to enter the neighbor portion of a Virtual Link specification. Virtual links may be configured between any pair of area border routers having interfaces to a common (non-backbone) area.

3. Use **Hello Interval** to enter the OSPF hello interval for the specified interface in seconds. This parameter must be the same for all routers attached to a network. Valid values range from 1 to 65,535. The default is 10 seconds.
4. Use **Dead Interval** to enter the OSPF dead interval for the specified interface in seconds. This specifies how long a router will wait to see a neighbor router's Hello packets before declaring that the router is down. This parameter must be the same for all routers attached to a network. This value should be a multiple of the Hello Interval, e.g., 4. Valid values range from 1 to 2147483647. The default is 40.
5. Use **Iftransit Delay Interval** to enter the OSPF Transit Delay for the specified interface. This specifies the estimated number of seconds it takes to transmit a link state update packet over the selected interface. Valid values range from 1 to 3600 seconds (1 hour). The default value is 1 second.
6. Use **Retransmit Interval** to enter the OSPF retransmit interval for the specified interface. This is the number of seconds between link-state advertisements for adjacencies belonging to this router interface. This value is also used when retransmitting database descriptions and link-state request packets. Valid values range from 1 to 3600 seconds (1 hour). The default is 5 seconds.
7. Use **Authentication Type** to select an authentication type other than none by clicking on the 'Configure Authentication' button. You will then see a new screen, where you can select the authentication type from the pull-down menu. The choices are:
 - **None** - This is the initial interface state. If you select this option from the pull-down menu on the second screen you will be returned to the first screen.
 - **Simple** - If you select 'Simple' you will be prompted to enter an authentication key. This key will be included, in the clear, in the OSPF header of all packets sent on the network. All routers on the network must be configured with the same key.
 - **Encrypt** - If you select 'Encrypt' you will be prompted to enter both an authentication key and an authentication ID. Encryption uses the MD5 Message-Digest algorithm. All routers on the network must be configured with the same key and ID.
8. Use **Authentication Key** to enter the OSPF Authentication Key for the specified interface. If you do not choose to use authentication you will not be prompted to enter a key. If you choose 'simple' authentication you cannot use a key of more than eight octets. If you choose 'encrypt' the key may be up to 16 octets long. The key value will only be displayed if you are logged on with Read/Write privileges, otherwise it will be displayed as asterisks.
9. Use **Authentication ID** to enter the ID to be used for authentication. You will only be prompted to enter an ID when you select 'Encrypt' as the authentication type. The ID is a number between 0 and 255, inclusive.
10. Click **ADD** to add a new virtual link to the switch.
11. Click **DELETE** to remove the specified virtual link from the switch configuration.

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Field	Description
Neighbor State	<p>The OSPF interface state, it can be these values:</p> <ul style="list-style-type: none">• Down: This is the initial interface state. In this state, the lower-level protocols have indicated that the interface is unusable. In this state, interface parameters will be set to their initial values. All interface timers will be disabled, and there will be no adjacencies associated with the interface.• Waiting: The router is trying to determine the identity of the (Backup) Designated Router by monitoring received Hello Packets. The router is not allowed to elect a Backup Designated Router or a Designated Router until it transitions out of Waiting state. This prevents unnecessary changes of (Backup) Designated Router.• Point-to-Point: The interface is operational, and is connected either to the virtual link. On entering this state the router attempts to form an adjacency with the neighboring router. Hello Packets are sent to the neighbor every HelloInterval seconds.• Designated Router: This router is itself the Designated Router on the attached network. Adjacencies are established to all other routers attached to the network. The router must also originate a network-LSA for the network node. The network- LSA will contain links to all routers (including the Designated Router itself) attached to the network.• Backup Designated Router: This router is itself the Backup Designated Router on the attached network. It will be promoted to Designated Router if the present Designated Router fails. The router establishes adjacencies to all other routers attached to the network. The Backup Designated Router performs slightly different functions during the Flooding Procedure, as compared to the Designated Router.• Other Designated Router: The interface is connected to a broadcast or NBMA network on which other routers have been selected to be the Designated Router and Backup Designated Router either. The router attempts to form adjacencies to both the Designated Router and the Backup Designated Router.
Neighbor State	The state of the Virtual Neighbor Relationship.

Route Redistribution

This screen can be used to configure the OSPF Route Redistribution parameters. The allowable values for each fields are displayed next to the field. If any invalid values are entered, an alert message will be displayed with the list of all the valid values.

To display the Route Redistribution page, click **Routing > OSPF > Advanced > Route Redistribution**.

Route Redistribution					
:: OSPFv3 Route Redistribution					
	Source	Redistribute Option	Metric	Metric Type	Tag
<input type="checkbox"/>		<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="checkbox"/>	Connected	Disable	0	External Type 2	0
<input type="checkbox"/>	Static	Disable	0	External Type 2	0

To configure OSPF route redistribution:

1. Use **Source** to list available source routes that have not previously been configured for redistribution by OSPF. The valid values are 'Static', 'Connected', and 'RIP'.
2. Use **Redistribute Option** to enable or disable the redistribution for the selected source protocol.
3. Use **Metric** to set the metric value to be used as the metric of redistributed routes. This field displays the metric if the source was pre-configured and can be modified. The valid values are 0 to 16777214.
4. Use **Metric Type** to set the OSPF metric type of redistributed routes.
5. Use **Tag** to set the tag field in routes redistributed. This field displays the tag if the source was pre-configured, otherwise 0 and can be modified. The valid values are 0 to 4294967295.
6. Use **Subnets** to set whether the subnetted routes should be redistributed.
7. Use **Distribute List** to set the Access List that filters the routes to be redistributed by the destination protocol. Only permitted routes are redistributed. If this command refers to a non-existent access list, all routes are permitted. The valid values for Access List IDs are 1 to 199.

When used for route filtering, the only fields in an access list that get used are:

- Source IP Address and netmask
- Destination IP Address and netmask
- Action (permit or deny)

All other fields (source and destination port, precedence, ToS, and so on) are ignored.

NSF OSPF Summary

Use the NSF OSPF Configuration page to configure the non-stop forwarding (NSF) support mode and to view NSF summary information for the OSPF feature. NSF is a feature used in switch stacks to maintain switching and routing functions in the event of a stack unit failure. For information about NSF, see [Nonstop Forwarding](#) on page 71.

To display the page, click To display the Route Redistribution page, click **Routing > OSPF> Advanced > NSF OSPF Summary**.

To configure NSF settings for OSPF:

1. Use **Support Mode** to configure the administrative mode of NSF for the OSPF feature.
2. Use **Restart Interval** to configure the length of the grace period on the restarting router. The value you specify is the number of seconds that the restarting router asks its neighbors to wait before exiting helper mode. The restarting router includes the restart interval in its grace LSAs. The valid range 1–1800 seconds, and the default value is 120 seconds.
3. Click **APPLY** to update the switch with the changes.
4. Click **REFRESH** to update the screen with the most recent information.
5. Click **CANCEL** to abandon the changes.

Field	Description
Restart Status	Displays the restart status of the restarting router. The possible values are: <ul style="list-style-type: none"> • Not Restarting • Planned Restart • Unplanned Restart
Restart Age	If a graceful restart is in progress, this field shows the number of seconds until the grace period expires.
Restart Exit Reason	Displays how the master unit on the stack last started up. The possible values are: <ul style="list-style-type: none"> • Not Attempted — Graceful restart has not been attempted. • In Progress — Restart is in progress. • Completed — The previous graceful restart completed successfully. • Timed Out — The previous graceful restart timed out. • Topology Changed — The previous graceful restart terminated prematurely because of a topology change.

OSPFv3

OSPFv3 is the Open Shortest Path First routing protocol for IPv6. It is similar to OSPFv2 in its concept of a link state database, intra/inter area, and AS external routes and virtual links. It differs from its IPv4 counterpart in a number of respects, including the following: peering is done via link-local addresses; the protocol is link-based rather than network-based; and addressing semantics have been moved to leaf LSAs, which eventually allow its use for both IPv4 and IPv6. Point-to-point links are also supported in order to enable operation over tunnels.

It is possible to enable OSPF and OSPFv3 at the same time. OSPF works with IPv4 and OSPFv3 works with IPv6.

From the OSPF link, you can access the following pages:

- [Basic](#) on page 257
- [Advanced](#) on page 258

Basic

From the Basic link, you can access the following pages:

- [OSPFv3 Configuration](#) on page 257

OSPFv3 Configuration

Use the OSPFv3 Configuration page to activate and configure OSPFv3 for a switch.

To display the OSPFv3 Configuration page, click **Routing > OSPFv3 > Basic > OSPFv3 Configuration**.

The screenshot shows the OSPFv3 Configuration page. At the top, there is a title 'OSPFv3 Configuration'. Below it is a header bar with 'OSPFv3 Configuration' and a help icon. The main content area has two sections: 'Admin Mode' with radio buttons for 'Disable' and 'Enable' (selected), and 'Router ID' with a text input field containing '0.0.0.0'.

To configure global OSPFv3 settings:

1. Use **Admin Mode*** to select enable or disable. If you select enable, OSPFv3 will be activated for the switch. The default value is disable. You must configure a Router ID before OSPFv3 can become operational. This can also be done by issuing the CLI command `router-id`, in the IPv6 router OSPF mode.
2. Use **Router ID** to specify the 32-bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). If you want to change the Router ID you must first disable OSPFv3. After you set the new Router ID, you must re-enable OSPFv3 to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.

Note: *Once OSPFv3 is initialized on the router, it will remain initialized until the router is reset.

3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

Advanced

From the Advanced link, you can access the following pages:

- [OSPFv3 Configuration](#) on page 259
- [Common Area Configuration](#) on page 262
- [Stub Area Configuration](#) on page 263
- [NSSA Area Configuration](#) on page 264
- [Area Range Configuration](#) on page 265
- [Interface Configuration](#) on page 266
- [Interface Statistics](#) on page 269
- [Neighbor Table](#) on page 272
- [Link State Database](#) on page 273
- [Virtual Link Configuration](#) on page 275
- [Route Redistribution](#) on page 277
- [NSF OSPFv3 Summary](#) on page 278

OSPFv3 Configuration

Use the OSPFv3 Configuration page to activate and configure OSPFv3 for a switch.

To display the OSPFv3 Configuration page, click **Routing > OSPFv3 > Advanced > OSPFv3 Configuration**.

OSPFv3 Configuration

:: Default Route Advertise Configuration

Default Information Originate Disable Enable

Always True False

Metric (1 to 16777214) Enter 0 to unconfigure

Metric Type External Type 1 External Type 2

:: OSPFv3 Configuration

Router ID

Admin Mode

ASBR Mode

ABR Status

Exit Overflow Interval (secs) (0 to 2147483647)

External LSA Count

External LSA Checksum

New LSAs Originated

LSAs Received

External LSDB Limit (-1(No Limit) to 2147483647)

Default Metric (1 to 16777214) Enter 0 to unconfigure

Maximum Paths (1 to 4)

AutoCost Reference Bandwidth (1 to 4294967)

Default Passive Setting

Helper Support Mode

Helper Strict LSA Checking

Default Route Advertise

1. Use **Default Information Originate** to enable or disable Default Route Advertise. Note that the values for 'Always', 'Metric' and 'Metric Type' can only be configured after Default Information Originate is set to enable. If Default Information Originate is set to enable and values for 'Always', 'Metric' and 'Metric Type' are already configured, then setting Default Information Originate back to disable will set the 'Always', 'Metric' and 'Metric Type' values to default.
2. Use **Always** to set the router advertise when set to "True".
3. Use **Metric** to specify the metric of the default route. The valid values are 0 to 16777214.
4. Use **Metric Type** to set the metric type of the default route. Valid values are External Type 1 and External Type 2.

OSPFv3 Configuration

1. Use **Router ID** to specify the 32-bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). If you want to change the Router ID you must first disable OSPFv3. After you set the new Router ID, you must re-enable OSPFv3 to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.
2. Use **Admin Mode*** to select enable or disable. If you select enable, OSPFv3 will be activated for the switch. The default value is enable. You must configure a Router ID before OSPFv3 can become operational. This can also be done by issuing the CLI command `router-id`, in the IPv6 router OSPF mode.

Note: *Once OSPFv3 is initialized on the router, it will remain initialized until the router is reset.

3. Use **Exit Overflow Interval** to enter the number of seconds that, after entering overflow state, the router should wait before attempting to leave overflow state. This allows the router to again originate non-default AS-external-LSAs. If you enter 0, the router will not leave Overflow State until restarted. The range is 0 to 2147483647 seconds.
4. Use **External LSDB Limit** to specify the maximum number of AS-External-LSAs that can be stored in the database. A value of -1 implies there is no limit on the number that can be saved. The valid range of values is -1 to 2147483647.
5. Use **Default Metric** to set a default for the metric of redistributed routes. This field displays the default metric if one has already been set or blank if not configured earlier. The valid values are 1 to 16777214.
6. Use **Maximum Paths** to configure the maximum number of paths that OSPFv3 can report to a given destination. The valid values are 1 to 4.
7. Use **AutoCost Reference Bandwidth** to configure the auto-cost reference-bandwidth to control how OSPF calculates default metrics for the interface. The valid values are 1 to 4294967.
8. Use **Default Passive Setting** to configure the global passive mode setting for all OSPF interfaces. Configuring this field overwrites any present interface level passive mode setting. OSPF does not form adjacencies on passive interfaces, but does advertise attached networks as stub networks.

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Field	Description
ASBR Mode	Reflects whether the ASBR mode is enabled or disabled. Enable implies that the router is an autonomous system border router. Router automatically becomes an ASBR when it is configured to redistribute routes learnt from other protocol.
ABR Status	The values of this are enabled or disabled. Enabled implies that the router is an area border router. Disabled implies that it is not an area border router.
External LSA Count	The number of external (LS type 5) LSAs (link state advertisements) in the link state database.
External LSA Checksum	The sum of the LS checksums of the external LSAs (link state advertisements) contained in the link-state database. This sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state databases of two routers.
New LSAs Originated	In any given OSPFv3 area, a router will originate several LSAs. Each router originates a router-LSA. If the router is also the Designated Router for any of the area's networks, it will originate network-LSAs for those networks. This value represents the number of LSAs originated by this router.
LSAs Received	The number of LSAs (link state advertisements) received that were determined to be new instantiations. This number does not include newer instantiations of self-originated LSAs.

Common Area Configuration

Use the Common Area Configuration page to create and configure an OSPFv3 area.

To display the Common Area Configuration page, click **Routing > OSPFv3 > Advanced > Common Area Configuration**.

Area ID	External Routing	SPF Runs	Area Border Router Count	Area LSA Count	Area LSA Checksum	Import Summary LSAs
<input type="checkbox"/> 0.0.0.0	Import External LSAs					

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.
2. Click **ADD** to configure the area as a common area.
3. Click **DELETE** to delete the common area.

Field	Description
External Routing	A definition of the router's capabilities for the area, including whether or not AS-external-LSAs are flooded into/throughout the area.
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Import Summary LSAs	The summary LSAs will be enabled/disabled imported into this area.

Stub Area Configuration

To display the Stub Area Configuration page, click **Routing** > **OSPFv3** > **Advanced** > **Stub Area Configuration**.

Stub Area Configuration							
OSPFv3 Stub Area Configuration							
Area ID	SPF Runs	Area Border Router Count	Area LSA Count	Area LSA Checksum	Import Summary LSAs	Default Cost	Type of Service
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure an OSPFv3 stub area:

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.
2. Use **Import Summary LSAs** to select enable or disable. If you select enable, summary LSAs will be imported into areas. Defaults to Enable.
3. Use **Default Cost** to enter the metric value you want applied for the default route advertised into the stub area. Valid values range from 1 to 16,777,215. This value is applicable only to Stub areas.
4. Click **ADD** to configure the area as a stub area.
5. Click **DELETE** to delete the stub area designation. The area will be returned to normal state.

Field	Description
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Type of Service	This field is the normal TOS associated with the stub metric.

NSSA Area Configuration

To display the NSSA Area Configuration page, click **Routing > OSPFv3 > Advanced > NSSA Area Configuration**.

1. Use **Area ID** to enter the OSPF area ID. An Area ID is a 32-bit integer in dotted decimal format that uniquely identifies the area to which a router interface connects.
2. Use **Import Summary LSAs** to select enable or disable. If you select enable summary LSAs will be imported into areas. Defaults to Enable.
3. Use **Default Information Originate** to advertise a default route into the NSSA when Import Summary LSAs is disabled. This can also be applied by the CLI command `area <areaid> nssa default-info-originate` in the IPv6 router OSPF config mode.
4. Use **Admin Mode** to enable or disable the default information originate. Valid values are True or False.
5. Use **Metric Value** to set the Default Metric value for default information originate. The valid range of values is 1 to 16777214.
6. Use **Metric Type** to select the type of metric specified in the Metric Value field.
 - **Comparable Cost** - External Type 1 metrics that are comparable to the OSPFv3 metric
 - **Non-comparable Cost** - External Type 2 metrics that are assumed to be larger than the cost of the OSPFv3 metric
7. Use **Translator Role** to specify the NSSA Border router's ability to perform NSSA translation of type-7 LSAs into type-5 LSAs. The valid values are 'Always' and 'Candidate'.
8. Use **Translator Stability Interval** to specify the number of seconds after an elected translator determines its services are no longer required, that it should continue to perform its translation duties. The valid range of values is 0 to 3600.
9. Use **No-Redistribute Mode** to enable or disable the No-Redistribute Mode.
10. Click **ADD** to configure the area as a NSSA area.
11. Click **DELETE** to delete the NSSA area designation. The area will be returned to normal state.

Field	Description
SPF Runs	The number of times that the intra-area route table has been calculated using this area's link-state database. This is done using Dijkstra's algorithm.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.

Field	Description
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
Area LSA Checksum	The 32-bit unsigned sum of the link-state advertisements' LS checksums contained in this area's link-state database. This sum excludes external (LS type 5) link-state advertisements. The sum can be used to determine if there has been a change in a router's link state database, and to compare the link-state database of two routers.
Translator State	Translator State 'Enabled' means that the NSSA router OSPFv3 Area Nssa Translator Role has been set to always. Translator State of 'Elected' means a candidate NSSA Border router is translating type-7 LSAs into type-5.' Disabled' implies that a candidate NSSA Border router is NOT translating type-7 LSAs into type-5.

Area Range Configuration

Use the Area Range Configuration page to configure OSPFv3 area ranges.

To display the Area Range Configuration page, click **Routing > OSPFv3 > Advanced > Area Range Configuration**.

The screenshot shows the 'Area Range Configuration' page for OSPFv3. It features a table with the following structure:

OSPFv3 Area Range Configuration			
Area ID	IPv6 Prefix	LSDB Type	Advertise
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

1. Use **Area ID** to specify the area for which data is to be configured.
2. Use **IPv6 Prefix** to enter the IPv6 Prefix/Prefix Length for the address range for the selected area.
3. Use **LSDB Type** to select the type of Link Advertisement associated with the specified area and address range. The default type is 'Network Summary'.
4. Use **Advertise** to select Enable or Disable. If you select Enable, the address range will be advertised outside the area via a Network Summary LSA. The default is Enable.
5. Click **ADD** to add the new address range to the switch.
6. Click **DELETE** to remove the specified address range from the area configuration.

Interface Configuration

Use the OSPFv3 Interface Configuration page to create and configure OSPFv3 interfaces.

To display the Interface Configuration page, click **Routing** > **OSPFv3** > **Advanced** > **Interface Configuration**.

OSPFv3 Interface Configuration

:: OSPFv3 Interface Configuration

1 2 VLANS TUNNELS All

	Interface	IPv6 Address	Area ID	Admin Mode	Router Priority	Retransmit Interval	Hello Interval
<input type="checkbox"/>			<input type="text"/>				
<input type="checkbox"/>	1/0/1		0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/2		0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/3		0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/4		0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/5		0.0.0.0	Disable	1	5	10
<input type="checkbox"/>	1/0/6		0.0.0.0	Disable	1	5	10

Interface

	LSA Ack Interval	Iftransit Delay Interval	MTU Ignore	Passive Mode	Network Type	State	Designated Router	Backup Designated Router	Number of Link Events	Metric Cost
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="text"/>	<input type="text"/>
1	1	1	Disable	Disable	Broadcast					1
1	1	1	Disable	Disable	Broadcast					1
1	1	1	Disable	Disable	Broadcast					1
1	1	1	Disable	Disable	Broadcast					1
1	1	1	Disable	Disable	Broadcast					1

To configure an interface for OSPFv3 routing:

1. **Interface** - The interface for which data is to be displayed or configured.
2. Use **Area ID** to enter the 32-bit integer in dotted decimal format that uniquely identifies the OSPFv3 area to which the selected router interface connects. If you assign an Area ID which does not exist, the area will be created with default values.
3. Use **Admin Mode*** to select enable or disable. The default value is 'disable.' You can configure OSPFv3 parameters without enabling OSPFv3 Admin Mode, but they will have no effect until you enable Admin Mode. The following information will be displayed only if the Admin Mode is enabled: State, Designated Router, Backup Designated Router, Number of Link Events, LSA ACK Interval, and Metric Cost. For OSPFv3 to be fully functional, the interface must have a valid IPv6 Prefix/Prefix Length. This can be done through the CLI using the IPv6 address command in the interface configuration mode.

Note: *Once OSPFv3 is initialized on the router, it will remain initialized until the router is reset.

4. Use **Router Priority** to enter the OSPFv3 priority for the selected interface. The priority of an interface is specified as an integer from 0 to 255. The default is 1, which is the highest router priority. A value of '0' indicates that the router is not eligible to become the designated router on this network.
5. Use **Retransmit Interval** to enter the OSPFv3 retransmit interval for the specified interface. This is the number of seconds between link-state advertisements for adjacencies belonging to this router interface. This value is also used when retransmitting database descriptions and link-state request packets. Valid values range from 0 to 3600 seconds (1 hour). The default is 5 seconds.
6. Use **Hello Interval** to enter the OSPFv3 hello interval for the specified interface in seconds. This parameter must be the same for all routers attached to a network. Valid values range from 1 to 65,535. The default is 10 seconds.
7. Use **Dead Interval** to enter the OSPFv3 dead interval for the specified interface in seconds. This specifies how long a router will wait to see a neighbor router's Hello packets before declaring that the router is down. This parameter must be the same for all routers attached to a network. This value should be a multiple of the Hello Interval (e.g. 4). Valid values range from 1 to 65535. The default is 40.
8. Use **lfransit Delay Interval** to enter the OSPFv3 Transit Delay for the specified interface. This specifies the estimated number of seconds it takes to transmit a link state update packet over the selected interface. Valid values range from 1 to 3600 seconds (1 hour). The default value is 1 second.
9. Use **MTU Ignore** to disable OSPFv3 MTU mismatch detection on receiving packets. Default value is Disable.
10. Use **Passive Mode** to make an interface passive to prevent OSPF from forming an adjacency on an interface. OSPF advertises networks attached to passive interfaces as stub networks. Interfaces are not passive by default.
11. Use **Interface Type** to set the interface type to broadcast mode or point to point mode. The default interface type is broadcast.
12. Use **Metric Cost** to enter the value on this interface for the cost TOS (type of service). The range for the metric cost is between 1 and 65,535. Metric Cost is only configurable if OSPFv3 is initialized on the interface.

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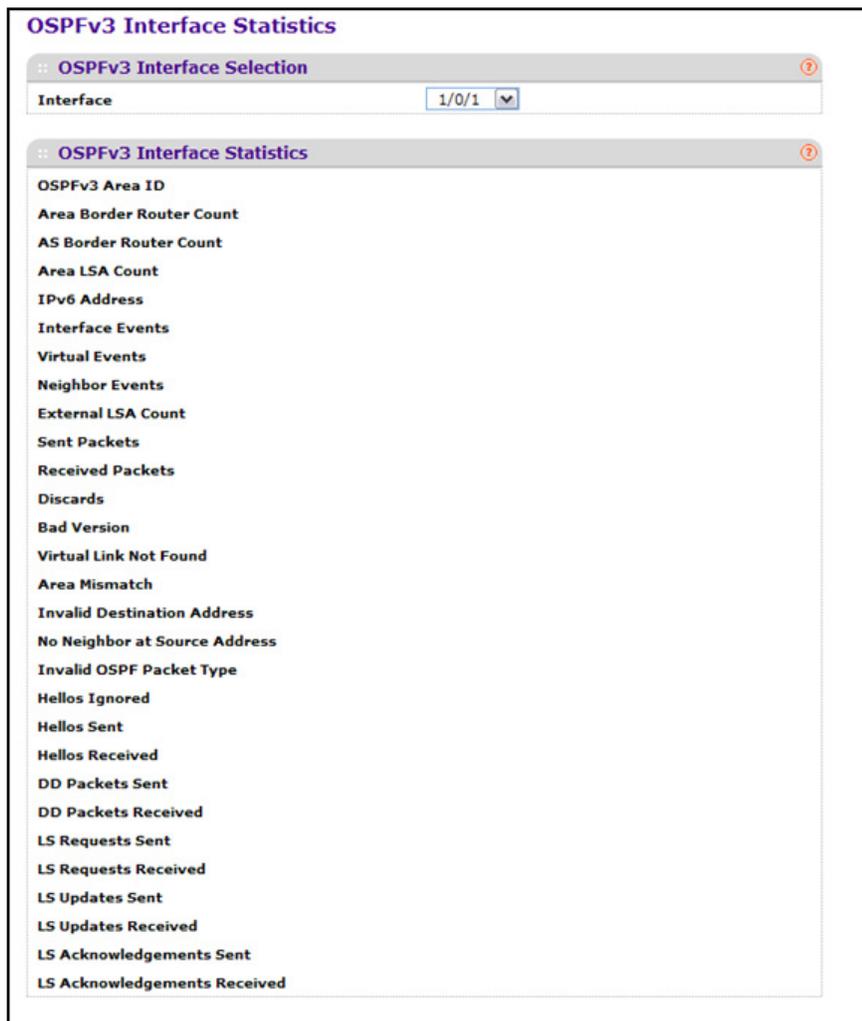
Field	Description
IPv6 Address	The IPv6 address of the interface.
LSA Ack Interval	The number of seconds between LSA Acknowledgment packet transmissions, which must be less than the Retransmit Interval.
State	<p>The current state of the selected router interface. One of:</p> <ul style="list-style-type: none"> • Down: This is the initial interface state. In this state, the lower-level protocols have indicated that the interface is unusable. In this state, interface parameters will be set to their initial values. All interface timers will be disabled, and there will be no adjacencies associated with the interface. • Loopback: In this state, the router's interface to the network is looped back either in hardware or software. The interface is unavailable for regular data traffic. However, it may still be desirable to gain information on the quality of this interface, either through sending ICMP pings to the interface or through something like a bit error test. For this reason, IP packets may still be addressed to an interface in Loopback state. To facilitate this, such interfaces are advertised in router- LSAs as single host routes, whose destination is the IP interface address. • Waiting: The router is trying to determine the identity of the (Backup) Designated Router for the network by monitoring received Hello Packets. The router is not allowed to elect a Backup Designated Router or a Designated Router until it transitions out of Waiting state. This prevents unnecessary changes of (Backup) Designated Router. • Designated Router: This router is itself the Designated Router on the attached network. Adjacencies are established to all other routers attached to the network. The router must also originate a network-LSA for the network node. The network- LSA will contain links to all routers (including the Designated Router itself) attached to the network. • Backup Designated Router: This router is itself the Backup Designated Router on the attached network. It will be promoted to Designated Router if the present Designated Router fails. The router establishes adjacencies to all other routers attached to the network. The Backup Designated Router performs slightly different functions during the Flooding Procedure, as compared to the Designated Router. • Other Designated Router: The interface is connected to a broadcast or NBMA network on which other routers have been selected to be the Designated Router and Backup Designated Router either. The router attempts to form adjacencies to both the Designated Router and the Backup Designated Router. <p>The State is only displayed if the OSPFv3 admin mode is enabled.</p>
Designated Router	The identity of the Designated Router for this network, in the view of the advertising router. The Designated Router is identified here by its router ID. The value 0.0.0.0 means that there is no Designated Router. This field is only displayed if the OSPFv3 admin mode is enabled.

Field	Description
Backup Designated Router	The identity of the Backup Designated Router for this network, in the view of the advertising router. The Backup Designated Router is identified here by its router ID. Set to 0.0.0.0 if there is no Backup Designated Router. This field is only displayed if the OSPFv3 admin mode is enabled.
Number of Link Events	This is the number of times the specified OSPFv3 interface has changed its state. This field is only displayed if the OSPFv3 admin mode is enabled.

Interface Statistics

This screen displays statistics for the selected interface. The information will be displayed only if OSPFv3 is enabled.

To display the Interface Statistics page, click **Routing > OSPFv3 > Advanced > Interface Statistics**.



Use **Interface** to select the interface for which data is to be displayed.

Field	Description
OSPFv3 Area ID	The OSPFv3 area to which the selected router interface belongs. An OSPFv3 Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which the interface connects.
Area Border Router Count	The total number of area border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
AS Border Router Count	The total number of Autonomous System border routers reachable within this area. This is initially zero, and is calculated in each SPF Pass.
Area LSA Count	The total number of link-state advertisements in this area's link-state database, excluding AS External LSAs.
IPv6 Address	The IPv6 address of the interface.
Interface Events	The number of times the specified OSPFv3 interface has changed its state or an error has occurred.
Virtual Events	The number of state changes or errors that have occurred on this virtual link.
Neighbor Events	The number of times this neighbor relationship has changed state or an error has occurred.
External LSA Count	The number of external (LS type 5) link-state advertisements in the link-state database.
Sent packets	The number of OSPFv3 packets transmitted on the interface.
Received packets	The number of valid OSPFv3 packets received on the interface.
Discards	The number of received OSPFv3 packets discarded because of an error in the packet or an error in processing the packet.
Bad Version	The number of received OSPFv3 packets whose version field in the OSPFv3 header does not match the version of the OSPFv3 process handling the packet.
Virtual Link Not Found	The number of received OSPFv3 packets discarded where the ingress interface is in a non-backbone area and the OSPFv3 header identifies the packet as belonging to the backbone, but OSPFv3 does not have a virtual link to the packet's sender.
Area Mismatch	The number of OSPFv3 packets discarded because the area ID in the OSPFv3 header is not the area ID configured on the ingress interface.
Invalid Destination Address	The number of OSPFv3 packets discarded because the packet's destination IP address is not the address of the ingress interface and is not the AllDrRouters or AllSpfRouters multicast addresses.
No Neighbor at Source Address	The number of OSPFv3 packets dropped because the sender is not an existing neighbor or the sender's IP address does not match the previously recorded IP address for that neighbor.

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Field	Description
Invalid OSPF Packet Type	The number of OSPFv3 packets discarded because the packet type field in the OSPFv3 header is not a known type.
Hellos Ignored	The number of received Hello packets that were ignored by this router from the new neighbors after the limit has been reached for the number of neighbors on an interface or on the system as a whole.
Hellos Sent	The number of Hello packets sent on this interface by this router.
Hellos Received	The number of Hello packets received on this interface by this router.
DD Packets Sent	The number of Database Description packets sent on this interface by this router.
DD Packets Received	The number of Database Description packets received on this interface by this router.
LS Requests Sent	The number of LS Requests sent on this interface by this router.
LS Requests Received	The number of LS Requests received on this interface by this router.
LS Updates Sent	The number of LS updates sent on this interface by this router.
LS Updates Received	The number of LS updates received on this interface by this router.
LS Acknowledgements Sent	The number of LS acknowledgements sent on this interface by this router.
LS Acknowledgements Received	The number of LS acknowledgements received on this interface by this router.

Neighbor Table

This screen shows the OSPFv3 Neighbor Table. This information is displayed only if OSPFv3 is enabled and there exists at least on OSPFv3 enabled interface having a valid neighbor.

To display the Neighbor Table page, click **Routing** > **OSPFv3**> **Advanced** > **Neighbor Table**.

Interface	Interface Identifier	Router ID	Area ID	Options	Router Priority	State	Dead Time(secs)	Events	Retransmission Queue length
-----------	----------------------	-----------	---------	---------	-----------------	-------	-----------------	--------	-----------------------------

Field	Description
Interface	The Interface for which the data needs to be displayed.
Router ID	A 32-bit integer in dotted decimal format representing the Router ID of the neighbor on the selected Interface.
Area ID	A 32-bit integer in dotted decimal format representing the area common to the neighbor selected.
Options	A Bit Mask corresponding to the neighbor's options field.
Router Priority	The priority of this neighbor in the designated router election algorithm. A value of 0 signifies that the neighbor is not eligible to become the designated router on this particular network.
State	State of the relationship with this neighbor.
Dead Time	Number of seconds since last Hello was received from Adjacent Neighbors. Set to 0 for neighbors in a state less than or equal to Init.
Events	The number of times this neighbor relationship has changed state, or an error has occurred.
Retransmission Queue Length	Length of the selected neighbor's retransmit queue.

1. Click **REFRESH** to refresh the page with the latest OSPFv3 neighbor information for the selected interface.
2. Click **CLEAR** to clear all the neighbor in the table.

Link State Database

Use the OSPFv3 Link State Database page to display the link state database.

To display the Link State Database page, click **Routing > OSPFv3 > Advanced > Link State Database**.

Link State Database								
:: OSPFv3 Link State Database								
Router ID	Area ID	LSA Type	LS ID	Age	Sequence	Checksum	Options	Router Options
:: OSPFv3 External LSA Database								
Router ID		LSA Type	LS ID	Age	Sequence	Checksum		

Field	Description
Router ID	The 32 bit integer in dotted decimal format that uniquely identifies the router within the autonomous system (AS). The Router ID is set on the OSPFv3 Configuration page. If you want to change the Router ID you must first disable OSPFv3. After you set the new Router ID, you must re-enable OSPFv3 to have the change take effect. The default value is 0.0.0.0, although this is not a valid Router ID.
Area ID	The ID of an OSPFv3 area to which one of the router interfaces is connected. An Area ID is a 32 bit integer in dotted decimal format that uniquely identifies the area to which an interface is connected.
LSA Type	The format and function of the link state advertisement. One of the following: <ul style="list-style-type: none"> Router LSA: A router may originate one or more router-lsas for a given area. Each router-lsa originated in an area describes the collected states of all the router's interfaces to the area. Network LSA: A network lsa is originated for every link having two or more attached routers, by the designated router. It lists all the routers attached to the link. Inter-Area Router LSA: This type describes a prefix external to the area, yet internal to the autonomous system. It is originated by an Area Border Router. AS-External LSA: This LSA type describes a path to a prefix external to the autonomous system and is originated by an Autonomous System Border Router. Link LSA: A router originates a separate Link-lsa for each attached link. It provides router's link local address to routers attached to the link and also inform them of a list of IPv6 prefixes to associate with the link. Intra-Area-Prefix LSA: A link's designated router originates one or more intra-area prefix lsas to advertise the link's prefixes throughout the area. A router may originate multiple intra-area-prefix lsas for a given area to advertise its own prefixes and those of its attached stub links.
LS ID	The Link State ID identifies the piece of the routing domain that is being described by the advertisement. The value of the LS ID depends on the advertisement's LS type.

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Field	Description
Age	The time since the link state advertisement was first originated, in seconds.
Sequence	The sequence number field is a signed 32-bit integer. It is used to detect old and duplicate link state advertisements. The larger the sequence number, the more recent the advertisement.
Checksum	The checksum is used to detect data corruption of an advertisement. This corruption can occur while an advertisement is being flooded, or while it is being held in a router's memory. This field is the checksum of the complete contents of the advertisement, except the LS age field.
Options	The Options field in the link state advertisement header indicates which optional capabilities are associated with the advertisement. The options are: <ul style="list-style-type: none">• Q: This enables support for QoS Traffic Engineering.• E: This describes the way AS-external-LSAs are flooded.• MC: This describes the way IP multicast datagrams are forwarded according to the standard specifications.• O: This describes whether Opaque-LSAs are supported.• V: This describes whether OSPF++ extensions for VPN/COS are supported.
Router Options	The router specific options.

Click **REFRESH** to show the latest OSPFv3 Link State information.

Virtual Link Configuration

Use the Virtual Link Configuration page to define a new or configure an existing virtual link. To display this page, a valid OSPFv3 area must be defined via the OSPFv3 Area Configuration page.

To display the Virtual Link Configuration page, click **Routing > OSPFv3 > Advanced > Virtual Link Configuration**.

Virtual Link Configuration									
OSPFv3 Virtual Link Configuration									
	Area ID	Neighbor Router ID	Hello Interval	Dead Interval	Iftransit Delay Interval	Retransmit Interval	Neighbor State	State	Metric
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>							

1. Use **Area ID** to specify the Area ID portion of the virtual link identification for which data is to be displayed. The Area ID and Neighbor Router ID together define the virtual link.
2. Use **Neighbor Router ID** to specify the neighbor portion of the virtual link identification. Virtual links may be configured between any pair of area border routers having interfaces to a common (non-backbone) area.
3. Use **Hello Interval** to specify the OSPFv3 hello interval for the specified interface in seconds. This parameter must be the same for all routers attached to a network. Valid values range from 1 to 65,535. The default is 10 seconds.
4. Use **Dead Interval** to specify the OSPFv3 dead interval for the specified interface in seconds. This specifies how long a router will wait to see a neighbor router's Hello packets before declaring that the router is down. This parameter must be the same for all routers attached to a network. This value should be a multiple of the Hello Interval (e.g. 4). Valid values range from 1 to 65535. The default is 40.
5. Use **Iftransit Delay Interval** to specify the OSPFv3 Transit Delay for the specified interface. This specifies the estimated number of seconds it takes to transmit a link state update packet over the selected interface. Valid values range from 1 to 3600 seconds (1 hour). The default value is 1 second.
6. Use **Retransmit Interval** to specify the OSPFv3 retransmit interval for the specified interface. This is the number of seconds between link-state advertisements for adjacencies belonging to this router interface. This value is also used when retransmitting database descriptions and link-state request packets. Valid values range from 1 to 3600 seconds (1 hour). The default is 5 seconds.
7. Click **ADD** to add a new virtual link to the switch.
8. Click **DELETE** to remove the specified virtual link from the switch configuration.

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Field	Description
Neighbor State	The state of the Virtual Neighbor Relationship.
State	<p>The state of the interface:</p> <ul style="list-style-type: none">• Down: This is the initial interface state. In this state, the lower-level protocols have indicated that the interface is unusable. In this state, interface parameters will be set to their initial values. All interface timers will be disabled, and there will be no adjacencies associated with the interface.• Waiting: The router is trying to determine the identity of the (Backup) Designated Router by monitoring received Hello Packets. The router is not allowed to elect a Backup Designated Router or a Designated Router until it transitions out of Waiting state. This prevents unnecessary changes of (Backup) Designated Router.• Point-to-Point: The interface is operational, and is connected either to the virtual link. On entering this state the router attempts to form an adjacency with the neighboring router. Hello Packets are sent to the neighbor every HelloInterval seconds.• Designated Router: This router is itself the Designated Router on the attached network. Adjacencies are established to all other routers attached to the network. The router must also originate a network-LSA for the network node. The network- LSA will contain links to all routers (including the Designated Router itself) attached to the network.• Backup Designated Router: This router is itself the Backup Designated Router on the attached network. It will be promoted to Designated Router if the present Designated Router fails. The router establishes adjacencies to all other routers attached to the network. The Backup Designated Router performs slightly different functions during the Flooding Procedure, as compared to the Designated Router.• Other Designated Router: The interface is connected to a broadcast or NBMA network on which other routers have been selected to be the Designated Router and Backup Designated Router either. The router attempts to form adjacencies to both the Designated Router and the Backup Designated Router.
Metric	The metric value used by the Virtual Link.

Route Redistribution

This screen can be used to configure the OSPFv3 Route Redistribution parameters. The allowable range for each field is displayed next to it. If an invalid value is entered in one or multiple fields, an alert message will be displayed with the list of all the valid values.

To display the Route Redistribution page, click **Routing > OSPFv3 > Advanced > Route Redistribution**.

	Source	Redistribute Option	Metric	Metric Type	Tag
<input type="checkbox"/>					
<input type="checkbox"/>	Connected	Disable	0	External Type 2	0
<input type="checkbox"/>	Static	Disable	0	External Type 2	0

1. Use **Source** to select those Source Protocols that have already been configured for redistribution by OSPFv3. The valid values are 'Static' and 'Connected'.
2. Use **Redistribute Option** to enable or disable the redistribution for the selected source protocol.
3. Use **Metric** to set the metric value to be used as the metric of redistributed routes. This field displays the metric if the source was pre-configured and can be modified. The valid values are 0 to 16777214.
4. Use **Metric Type** to set the OSPFv3 metric type of redistributed routes.
5. Use **Tag** to set the tag field in routes redistributed. This field displays the tag if the source was pre-configured, else a default tag value of 0 is displayed. The valid values are 0 to 4294967295.

NSF OSPFv3 Summary

Use the NSF OSPFv3 Summary page to configure the non-stop forwarding (NSF) support mode and to view NSF summary information for the OSPF feature. NSF is a feature used in switch stacks to maintain switching and routing functions in the event of a stack unit failure. For information about NSF, see [Nonstop Forwarding](#) on page 71.

To display the page, click To display the Route Redistribution page, click **Routing > OSPFv3> Advanced > NSF OSPFv3 Summary**.

NSF OSPFv3 Summary	
Support Mode	Disabled
Restart Interval	120 (0-1800)
Restart Status	
Restart Age (secs)	
Restart Exit Reason	

To configure NSF settings for OSPFv3:

1. Use **Support Mode** to configure the administrative mode of NSF for the OSPF feature.
2. Use **Restart Interval** to configure the length of the grace period on the restarting router. The value you specify is the number of seconds that the restarting router asks its neighbors to wait before exiting helper mode. The restarting router includes the restart interval in its grace LSAs. The valid range 1–1800 seconds, and the default value is 120 seconds.
3. Click **APPLY** to update the switch with the changes.
4. Click **REFRESH** to update the screen with the most recent information.
5. Click **CANCEL** to abandon the changes.

Field	Description
Restart Status	Displays the restart status of the restarting router. The possible values are: <ul style="list-style-type: none"> • Not Restarting • Planned Restart • Unplanned Restart
Restart Age	If a graceful restart is in progress, this field shows the number of seconds until the grace period expires.
Restart Exit Reason	Displays how the master unit on the stack last started up. The possible values are: <ul style="list-style-type: none"> • Not Attempted — Graceful restart has not been attempted. • In Progress — Restart is in progress. • Completed — The previous graceful restart completed successfully. • Timed Out — The previous graceful restart timed out. • Topology Changed — The previous graceful restart terminated prematurely because of a topology change.

Router Discovery

The Router Discovery protocol is used by hosts to identify operational routers on the subnet. Router Discovery messages are of two types: *Router Advertisements* and *Router Solicitations*. The protocol mandates that every router periodically advertise the IP Addresses it is associated with. Hosts listen for these advertisements and discover the IP Addresses of neighboring routers.

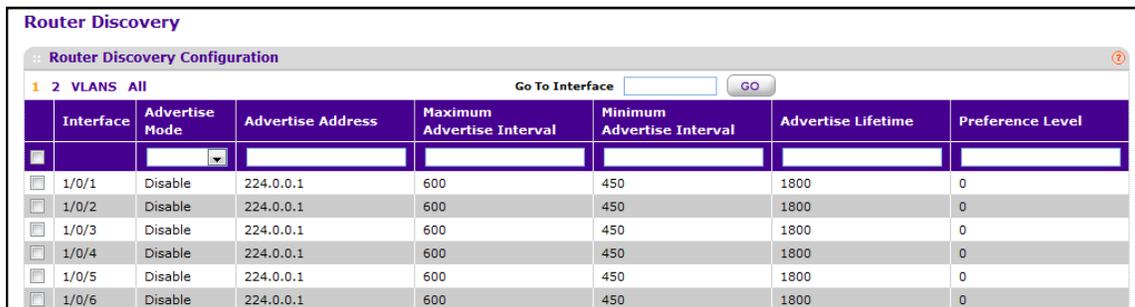
From the Router Discovery tab, you can access the following pages:

- [Router Discovery Configuration](#) on page 279

Router Discovery Configuration

Use the Router Discovery Configuration page to enter or change Router Discovery parameters.

To display the Router Discovery Configuration page, click **Routing > Router Discovery > Router Discovery Configuration**.



The screenshot shows the 'Router Discovery Configuration' page. At the top, there is a breadcrumb 'Router Discovery Configuration' and a 'Go To Interface' search box with a 'GO' button. Below this is a table with columns: Interface, Advertise Mode, Advertise Address, Maximum Advertise Interval, Minimum Advertise Interval, Advertise Lifetime, and Preference Level. The table contains six rows for interfaces 1/0/1 through 1/0/6, all with 'Disable' mode and '224.0.0.1' address. The intervals and lifetimes are consistent across all interfaces.

Interface	Advertise Mode	Advertise Address	Maximum Advertise Interval	Minimum Advertise Interval	Advertise Lifetime	Preference Level
<input type="checkbox"/> 1/0/1	Disable	224.0.0.1	600	450	1800	0
<input type="checkbox"/> 1/0/2	Disable	224.0.0.1	600	450	1800	0
<input type="checkbox"/> 1/0/3	Disable	224.0.0.1	600	450	1800	0
<input type="checkbox"/> 1/0/4	Disable	224.0.0.1	600	450	1800	0
<input type="checkbox"/> 1/0/5	Disable	224.0.0.1	600	450	1800	0
<input type="checkbox"/> 1/0/6	Disable	224.0.0.1	600	450	1800	0

To configure router discovery settings:

1. Use **Interface** to select the router interface for which data is to be configured.
2. Use **Advertise Mode** to select enable or disable. If you select enable, Router Advertisements will be transmitted from the selected interface.
3. Use **Advertise Address** to enter the IP Address to be used to advertise the router.
4. Use **Maximum Advertise Interval** to enter the maximum time (in seconds) allowed between router advertisements sent from the interface.
5. Use **Minimum Advertise Interval** to enter the minimum time (in seconds) allowed between router advertisements sent from the interface.
6. Use **Advertise Lifetime** to enter the value (in seconds) to be used as the lifetime field in router advertisements sent from the interface. This is the maximum length of time that the advertised addresses are to be considered as valid router addresses by hosts.
7. Use **Preference Level** to specify the preference level of the router as a default router relative to other routers on the same subnet. Higher numbered addresses are preferred. You must enter an integer.

VRRP

The Virtual Router Redundancy protocol is designed to handle default router failures by providing a scheme to dynamically elect a backup router. The driving force was to minimize “black hole” periods due to the failure of the default gateway router during which all traffic directed towards it is lost until the failure is detected. Though static configuration of default routes is popular, such an approach is susceptible to a single point of failure when the default router fails. VRRP advocates the concept of a “virtual router” associated with one or more IP Addresses that serve as default gateways. In the event that the VRRP Router controlling these IP Addresses (formally known as the Master) fails, the group of IP Addresses and the default forwarding role is taken over by a Backup VRRP Router.

From the VRRP link, you can access the following pages:

- [Basic](#) on page 280
- [Advanced](#) on page 282

Basic

From the Basic link, you can access the following pages:

- [VRRP Configuration](#) on page 280

VRRP Configuration

Use the VRRP Configuration page to enable or disable the administrative status of a virtual router.

To display the VRRP Configuration page, click **Routing > VRRP > Basic > VRRP Configuration**.

VRRP Configuration

Global Configuration ?

Admin Mode Disable Enable

Table Configuration ?

	VRID (1 to 255)	Interface	Interface IP Address	Primary IP Address	Mode	State
<input type="checkbox"/>	<input type="text"/>					
<input type="checkbox"/>	1	1/0/5	192.168.3.10	192.168.3.20	Active	Initialize

To configure the global VRRP settings:

1. VRID is only configurable if you are creating new Virtual Router, in which case enter the VRID in the range 1 to 255.
2. Use **Interface** to select the Unit/Slot/Port for the new Virtual Router from the pull-down menu.

3. Use **Pre-empt Mode** to select enable or disable. If you select enable, a backup router will preempt the master router if it has a priority greater than the master virtual router's priority provided the master is not the owner of the virtual router IP address. The default is enable.
4. Use **Priority** to enter the priority value to be used by the VRRP router in the election for the master virtual router. If the Virtual IP Address is the same as the interface IP Address, the priority gets set to 255 no matter what the user enters. If the user enters a priority of 255 when the Virtual and interface IP Addresses are not the same, the priority gets set to the default value of 100.
5. Use **Advertisement Interval** to enter the time, in seconds, between the transmission of advertisement packets by this virtual router. Enter a number between 1 and 255. The default value is 1 second.
6. Use **Primary IP Address** to enter the IP Address associated with the Virtual Router. The default is 0.0.0.0.
7. Use **Authentication Type** to select the type of Authentication for the Virtual Router from the pull-down menu. The default is None. The choices are:
 - **0-None** - No authentication will be performed.
 - **1-Simple** - Authentication will be performed using a text password.
8. **Authentication Data:** If you selected simple authentication, enter the password.
9. Use **Status** to select active or inactive to start or stop the operation of the Virtual Router. The default is inactive.
10. Click **ADD** to add a new Virtual Router to the switch configuration.
11. Click **DELETE** to delete the selected Virtual Router. Note that the router can not be deleted if there are secondary addresses configured.

Field	Description
Interface IP Address	Indicates the IP Address associated with the selected interface.
Owner	Set to 'True' if the Virtual IP Address and the Interface IP Address are the same, otherwise set to 'False'. If this parameter is set to 'True', the Virtual Router is the owner of the Virtual IP Address, and will always win an election for master router when it is active.
VMAC Address	The virtual MAC Address associated with the Virtual Router, composed of a 24 bit organizationally unique identifier, the 16 bit constant identifying the VRRP address block and the 8 bit VRID.
State	The current state of the Virtual Router: <ul style="list-style-type: none"> • State • Initialize • Master • Backup

Advanced

From the Advanced link, you can access the following pages:

- [VRRP Configuration](#) on page 280
- [VRRP Secondary IP](#) on page 282
- [Tracking Configuration](#) on page 283
- [Virtual Router Statistics](#) on page 284

VRRP Secondary IP

To display the VRRP Secondary IP page, click **Routing > VRRP > Advanced > VRRP Secondary IP**.

To configure a secondary IP address for the VRRP pair:

1. Use **VRRP ID and Interface** to select one of the existing Virtual Routers, listed by interface number and VRRP ID.
2. Use **Secondary IP Address** to enter the IP address for the interface. This address must be a member of one of the subnets currently configured on the interface. This value is read only once configured.
3. Click **ADD** to add a new secondary IP address to the selected VRRP interface.
4. Click **DELETE** to delete the selected secondary IP address.

Field	Description
Virtual Router ID	The Virtual Router ID for which data is to be displayed or configured.
Primary IP Address	The Primary IP Address of the Virtual Router.

Tracking Configuration

Use Tracking Configuration to track specific route IP states within the router that can alter the priority level of a virtual router for a VRRP group.

To display the Tracking Configuration page, click **Routing > VRRP > Advanced > Tracking Configuration**.

VRRP Tracking Configuration

:: Routing Interface ?

VRRP Interface - VRRP ID 1/0/5 1

:: VRRP Tracking Interface Configuration ?

Tracked Interface			
	Tracked Interface	Priority Decrement	Tracked Interface State
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	1/0/11	100	FALSE

:: VRRP Tracking Route Configuration ?

Tracked Route				
	Tracked Route Prefix	Tracked Route Prefix Length	Priority Decrement	Reachable
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

To configure VRRP tracking settings:

1. Use **VRRP ID and Interface** to select one of the existing Virtual Routers, listed by interface number and VRRP ID.
2. Use **Tracked Interface** to select a routing interface which is not yet tracked for this VRRP ID and interface configuration. Exception: loopback and tunnels could not be tracked.
3. Use **Tracked Interface Priority Decrement** to specify the priority decrement for the tracked interface. The valid range is 1 - 254. default value is 10.
4. Use **Tracked Route Prefix** to specify the Prefix of the route.
5. Use **Tracked Route Prefix Length** to specify the prefix length of the route.
6. Use **Tracked Route Priority Decrement** to specify the priority decrement for the Route. The valid range is 1 - 254. Default value is 10.
7. Click **ADD** to add a new tracked interface or tracked route to the VRRP.
8. Click **DELETE** to delete a selected tracked interface or tracked route.

Field	Description
Tracked Interface state	The state of the tracked interface.
Reachable	The reachability of the tracked Route.

Virtual Router Statistics

Use the Virtual Router Statistics page to display statistics for a specified virtual router.

To display the Virtual Router Statistics page, click **Routing > VRRP > Advanced > Statistics**.

The screenshot shows the VRRP Statistics page. It has two main sections: 'Global Statistics' and 'Statistics'.

Global Statistics

Router Checksum Errors	0
Router Version Errors	0
Router VRID Errors	0

Statistics

VRRP ID	Interface	Up Time	State Transitioned to Master	Advertisement Received	Advertisement Interval Errors	Authentication Failure	IP TTL Errors	Zero Priority Packets Received	Zero Priority Packets Sent	Invalid Type Packets Received	Address List Errors	Invalid Authentication Type	Authentication Type Mismatch	Packet Length Errors
1	1/0/3	0 days, 0 hours, 0 minutes, 0 secs	0	0	0	0	0	0	0	0	0	0	0	0
1	1/0/5	0 days, 0 hours, 0 minutes, 0 secs	0	0	0	0	0	0	0	0	0	0	0	0

Field	Description
Router Checksum Errors	The total number of VRRP packets received with an invalid VRRP checksum value.
Router Version Errors	The total number of VRRP packets received with an unknown or unsupported version number.
Router VRID Errors	The total number of VRRP packets received with an invalid VRID for this virtual router.
VRRP ID	The VRID for the selected Virtual Router.
Interface	The Unit/Slot/Port for the selected Virtual Router.
Up Time	The time, in days, hours, minutes and seconds, that has elapsed since the virtual router transitioned to the initialized state.
State Transitioned to Master	The total number of times that this virtual router's state has transitioned to Master.
Advertisement Received	The total number of VRRP advertisements received by this virtual router.
Advertisement Interval Errors	The total number of VRRP advertisement packets received for which the advertisement interval was different than the one configured for the local virtual router.
Authentication Failure	The total number of VRRP packets received that did not pass the authentication check.
IP TTL Errors	The total number of VRRP packets received by the virtual router with IP TTL (Time-To-Live) not equal to 255.
Zero Priority Packets Received	The total number of VRRP packets received by the virtual router with a priority of '0'.
Zero Priority Packets Sent	The total number of VRRP packets sent by the virtual router with a priority of '0'.
Invalid Type Packets Received	The number of VRRP packets received by the virtual router with an invalid value in the 'type' field.

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Field	Description
Address List Errors	The total number of packets received for which the address list does not match the locally configured list for the virtual router.
Invalid Authentication Type	The total number of packets received with an unknown authentication type.
Authentication Type Mismatch	The total number of packets received with an authentication type different to the locally configured authentication method.
Packet Length Errors	The total number of packets received with a packet length less than the length of the VRRP header.

Click **REFRESH** to show the latest VRRP information.

Multicast

IP Multicasting enables a network host (or multiple hosts) to send an IP datagram to multiple destinations simultaneously. The initiating host sends each multicast datagram only once to a destination multicast group address, and multicast routers forward the datagram only to hosts who are members of the multicast group. Multicast enables efficient use of network bandwidth because each multicast datagram needs to be transmitted only once on each network link, regardless of the number of destination hosts. Multicasting contrasts with IP unicasting, which sends a separate datagram to each recipient host. The IP routing protocols can route multicast traffic, but the IP multicast protocols handle the multicast traffic more efficiently with better use of network bandwidth.

You use the IPv4/IPv6 multicast feature on the ProSafe managed switch to route multicast traffic between VLANs on the switch. If all hosts connected to the switch are on the same subnet, there is no need to configure the IP/IPv6 multicast feature. If the switch does not handle L3 routing, you can use IGMP snooping or MLD snooping to manage port-based multicast group membership. For more information, see [IGMP Snooping](#) on page 158. If the local network does not have a multicast router, you can configure the switch to act as the IGMP querier. For more information, see [IGMP Snooping Querier](#) on page 163.

If the switch is configured as a layer-3 switch and handles inter-VLAN routing through static routes, OSPF, or RIP, and multicast traffic is transmitted within the network, enabling and configuring layer-3 multicast routing on the switch is recommended.

From the Multicast link, you can access the following pages:

- [Mroute Table](#) on page 287
- [Multicast Global Configuration](#) on page 288
- [Multicast Interface Configuration](#) on page 289
- [DVMRP](#) on page 290
- [IGMP](#) on page 296
- [PIM](#) on page 304
- [Static Routes Configuration](#) on page 311
- [Admin Boundary Configuration](#) on page 312

Mroute Table

This screen displays contents of the Mroute Table in tabular form.

To display the Mroute Table page, click **Routing > Multicast > Mroute Table**.

Group IP	Source IP	Incoming Interface	Outgoing Interfaces	Up Time(hh:mm:ss)	Expiry Time(hh:mm:ss)	RPF Neighbor	Protocol	Flags
----------	-----------	--------------------	---------------------	-------------------	-----------------------	--------------	----------	-------

Field	Description
Source IP	The IP address of the multicast packet source to be combined with the Group IP to fully identify a single route whose Mroute table entry.
Group IP	The destination group IP address.
Incoming Interface	The incoming interface on which multicast packets for this source/group arrive.
Outgoing Interface(s)	The list of outgoing interfaces on which multicast packets for this source/group are forwarded.
Up Time(hh:mm:ss)	The time in seconds since the entry was created.
Expiry Time(hh:mm:ss)	The time in seconds before this entry will age out and be removed from the table.
RPF Neighbor	The IP address of the Reverse Path Forwarding neighbor.
Protocol	The multicast routing protocol which created this entry. The possibilities are: <ul style="list-style-type: none"> • PIM-DM • PIM-SM • DVMRP
Flags	The value displayed in this field is valid if the multicast routing protocol running is PIMSM. The possible values are RPT or SPT. For other protocols an "-----" is displayed.

Multicast Global Configuration

To display the Multicast Global Configuration page, click **Routing > Multicast > Global Configuration**.

Global Configuration	
Admin Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Protocol State	Non-Operational
Table Maximum Entry Count	256
Protocol	No Protocol Enabled
Table Entry Count	0

Use **Admin Mode** to set the administrative status of Multicast Forwarding in the router. The default is disable. If you change the administrative mode, click **APPLY** to update the switch.

Field	Description
Protocol State	The operational state of the multicast forwarding module.
Table Maximum Entry Count	The maximum number of entries in the IP Multicast routing table.
Protocol	The multicast routing protocol presently activated on the router, if any.
Table Entry Count	The number of multicast route entries currently present in the Multicast route table.

Multicast Interface Configuration

To display the Multicast Interface Configuration page, click **Routing > Multicast > Interface Configuration**.

<input type="checkbox"/>	Interface	TTL Threshold
<input type="checkbox"/>	1/0/1	1
<input type="checkbox"/>	1/0/2	1
<input type="checkbox"/>	1/0/3	1
<input type="checkbox"/>	1/0/4	1
<input type="checkbox"/>	1/0/5	1
<input type="checkbox"/>	1/0/6	1
<input type="checkbox"/>	1/0/7	1
<input type="checkbox"/>	1/0/8	1

To configure the TTL threshold for one or more interfaces:

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **TTL Threshold** to enter the TTL threshold below which a multicast data packet will not be forwarded from the selected interface. You should enter a number between 0 and 255. If you enter 0 all multicast packets for the selected interface will be forwarded. You must configure at least one router interface before you will see this field.
3. Click **APPLY** to update the switch with the changes.
4. Click **CANCEL** to abandon the changes.

DVMRP

DVMRP is an interior gateway protocol that is suitable for routing multicast traffic within an autonomous system (AS). DVMRP should not be used between different autonomous systems due to limitations with hop count and scalability.

Note: Only one multicast routing protocol can be operational on the switch at any time. If you enable DVMRP, PIM must be disabled. Similarly, if PIM is enabled, DVMRP must be disabled.

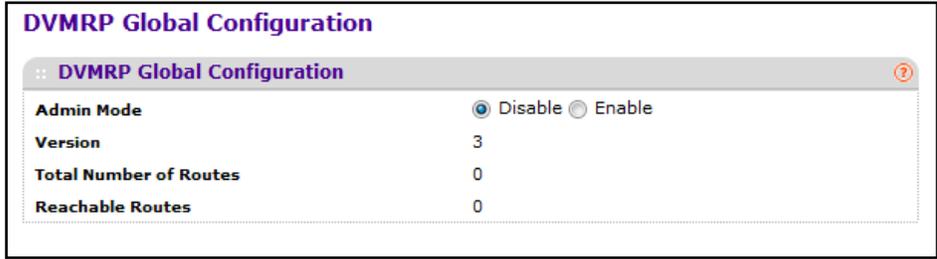
DVMRP exchanges probe packets with all its DVMRP-enabled routers, it establishes two-way neighboring relationships, and it builds a neighbor table. DVMRP exchanges report packets and creates a unicast topology table, with which it builds the multicast routing table. This table is used to route the multicast packets. Since every DVMRP router uses the same unicast routing protocol, routing loops are avoided.

From the DVMRP link, you can access the following pages:

- [DVMRP Global Configuration](#) on page 291
- [DVMRP Interface Configuration](#) on page 291
- [DVMRP Neighbor](#) on page 293
- [DVMRP Next Hop](#) on page 294
- [DVMRP Prune](#) on page 294
- [DVMRP Route](#) on page 295

DVMRP Global Configuration

To display the Global Configuration page, click **Routing > Multicast > DVMRP > Global Configuration**.



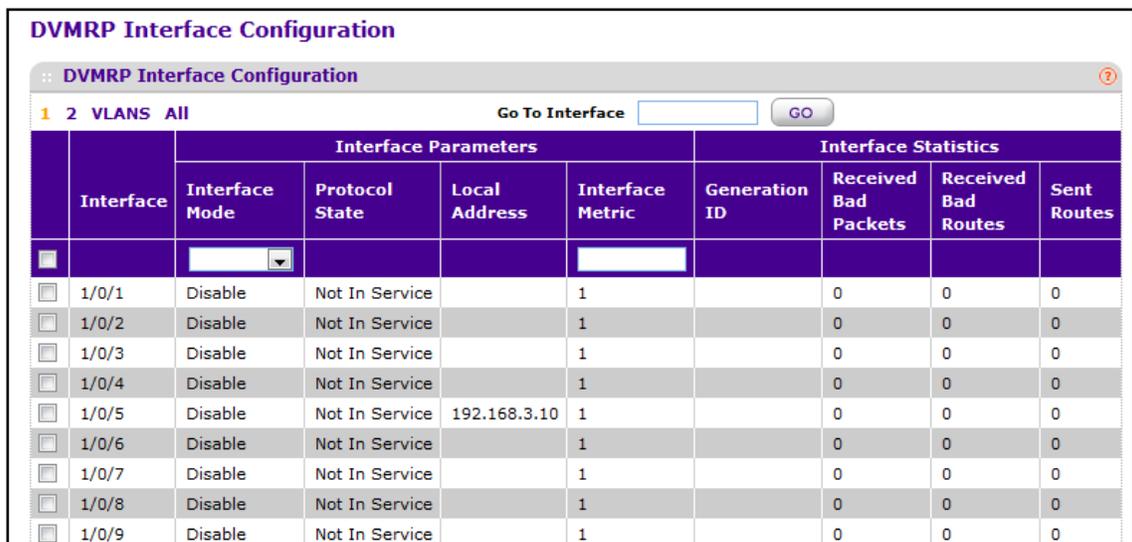
To configure global DVMRP settings:

1. Use **Admin Mode** to set the administrative status of DVMRP to active or inactive. The default is disable.

Field	Description
Version	The current value of the DVMRP version string.
Total Number of Routes	The number of routes in the DVMRP routing table.
Reachable Routes	The number of routes in the DVMRP routing table that have a non-infinite metric.

DVMRP Interface Configuration

To display the DVMRP Interface Configuration page, click **Routing > Multicast > DVMRP > Interface Configuration**.



To configure per-interface DVMRP settings:

1. Use **Interface** to select the interface for which data is to be configured.
2. Use **Interface Mode** to set the administrative mode of the selected DVMRP routing interface.
3. Use **Interface Metric** to enter the DVMRP metric for the selected interface. This value is sent in DVMRP messages as the cost to reach this network. Valid values are from(1 to 31). The default value is 1.
4. Click **REFRESH** to show the latest DVMRP interface information.

Field	Description
Protocol State	The operational state of the DVMRP protocol on the selected interface, either operational or non-operational.
Local Address	The IP address used as a source address in packets sent from the selected interface.
Generation ID	The DVMRP generation ID used by the router for the selected interface. This value is reset every time an interface is (re)started and is placed in prune messages. A change in generation ID informs the neighbor routers that any previous information about this router should be discarded.
Received Bad Packets	The number of invalid packets received on the selected interface.
Received Bad Routes	The number of invalid routes received on the selected interface.
Sent Routes	The number of routes sent on the selected interface.

DVMRP Neighbor

To display the DVMRP Neighbor page, click **Routing > Multicast > DVMRP > DVMRP Neighbor**.

Interface	Neighbor IP	State	Up Time	Expiry Time	Generation ID	Major Version	Minor Version	Capabilities	Received Routes	Received Bad Packets	Received Bad Routes
-----------	-------------	-------	---------	-------------	---------------	---------------	---------------	--------------	-----------------	----------------------	---------------------

To search for an entry in the DVMRP neighbor table, select the search criteria from the **Search** menu:

- **Interface.** Search by the interface on which the neighbor was discovered. If you select this search method, specify the interface ID in the associated field.
- **Neighbor IP.** Search by the IP address of the neighbor. If you select this search method, specify the neighbor IP address in the associated field.

Field	Description
State	The state of the specified neighbor router on the selected interface, either active or down.
Up Time	The DVMRP uptime for the specified neighbor on the selected interface. This is the time since the neighbor entry was learned.
Expiry Time	The DVMRP expiry time for the specified neighbor on the selected interface. This is the time left before this neighbor entry will age out, and is not applicable if the neighbor router's state is down.
Generation ID	The DVMRP generation ID for the specified neighbor on the selected interface.
Major Version	The DVMRP Major Version for the specified neighbor on the selected interface.
Minor Version	The DVMRP Minor Version for the specified neighbor on the selected interface.
Capabilities	The DVMRP capabilities of the specified neighbor on the selected interface.
Received Routes	The number of routes received for the specified neighbor on the selected interface.
Received Bad Packets	The number of invalid packets received for the specified neighbor on the selected interface.
Received Bad Routes	The number of invalid routes received for the specified neighbor on the selected interface.

DVMRP Next Hop

To display the DVMRP Next Hop page, click **Routing > Multicast > DVMRP > DVMRP Next Hop**.



Field	Description
Source IP	The IP address used with the source mask to identify the source network for this table entry.
Source Mask	The network mask used with the source IP address.
Next Hop Interface	The outgoing interface for this next hop.
Type	The next hop type. 'Leaf' means that no downstream dependent neighbors exist on the outgoing interface. Otherwise, the type is 'branch'.

DVMRP Prune

To display the DVMRP Prune page, click **Routing > Multicast > DVMRP > DVMRP Prune**.



Field	Description
Group IP	The group address which has been pruned.
Source IP	The address of the source or source network which has been pruned.
Source Mask	The subnet mask to be combined with the source IP address to identify the source or source network which has been pruned.
Expiry Time	The amount of time remaining before this prune should expire at the upstream neighbor. If no prune messages have been received from downstream neighbors, this is set to value of the default prune lifetime timer, otherwise it is set to the smallest received value or the default timer, whichever is less.

DVMRP Route

To display the DVMRP Route page, click **Routing > Multicast > DVMRP > DVMRP Route**.

DVMRP Route						
:: DVMRP Route						
Source Address	Source Mask	Upstream Neighbor	Interface	Metric	Expiry Time	Up Time

Field	Description
Source Address	The network address that is combined with the source mask to identify the sources for this entry.
Source Mask	The subnet mask to be combined with the source address to identify the sources for this entry.
Upstream Neighbor	The address of the upstream neighbor (e.g., RPF neighbor) from which IP datagrams from these sources are received.
Interface	The interface on which IP datagrams sent by these sources are received. A value of 0 typically means the route is an aggregate for which no next-hop interface exists.
Metric	The distance in hops to the source subnet.
Expiry Time	The minimum amount of time remaining before this entry will be aged out.
Up Time	The time since the route represented by this entry was learned by the router.

IGMP

The Internet Group Management Protocol (IGMP) is used by IPv4 systems (hosts, L3 switches, and routers) to report their IP multicast group memberships to any neighboring multicast routers. The ProSafe managed switch performs the multicast router role of the IGMP protocol, which means it collects the membership information needed by the active multicast routing protocol.

The ProSafe managed switch supports IGMP Version 3. Version 3 adds support for source filtering, which is the ability for a system to report interest in receiving packets only from specific source addresses, as required to support Source-Specific Multicast (SSM), or from all but specific source addresses, sent to a particular multicast address. Version 3 is designed to be interoperable with Versions 1 and 2.

From the IGMP link, you can access the following pages:

- [IGMP Global Configuration](#) on page 296
- [IGMP Routing Interface Configuration](#) on page 297
- [IGMP Routing Interface Statistics](#) on page 298
- [IGMP Groups](#) on page 299
- [IGMP Membership](#) on page 300
- [IGMP Proxy Interface Configuration](#) on page 301
- [IGMP Proxy Interface Statistics](#) on page 302
- [IGMP Proxy Membership](#) on page 303

IGMP Global Configuration

To display the IGMP Global Configuration page, click **Routing** > **Multicast** > **IGMP** > **Global Configuration**.



To configure the administrative mode of IGMP on the switch, select the desired option from the **Admin Mode** field. The default is disable. If you change the mode, click **APPLY** to update the switch with the change.

IGMP Routing Interface Configuration

To display the IGMP Routing Interface Configuration page, click **Routing** > **Multicast** > **IGMP** > **Routing Interface Configuration**.

IGMP Routing Interface Configuration										
:: IGMP Routing Interface Configuration										
1 2 VLANS All										
Go To Interface <input type="text"/> GO										
	Interface	Admin Mode	Version	Robustness	Query Interval	Query Max Response Time	Startup Query Interval	Startup Query Count	Last Member Query Interval	Last Member Query Count
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>				
<input type="checkbox"/>	1/0/1	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/2	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/3	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/4	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/5	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/6	Disable	V3	2	125	100	31	2	10	2
<input type="checkbox"/>	1/0/7	Disable	V3	2	125	100	31	2	10	2

To configure an interface for IGMP:

1. Use the check boxes associated with the **Interface** field to select each interface to configure. The same settings are applied dot all selected interfaces..
2. Use **Admin Mode** to set the administrative status of IGMP on the selected interface. The default is disable.
3. Use **Version** to enter the version of IGMP you want to configure on the selected interface. Valid values are (1 to 3) and the default value is 3. This field is configurable only when IGMP interface mode is enabled.
4. Use **Robustness** to enter the robustness value. This variable allows tuning for the expected packet loss on a subnet. If you expect the subnet to be lossy, you should enter a higher number for this parameter. IGMP is robust to (robustness variable-1) packet losses. Valid values are from 1 to 255. The default value is 2.
5. Use **Query Interval** to enter the frequency in seconds at which IGMP host-query packets are to be transmitted on this interface. Valid values are from 1 to 1800. The default value is 125.
6. Use **Query Max Response Time** to enter the maximum query response time to be advertised in IGMPv2 queries on this interface, in tenths of a second. The default value is 100. Valid values are from(0 to 255).
7. Use **Startup Query Interval** to enter the number of seconds between the transmission of startup queries on the selected interface. The valid values are from 1 to 300. The default value is 31.
8. Use **Startup Query Count** to enter the number of queries to be sent on startup. The valid values are from 1 to 20. The default value is 2.
9. Use **Last Member Query Interval** to enter the last member query interval in tenths of a second. This the maximum response time to be inserted into group-specific queries sent in response to leave group messages, and is also the amount of time between group-specific query messages. Valid values are from 0 to 255. The default value is 10. This value is not used for IGMP version 1.

10. Use **Last Member Query Count** to enter the number of queries to be sent on receiving a leave group report. Valid values are from 1 to 20. The default value is 2.
11. Click **APPLY** to update the switch with the changes.
12. Click **CANCEL** to abandon the changes.

IGMP Routing Interface Statistics

To display the IGMP Routing Interface Statistics page, click **Routing > Multicast > IGMP > Routing Interface Statistics**.

IGMP Routing Interface Statistics										
IGMP Routing Interface Statistics										
1 2 VLANS All										
Interface	IP Address	Subnet Mask	Protocol State	Querier IP	Querier Status	Querier Up Time	Querier Expiry Time	Wrong Version Queries Received	Number of Joins Received	Number of Groups
1/0/1	0.0.0.0	0.0.0.0	Non-Operational							
1/0/2	0.0.0.0	0.0.0.0	Non-Operational							
1/0/3	0.0.0.0	0.0.0.0	Non-Operational							
1/0/4	0.0.0.0	0.0.0.0	Non-Operational							
1/0/5	192.168.3.10	255.255.255.0	Non-Operational							
1/0/6	0.0.0.0	0.0.0.0	Non-Operational							

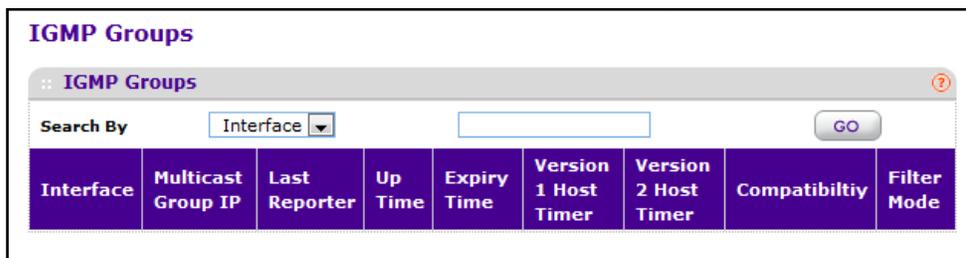
Field	Description
Interface	The interface on which the IGMP is enabled.
IP Address	The IP address of the selected interface.
Subnet Mask	The subnet mask for the IP address of the selected interface.
Protocol State	The operational state of IGMP on the selected interface.
Querier IP	The address of the IGMP querier on the IP subnet to which the selected interface is attached.
Querier Status	Indicates whether the selected interface is in querier or non querier mode.
Querier Up Time	The time in seconds since the IGMP interface querier was last changed.
Querier Expiry Time	The time in seconds remaining before the other querier present timer expires. If the local system is the querier, this will be zero.
Wrong Version Queries Received	The number of queries that have been received on the selected interface with an IGMP version that does not match the IGMP version configured for the interface, over the lifetime of the entry. IGMP requires that all routers on a LAN be configured to run the same version of IGMP. Therefore, a configuration error is indicated if any queries are received with the wrong version number.

Field	Description
Number of Joins Received	The number of times a group membership has been added on the selected interface; that is, the number of times an entry for this interface has been added to the cache table. This gives an indication of the amount of IGMP activity on the interface.
Number of Groups	The current number of entries for the selected interface in the cache table.

Click **REFRESH** to refresh the data on the screen with the latest IGMP interface statistics.

IGMP Groups

To display the IGMP Groups page, click **Routing > Multicast > IGMP > IGMP Groups**.



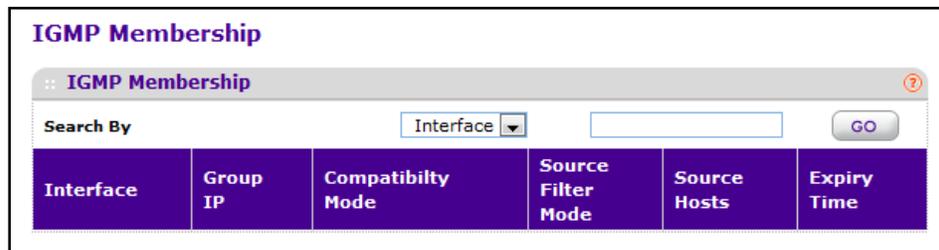
Field	Description
Interface	The interface which data is to be displayed.
Multicast Group IP	The IP multicast group address for which data is to be displayed.
Last Reporter	The IP address of the source of the last membership report received for the IP Multicast group address on the selected interface.
Up Time	The time elapsed since this entry was created.
Expiry Time	The minimum amount of time remaining before this entry will be aged out.
Version 1 Host Timer	The time remaining until the local router will assume that there are no longer any IGMP version 1 members on the IP subnet attached to this interface. When an IGMPv1 membership report is received, this timer is reset to the group membership timer. While this timer is non-zero, the local router ignores any IGMPv2 leave messages for this group that it receives on the selected interface. This field is displayed only if the interface is configured for IGMP version 1.
Version 2 Host Timer	The time remaining until the local router will assume that there are no longer any IGMP version 2 members on the IP subnet attached to this interface. When an IGMPv2 membership report is received, this timer is reset to the group membership timer. While this timer is non-zero, the local router ignores any IGMPv1 and IGMPv3 leave messages for this group that it receives on the selected interface. This field is displayed only if the interface is configured for IGMP version 2.

Field	Description
Compatibility	This parameter shows group compatibility mode(v1, v2 and v3) for this group on the specified interface.
Filter Mode	The source filter mode (Include/Exclude/NA) for the specified group on this interface. When NA mode is active the field is blank

Click **REFRESH** to refresh the data on the screen with latest IGMP groups information.

IGMP Membership

To display the IGMP Membership page, click **Routing > Multicast > IGMP > IGMP Membership**.



Field	Description
Group IP	The IP multicast group address for which data is to be displayed.
Interface	This parameter shows the interface on which multicast packets are forwarded.
Compatibility Mode	This parameter shows group compatibility mode (v1, v2 and v3) for this group on the specified interface.
Source Filter Mode	The source filter mode (Include/Exclude/NA) for the specified group on this interface.
Source Hosts	This parameter shows source addresses which are members of this multicast address.
Expiry Time	This parameter shows expiry time interval against each source address which are members of this multicast group. This is the amount of time after which the specified source entry is aged out.

Click **REFRESH** to refresh the data on the screen with latest IGMP member information.

IGMP Proxy Interface Configuration

To display the IGMP Proxy Interface Configuration page, click **Routing > Multicast > IGMP > Proxy Interface Configuration**.

The screenshot shows the configuration page for an IGMP Proxy interface. The fields are as follows:

Field	Value
Interface	1/0/1
Admin Mode	Disable
Unsolicited Report Interval	1
IP Address	0.0.0.0
Subnet Mask	0.0.0.0
Operational Mode	Disable
Querier Address on Proxy Interface	
Number of Groups	
Version	3
Version 1 Querier Timeout	
Version 2 Querier Timeout	
Proxy Start Frequency	

To configure an interface as an IGMP proxy:

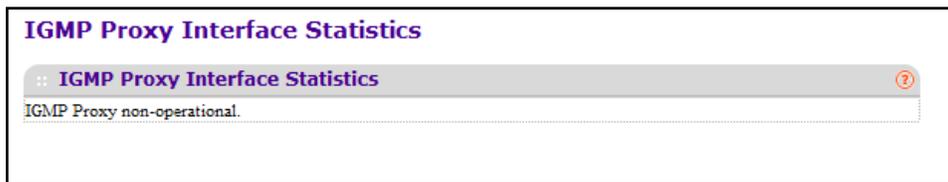
1. Use **Interface** to select the port for which data is to be configured. You must have configured at least one router interface before configuring or displaying data for an IGMP Proxy interface and it should not be a IGMP routing interface.
2. Use **Admin Mode** to set the administrative status of IGMP Proxy on the selected interface. The default is disable. Routing, IGMP and Multicast global admin modes should be enabled to enable IGMP Proxy interface mode.
3. Use **Version** to enter the version of IGMP you want to configure on the selected interface. Valid values are (1 to 3) and the default value is 3. This field is configurable only when IGMP Proxy interface mode is enabled.
4. Use **Unsolicited Report Interval** to enter the unsolicited time interval value in seconds. The Unsolicited Report Interval is the time between repetitions of a host's initial report of membership in a group. Valid values are from (1 to 260). The default value is 1.

Field	Description
IP Address	The IP address of the IGMP Proxy interface.
Subnet Mask	The subnet mask for the IP address of the IGMP Proxy interface.
Operational Mode	The operational state of IGMP Proxy interface.
Number of Groups	The current number of multicast group entries for the IGMP Proxy interface in the cache table.

Field	Description
Version 1 Querier Timeout	The older IGMP version 1 querier timeout value in seconds. The Older Version Querier Interval is the time-out for transitioning a host back to IGMPv3 mode once an older version query is heard. When an older version query is received, hosts set their Older Version Querier Present Timer to Older Version Querier Interval.
Version 2 Querier Timeout	The older IGMP version 2 querier timeout value in seconds.
Proxy Start Frequency	The number of times the proxy was brought up.

IGMP Proxy Interface Statistics

To display the IGMP Proxy Interface Statistics page, click **Routing > Multicast > IGMP > Proxy Interface Statistics**.



Field	Description
Interface	Displays the interface on which IGMP packets received.
Version	The version of IGMP packets received.
Queries Received	The number of IGMP queries received.
Report Received	The number of IGMP reports received.
Reports Sent	The number of IGMP reports sent.
Leaves Received	The number of IGMP leaves received.
Leaves Sent	The number of IGMP leaves sent.

Click **REFRESH** to refresh the data on the screen with the latest IGMP Proxy interface statistics.

IGMP Proxy Membership

To display the IGMP Proxy Membership page, click **Routing > Multicast > IGMP > Proxy Membership**.

Proxy Interface	Group IP	Source Hosts	Last Reporter	Up Time	Expiry Time	State	Filter Mode	Number of Sources
-----------------	----------	--------------	---------------	---------	-------------	-------	-------------	-------------------

Field	Description
Group IP	Displays the IP multicast group address.
Proxy Interface	Displays the interface on which IGMP proxy is enabled.
Source Hosts	This parameter shows source addresses which are members of this multicast address.
Last Reporter	The IP address of the source of the last membership report received for the IP Multicast group address on the IGMP Proxy interface.
Uptime	The time elapsed since this entry was created.
Expiry Time	This parameter shows expiry time interval against each source address which is a member of this multicast group. This is the amount of time after which the specified source entry is aged out.
State	The state of the host entry. A Host can be in one of the state. Non-member state - does not belong to the group on the interface. Delaying member state - host belongs to the group on the interface and report timer running. The report timer is used to send out the reports. Idle member state - host belongs to the group on the interface and no report timer running.
Filter Mode	The group filter mode (Include/Exclude/None) for the specified group on the IGMP Proxy interface.
Number of Sources	The number of source hosts present in the selected multicast group.

Click **REFRESH** to refresh the data on the screen with latest IGMP proxy member information.

PIM

The Protocol Independent Multicast protocol is a simple, protocol-independent multicast routing protocol. PIM uses an existing unicast routing table and a Join/Prune/Graft mechanism to build a tree. PIM The ProSafe managed switch supports two types of PIM: sparse mode (PIM-SM) and dense mode (PIM-DM).

PIM-SM is most effective in networks with a sparse population of multicast receivers. In contrast, PIM-DM is most effective in networks with densely populated multicast receivers. In other words, PIM-DM can be used if the majority of network hosts request to receive a multicast stream, while PIM-SM might be a better choice in networks in which a small percentage of network hosts, located throughout the network, wish to receive the multicast stream.

From the PIM-DM link, you can access the following pages:

- [PIM Global Configuration](#) on page 304
- [SSM Configuration](#) on page 305
- [PIM Interface Configuration](#) on page 306
- [PIM Neighbor](#) on page 307
- [Candidate RP Configuration](#) on page 308
- [BSR Candidate Configuration](#) on page 309
- [Static RP Configuration](#) on page 310

PIM Global Configuration

To display the PIM Global Configuration page, click **Routing** > **Multicast** > **PIM** > **Global Configuration**.



PIM Global Configuration

:: PIM Global Configuration

PIM Protocol Type PIM-DM PIM-SM

Admin Mode Disable Enable

To configure global PIM settings:

1. Use **PIM Protocol Type** to select the PIM type to run:
 - **PIM-SM**. Recommended for networks with sparsely-populated multicast receivers.
 - **PIM-DM**. Recommended for networks with densely-populated multicast receivers.
2. Use **Admin Mode** to set the administrative status of PIM on the router. The default is disable.
3. Click **APPLY** to update the switch with the new settings.
4. Click **CANCEL** to abandon the changes.

SSM Configuration

The settings on this page are valid for PIM-SM and do not apply if the PIM mode is PIM-DM.

While PIM-SM employs a specially-configured RP router that serves as a meeting junction for multicast senders and listeners, Protocol-Independent Multicast Source Specific Multicast (PIM-SSM) does not use an RP. It supports only source route deliver trees. It is used between routers so that they can track which multicast packets to forward to each other and to their directly-connected LANs. The SSM service model can be implemented with a strict subset of the PIM-SM protocol mechanisms. Both regular IP Multicast and SSM semantics can coexist on a single router and both can be implemented using the PIM-SM protocol. A range of multicast addresses, currently 232.0.0.0/8 in IPv4, is reserved for SSM.

To display the SSM Configuration page, click **Routing > Multicast > PIM > SSM Configuration**.

PIM SSM Configuration	
SSM Configuration	
SSM Group Address	SSM Group Mask
<input type="text"/>	<input type="text"/>

To configure PIM SSM:

1. Use **SSM Group Address** to enter the source-specific multicast group ip-address.
2. Use **SSM Group Mask** to enter the source-specific multicast group ip-address mask.
3. Click **ADD** to add a new source-specific group.
4. Click **DELETE** to delete an existing source-specific group.

PIM Interface Configuration

To display the PIM Interface Configuration page, click **Routing > Multicast > PIM > Interface Configuration**.

Interface	Admin Mode	Protocol State	IP Address	Hello Interval(secs)	Join/Prune Interval(secs)	BSR Border	DR Priority	Designated Router	Neighbor Count
<input type="checkbox"/> 1/0/1	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/2	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/3	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/4	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/5	Disable	Non-Operational	192.168.3.10	30	60	Disable	1		
<input type="checkbox"/> 1/0/6	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/7	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		
<input type="checkbox"/> 1/0/8	Disable	Non-Operational	0.0.0.0	30	60	Disable	1		

To configure per-interface PIM settings:

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to set the administrative status of PIM in the router. The default is disable.
3. Use **Hello Interval (secs)** to enter the time in seconds between the transmission of which PIM Hello messages on this interface. The valid values are from 0 to 18000. The default value is 30.
4. Use **Join/Prune Interval (secs)** to enter the frequency at which PIM Join/Prune messages are transmitted on this PIM interface. The valid values are from 0 to 18000. The default value is 60.
5. Use **BSR Border** to set BSR border status on the selected interface.
6. Use **DR Priority** to enter the DR priority for the selected interface. The valid values are from 0 to 2147483647. The default value is 1.

Field	Description
Protocol State	The state of PIM in the router: either operational or non-operational.
IP Address	The IPv4 address of the selected PIM interface.
Designated Router	The Designated Router on the selected PIM interface.
Neighbor Count	The number of PIM neighbors on the selected interface.

PIM Neighbor

To display the PIM Neighbor page, click **Routing > Multicast > PIM > PIM Neighbor**.

Interface	Neighbor IP	Up Time(hh:mm:ss)	Expiry Time(hh:mm:ss)
-----------	-------------	-------------------	-----------------------

Field	Description
Interface	The interface on which neighbor is displayed.
Neighbor IP	The IP address of the PIM neighbor for this entry.
Up Time	The time since this PIM neighbor (last) became a neighbor of the local router.
Expiry Time	The minimum time remaining before this PIM neighbor will be aged out.

Click **REFRESH** to refresh the data on the screen with the latest PIM-SM neighbor information.

Candidate RP Configuration

The settings on this page are valid for PIM-SM and do not apply if the PIM mode is PIM-DM.

To display the PIM Candidate RP Configuration page, click **Routing > Multicast > PIM-SM > Candidate RP Configuration**.

PIM Candidate RP Configuration		
:: PIM Interface Selection		
Interface	1/0/1	
:: PIM Candidate RP Configuration		
	Group Address	Group Mask
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>

To configure a candidate RP:

1. Use **Interface** to select the interface for which data is to be displayed.
2. Use **Group Address** to specify the group address transmitted in Candidate-RP-Advertisements.
3. Use **Group Mask** to specify the group address mask transmitted in Candidate-RP-Advertisements.
4. Click **ADD** to add a new Candidate RP Address for the PIM-SM router.
5. Click **DELETE** to delete an extant Candidate RP Address for the PIM-SM router.

BSR Candidate Configuration

The settings on this page are valid for PIM-SM and do not apply if the PIM mode is PIM-DM.

To display the PIM BSR Candidate Configuration page, click **Routing > Multicast > PIM-SM > BSR Candidate Configuration**.

To configure a BSR candidate:

1. Use **Interface** to select the interface for which data is to be configured.
2. Use **Priority** to enter the priority of C-BSR.
3. Use **Hash Mask Length** to enter the C-BSR hash mask length to be advertised in bootstrap messages. This hash mask length will be used in the hash algorithm for selecting the RP for a particular group. The valid values are from 0 to 32. Default value is 30.
4. Click **DELETE** to delete the RP address selected.
5. Click **REFRESH** to refresh the data on the screen with the latest PIM-SM neighbor information.

Field	Description
IP Address	Displays the IP address of the Elected BSR.
Next bootstrap Message	Time (in hours, minutes, and seconds) in which the next bootstrap message is due from this BSR.
Next Candidate RP Advertisement	Time (in hours, minutes, and seconds) in which the next candidate RP advertisement will be sent.

Static RP Configuration

This page is used to statically configure the RP address for one or more multicast groups.

To display the PIM-SM Static RP Configuration page, click **Routing > Multicast > PIM-SM > Static RP Configuration**.

The screenshot shows the 'PIM Static RP Configuration' page. At the top, there is a title bar with the text 'PIM Static RP Configuration' and a help icon. Below the title bar is a sub-header 'Static RP Configuration' with a question mark icon. The main content is a table with four columns: 'RP Address', 'Group Address', 'Group Mask', and 'Override'. Each column has a corresponding input field. The 'RP Address' field has a small square icon to its left. The 'Override' field has a dropdown arrow icon to its right.

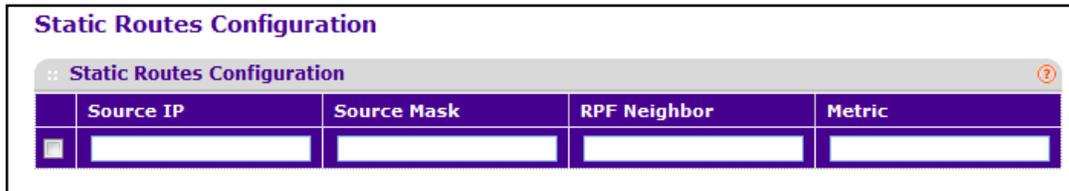
	RP Address	Group Address	Group Mask	Override
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure a static RP:

1. Use **RP Address** to specify the IP Address of the RP to be created or deleted.
2. Use **Group Address** to specify the Group Address of the RP to be created or deleted.
3. Use **Group Mask** to specify the Group Mask of the RP to be created or deleted.
4. Use **Override** to indicate that if there is a conflict, the RP configured with this option prevails over the RP learned by BSR.
5. Click **ADD** to add a new static RP address for one or more multicast groups.
6. Click **DELETE** to delete the RP address selected.

Static Routes Configuration

To display the Static Routes Configuration page, click **Routing > Multicast > Static Routes Configuration**.



The screenshot shows the 'Static Routes Configuration' page. At the top, there is a title bar with the text 'Static Routes Configuration' and a help icon. Below the title bar is a table with four columns: 'Source IP', 'Source Mask', 'RPF Neighbor', and 'Metric'. Each column has a corresponding input field. There is a small square checkbox to the left of the first input field.

	Source IP	Source Mask	RPF Neighbor	Metric
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

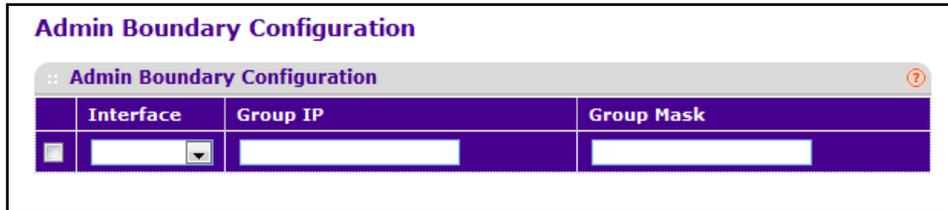
To configure a static multicast route:

1. Use **Source IP** to enter the IP Address that identifies the multicast packet source for the entry you are creating.
2. Use **Source Mask** to enter the subnet mask to be applied to the Source IP address.
3. Use **RPF Neighbor** to enter the IP address of the neighbor router on the path to the source.
4. Use **Metric** to enter the link state cost of the path to the multicast source. The range is 0 - 255 and the default is one. You can change the metric for a configured route by selecting the static route and editing this field.
5. Use **RPF Interface** to select the interface number. This is the interface that connects to the neighbor router for the given source IP address.
6. Click **ADD** to add a new static route to the switch.
7. Click **DELETE** to delete the multicast static routes selected.

Admin Boundary Configuration

The definition of an administratively scoped boundary is a mechanism to stop the ingress and egress of multicast traffic for a given range of multicast addresses on a given routing interface.

To display the Admin Boundary Configuration page, click **Routing > Multicast > Admin Boundary Configuration**.



The screenshot shows the 'Admin Boundary Configuration' page. At the top, there is a title bar with the text 'Admin Boundary Configuration' and a help icon. Below the title bar is a table with three columns: 'Interface', 'Group IP', and 'Group Mask'. The table has a header row with a checkbox on the left. Below the header, there is one data row with empty input fields for each column.

	Interface	Group IP	Group Mask
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure an administrative boundary:

1. Use **Interface** to select the router interface for which the administratively scoped boundary is to be configured.
2. Use **Group IP** to enter the multicast group address for the start of the range of addresses to be excluded. The address must be in the range of 239.0.0.0 through 239.255.255.255.
3. Use **Group Mask** to enter the mask to be applied to the multicast group address. The combination of the mask and the Group IP gives the range of administratively scoped addresses for the selected interface.
4. Click **ADD** to add a new administratively scoped boundary.
5. Click **DELETE** to delete the administratively scoped boundary selected.

IPv6 Multicast

The in the ProSafe M5300 switches support IPv6 multicast routing.

From the IPv6 Multicast link, you can access the following pages:

- [Mroute Table](#) on page 313
- [IPv6 PIM](#) on page 314
- [MLD](#) on page 321
- [Static Routes Configuration](#) on page 329

Mroute Table

This screen displays contents of the Mroute Table in tabular form.

To display the Mroute Table page, click **Routing > IPv6 Multicast > Mroute Table**.

Group IP	Source IP	Incoming Interface	Outgoing Interfaces	Up Time(hh:mm:ss)	Expiry Time(hh:mm:ss)	RPF Neighbor	Protocol	Flags
----------	-----------	--------------------	---------------------	-------------------	-----------------------	--------------	----------	-------

Field	Description
Source IP	The IP address of the multicast packet source to be combined with the Group IP to fully identify a single route whose Mroute table entry.
Group IP	The destination group IP address.
Incoming Interface	The incoming interface on which multicast packets for this source/group arrive.
Outgoing Interface(s)	The list of outgoing interfaces on which multicast packets for this source/group are forwarded.
Up Time(hh:mm:ss)	The time in seconds since the entry was created.
Expiry Time(hh:mm:ss)	The time in seconds before this entry will age out and be removed from the table.
RPF Neighbor	The IP address of the Reverse Path Forwarding neighbor.
Protocol	The multicast routing protocol which created this entry. The possibilities are: <ul style="list-style-type: none"> • PIM-DM • PIM-SM
Flags	The value displayed in this field is valid if the multicast routing protocol running is PIMSM. The possible values are RPT or SPT. For other protocols an "-----" is displayed.

IPv6 PIM

From the IPv6 PIM-DM link, you can access the following pages:

- *PIM Global Configuration* on page 314
- *PIM SSM Configuration* on page 315
- *PIM Interface Configuration* on page 316
- *PIM Neighbor* on page 317
- *PIM Candidate RP Configuration* on page 318
- *PIM BSR Candidate Configuration* on page 319
- *PIM Static RP Configuration* on page 320

PIM Global Configuration

To display the IPv6 PIM Global Configuration page, click **Routing** > **IPv6 Multicast** > **PIM** > **Global Configuration**.



PIM Global Configuration

PIM Global Configuration ⓘ

PIM Protocol Type PIM-DM PIM-SM

Admin Mode Disable Enable

To configure global IPv6 PIM settings:

1. Use **PIM Protocol Type** to select the PIM type to run:
 - **PIM-DM**. Recommended for networks with sparsely-populated multicast receivers.
 - **PIM-SM**. Recommended for networks with densely-populated multicast receivers.
2. Use **Admin Mode** to set the administrative status of PIM on the router. The default is disable.
3. Click **APPLY** to update the switch with the new settings.
4. Click **CANCEL** to abandon the changes.

PIM SSM Configuration

While PIM-SM employs a specially-configured RP router that serves as a meeting junction for multicast senders and listeners, Protocol-Independent Multicast Source Specific Multicast (PIM-SSM) does not use an RP. It supports only source route deliver trees. It is used between routers so that they can track which multicast packets to forward to each other and to their directly-connected LANs. The SSM service model can be implemented with a strict subset of the PIM-SM protocol mechanisms. Both regular IP Multicast and SSM semantics can coexist on a single router and both can be implemented using the PIM-SM protocol. A range of multicast addresses, currently FF3x::/96 in IPv6, is reserved for SSM.

To display the PIM SSM Configuration page, click **Routing > IPv6 Multicast > PIM-SM > SSM Configuration**.

The screenshot shows the 'PIM SSM Configuration' page. At the top, there is a header 'PIM SSM Configuration' and a sub-header 'SSM Configuration' with a help icon. Below this is a table with two columns: 'SSM Group Address' and 'SSM Group Mask'. The table has one row with empty input fields for these values. To the left of the first input field is a small square checkbox. To the right of the second input field is a 'DELETE' button. To the right of the first input field is an 'ADD' button. To the right of the second input field is a 'CANCEL' button.

	SSM Group Address	SSM Group Mask
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>

To configure SSM settings for IPv6 PIM-SM:

1. Use **SSM Group Address** to enter the source-specific multicast group ip-address.
2. Use **SSM Group Mask** to enter the source-specific multicast IPv6 group prefix length.
3. Click **ADD** to add a new source-specific group.
4. Click **DELETE** to delete an extant source-specific group.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

PIM Interface Configuration

To display the IPv6 PIM Interface Configuration page, click **Routing > IPv6 Multicast > PIM > Interface Configuration**.

The screenshot shows the 'PIM Interface Configuration' page. At the top, there are tabs for '1 2 VLANS All' and a 'Go To Interface' search box with a 'GO' button. Below this is a table with the following columns: Interface, Admin Mode, Protocol State, IPv6 Prefix/Length, Hello Interval(secs), Join/Prune Interval(secs), BSR Border, DR Priority, Designated Router, and Neighbor Count. The table contains six rows of data for interfaces 1/0/1 through 1/0/6. Each row has a checkbox in the first column. The 'Admin Mode' is 'Disable' for all, and 'Protocol State' is 'Non-Operational' for all. The 'IPv6 Prefix/Length' is empty for 1/0/1-1/0/4 and 'fe80::2eb0:5dff:fe91:f8b7' for 1/0/5. 'Hello Interval' is 30 for all, and 'Join/Prune Interval' is 60 for all. 'BSR Border' is 'Disable' for all, and 'DR Priority' is 1 for all. 'Designated Router' and 'Neighbor Count' are empty for all.

Interface	Admin Mode	Protocol State	IPv6 Prefix/Length	Hello Interval(secs)	Join/Prune Interval(secs)	BSR Border	DR Priority	Designated Router	Neighbor Count
<input type="checkbox"/>									
<input type="checkbox"/> 1/0/1	Disable	Non-Operational		30	60	Disable	1		
<input type="checkbox"/> 1/0/2	Disable	Non-Operational		30	60	Disable	1		
<input type="checkbox"/> 1/0/3	Disable	Non-Operational		30	60	Disable	1		
<input type="checkbox"/> 1/0/4	Disable	Non-Operational		30	60	Disable	1		
<input type="checkbox"/> 1/0/5	Disable	Non-Operational	fe80::2eb0:5dff:fe91:f8b7	30	60	Disable	1		
<input type="checkbox"/> 1/0/6	Disable	Non-Operational		30	60	Disable	1		

To configure IPv6 PIM interface settings:

1. Select the check box associated with each interface you want to configure. Select the check box in the heading row to apply the same settings to all interfaces.
2. Use **Admin Mode** to set the administrative status of PIM-DM for the selected interface. The default is disable.
3. Use **Hello Interval** to enter the number of seconds between PIM hello messages transmitted from the selected interface. The default value is 30. Valid values are from 10 to 3600.

Field	Description
Protocol State	The operational state of the PIM protocol on this interface.
IPv6 Prefix/Length	The IPv6 Address Prefix and the Length of the selected interface.
Neighbor Count	The number of PIM neighbors on the selected interface.
Designated Router	The designated router on the selected PIM interface. For point-to-point interfaces, this will be 0.0.0.0.

PIM Neighbor

To display the IPv6 PIM Neighbor page, click **Routing > IPv6 Multicast > PIM > PIM-DM Neighbor**.

Interface	Neighbor IP	Up Time(hh:mm:ss)	Expiry Time(hh:mm:ss)
-----------	-------------	-------------------	-----------------------

Field	Description
Interface	The physical interface on which PIM-DM is enabled.
Neighbor IP	The IP address of the PIM neighbor for which this entry contains information.
Up Time	The time since this PIM neighbor (last) became a neighbor of the local router.
Expiry Time	The minimum time remaining before this PIM neighbor will be aged out.

Click **REFRESH** to refresh the data on the screen with the latest PIM-DM neighbor information.

PIM Candidate RP Configuration

To display the IPv6 PIM Candidate RP Configuration page, click **Routing > IPv6 Multicast > PIM > Candidate RP Configuration**.

PIM Candidate RP Configuration

:: PIM Interface Selection ?

Interface ▼

:: PIM Candidate RP Configuration ?

	Group Address	Prefix Length
■	<input style="width: 80%;" type="text"/>	<input style="width: 80%;" type="text"/>

To configure candidate RP settings for IPv6 PIM-SM:

1. Use **Interface** to select the interface for which data is to be displayed.
2. Use **Group Address** to specify the group IPv6 address prefix transmitted in Candidate-RP-Advertisements.
3. Use **Prefix Length** to specify the group IPv6 Prefix Length transmitted in Candidate-RP-Advertisements.
4. Click **ADD** to add a new Candidate RP Address for the PIM-SM router.
5. Click **DELETE** to delete an extant Candidate RP Address for the PIM-SM router.

PIM BSR Candidate Configuration

To display the IPv6 PIM-SM BSR Candidate Configuration page, click **Routing > IPv6 Multicast > PIM-SM > BSR Candidate Configuration**.

To configure BSR candidate settings for IPv6 PIM-SM:

1. Use **Interface** to select the interface for which data is to be configured.
2. Use **Priority** to enter the priority of C-BSR.
3. Use **Hash Mask Length** to enter the C-BSR hash mask length to be advertised in bootstrap messages. This hash mask length will be used in the hash algorithm for selecting the RP for a particular group. The valid values are from 0 to 128. Default value is 126.

Field	Description
IP Address	Displays the IP address of the Elected BSR.
Next bootstrap Message	Time (in hours, minutes, and seconds) in which the next bootstrap message is due from this BSR.
Next Candidate RP Advertisement	Time (in hours, minutes, and seconds) in which the next candidate RP advertisement will be sent.

PIM Static RP Configuration

This page is used to statically configure the RP address for one or more multicast groups.

To display the IPv6 PIM Static RP Configuration page, click **Routing > IPv6 Multicast > PIM > Static RP Configuration**.

	RP Address	Group Address	Prefix Length	Override
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure static RP settings for IPv6 PIM-SM:

1. Use **RP Address** to specify the IP Address of the RP to be created or deleted.
2. Use **Group Address** to specify the Group Address of the RP to be created or deleted.
3. Use **Prefix Length** to specify the Group IPv6 Prefix Length of the RP to be created or deleted.
4. Use **Override** to indicate that if there is a conflict, the RP configured with this option prevails over the RP learned by BSR.
5. Click **ADD** to add a new static RP address for one or more multicast groups.
6. Click **DELETE** to delete the RP address selected.

MLD

MLD is used by IPv6 systems (listeners and routers) to report their IP multicast addresses memberships to any neighboring multicast routers. The implementation of MLD v2 is backward compatible with MLD v1.

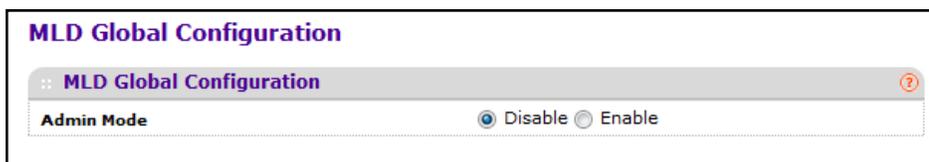
MLD protocol enables the IPv6 router to discover the presence of multicast listeners, the nodes that want to receive the multicast data packets, on its directly attached interfaces. The protocol specifically discovers which multicast addresses are of interest to its neighboring nodes and provides this information to the multicast routing protocol that make the decision on the flow of the multicast data packets.

From the MLD link, you can access the following pages:

- [MLD Global Configuration](#) on page 321
- [MLD Routing Interface Configuration](#) on page 322
- [MLD Routing Interface Statistics](#) on page 323
- [MLD Groups](#) on page 324
- [MLD Traffic](#) on page 325
- [MLD Proxy Interface Configuration](#) on page 326
- [MLD Proxy Interface Statistics](#) on page 327
- [MLD Proxy Membership](#) on page 328

MLD Global Configuration

To display the MLD Global Configuration page, click **Routing** > **IPv6 Multicast** > **MLD** > **Global Configuration**.



To configure the administrative mode of MLD on the switch, select the desired option from the **Admin Mode** field. The default is disable. If you change the mode, click **APPLY** to update the switch with the change.

MLD Routing Interface Configuration

To display the MLD Routing Interface Configuration page, click **Routing > IPv6 Multicast > MLD > Routing Interface Configuration**.

MLD Routing Interface Configuration							
:: MLD Routing Interface Configuration							
1 2 VLANS All							Go To Interface
	Interface	Admin Mode	Operational Mode	Version	Robustness	Query Interval	Query Max Response Time
<input type="checkbox"/>		<input type="text" value=""/>		<input type="text" value=""/>		<input type="text" value=""/>	<input type="text" value=""/>
<input type="checkbox"/>	1/0/1	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/2	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/3	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/4	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/5	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/6	Disable	Not In Service	V2	2	125	10000
<input type="checkbox"/>	1/0/7	Disable	Not In Service	V2	2	125	10000

Startup Query Interval				Startup Query Count				Last Member Query Interval				Last Member Query Count			
<input type="text" value=""/>				<input type="text" value=""/>				<input type="text" value=""/>				<input type="text" value=""/>			
31				2				1000				2			
31				2				1000				2			
31				2				1000				2			
31				2				1000				2			
31				2				1000				2			
31				2				1000				2			
31				2				1000				2			

To configure per-interface MLD settings:

1. Use **Interface** to select the interface for which data is to be configured or displayed.
2. Use **Admin Mode** to set the administrative status of MLD on the selected interface. The default value is disable.
3. Use **Version** to enter the version to be configured on the selected interface. Valid values are(1 to 2). The default value is 2.
4. Use **Query Interval** to enter the frequency in seconds at which MLD host-query packets are to be transmitted on this interface. Valid values are from 1 to 1800. The default value is 125.
5. Use **Query Max Response Time** to enter the maximum query response time to be advertised in MLDv2 queries on this interface, in milliseconds. Valid values are from 0 to 65535. The default value is 10000 milliseconds.
6. Use **Robustness** to specify the robustness parameter for the selected interface. This variable allows tuning for the expected packet loss on a subnet. If a subnet is expected to be lossy, the robustness variable may be increased. MLD is robust to (robustness variable-1) packet losses.
7. Use **Startup Query Interval** to specify the value that indicates the configured interval (in seconds) between General Queries sent by a Querier on startup.

8. Use **Startup Query Count** to specify the value that indicates the configured number of Queries sent out on startup, separated by the Startup Query Interval.
9. Use **Last Member Query Interval** to enter the last member query interval in milliseconds. This is the maximum response time to be inserted into group-specific queries sent in response to leave group messages, and is also the amount of time between group-specific query messages. Valid values are from 0 to 65535. The default value is 1000 milliseconds.
10. Use **Last Member Query Count** to enter the number of queries to be sent on receiving a leave group report. Valid values are from 1 to 20. The default value is 2.

Field	Description
Operational Mode	The operational status of MLD on the Interface.

MLD Routing Interface Statistics

To display the MLD Routing Interface Statistics page, click **Routing > IPv6 Multicast > MLD > Routing Interface Statistics**.

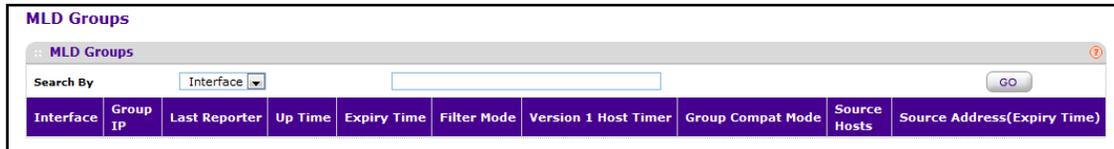
Interface	Querier Status	Querier IP	Querier Up Time	Querier Expiry Time	Wrong Version Queries Received	Number of Joins Received	Number of Groups
1/0/1							
1/0/2							
1/0/3							
1/0/4							
1/0/5							
1/0/6							

Field	Description
Interface	The interface for which data is to be displayed.
Querier Status	This value indicates whether the interface is a MLD querier or non-querier on the subnet it is associated with.
Querier IP	The address of the MLD querier on the IP subnet to which the selected interface is attached.
Querier Up Time	The time in seconds since the MLD interface querier was last changed.
Querier Expiry Time	The time in seconds remaining before the other querier present timer expires. If the local system is the querier, this will be zero.
Wrong Version Queries Received	Indicates the number of queries received whose MLD version does not match the MLD version of the interface.
Number of Joins Received	The number of times a group membership has been added on this interface.
Number of Groups	The current number of membership entries for the selected interface in the cache table.

Click **REFRESH** to refresh the data on the screen with the latest MLD routing interface statistics.

MLD Groups

To display the MLD Groups page, click **Routing > IPv6 Multicast > MLD > MLD Groups**.



Field	Description
Interface	Indicates the interface on which data is displayed.
Group IP	Indicates the address of the MLD members.
Last Reporter	The IP Address of the source of the last membership report received for this multicast group address on the interface.
Up Time	Time elapsed in seconds since the multicast group has been known.
Expiry Time	Time left in seconds before the entry is removed from the MLD membership table of this interface.
Filter Mode	The filter mode of the multicast group on this interface. The values it can take are INCLUDE and EXCLUDE.
Version1 Host Timer	The time remaining until the router assumes there are no longer any MLD version-1 Hosts on the specified interface.
Group Compat Mode	The compatibility mode of the multicast group on the interface. The values it can take are MLDv1 and MLDv2.
Source Hosts	This parameter shows source addresses which are members of this multicast address.
Source Address(Expiry Time)	This parameter shows expiry time interval against each source address which are members of this multicast group. This is the amount of time after which the specified source entry is aged out.

Click **REFRESH** to refresh the data on the screen with latest MLD groups information.

MLD Traffic

To display the MLD Traffic page, click **Routing > IPv6 Multicast > MLD > MLD Traffic**.

MLD Traffic	
Valid MLD Packets Received	0
Valid MLD Packets Sent	0
Queries Received	0
Queries Sent	0
Reports Received	0
Reports Sent	0
Leaves Received	0
Leaves Sent	0

Field	Description
Valid MLD Packets Received	The number of valid MLD packets received by the router.
Valid MLD Packets Sent	The number of valid MLD packets sent by the router.
Queries Received	The number of valid MLD queries received by the router.
Queries Sent	The number of valid MLD queries sent by the router.
Reports Received	The number of valid MLD reports received by the router.
Reports Sent	The number of valid MLD reports sent by the router.
Leaves Received	The number of valid MLD leaves received by the router.
Leaves Sent	The number of valid MLD leaves sent by the router.

Click **REFRESH** to refresh the data on the screen with the latest MLD traffic.

Click **CLEAR** to clear all the MLD traffic.

MLD Proxy Interface Configuration

To display the MLD Proxy Interface Configuration page, click **Routing > IPv6 Multicast > MLD > Proxy Interface Configuration**.

MLD Proxy Interface Configuration	
Interface	1/0/1
Admin Mode	Disable
Unsolicited Report Interval	1
IPv6 Prefix	
Prefix Length	
Operational Mode	Disable
Querier Address on Proxy Interface	
Number of Groups	
Version	V2
Version 1 Querier Timeout	
Proxy Start Frequency	

To configure MLD proxy interface settings:

1. Use **Interface** to select the interface to be configured.
2. Use **Admin Mode** to set the administrative status of MLD Proxy on the selected interface. The default is disable. Routing, MLD and Multicast global admin modes should be enabled to enable MLD Proxy interface mode.
3. Use **Version** to enter the version of MLD you want to configure on the selected interface. Valid values are 1 to 2 and the default value is 3. This field is configurable only when MLD Proxy interface mode is enabled.
4. Use **Unsolicited Report Interval** to enter the unsolicited time interval value in seconds. The Unsolicited Report Interval is the time between repetitions of a host's initial report of membership in a group. Valid values are from 1 to 260. The default value is 1.

Field	Description
IPv6 Prefix	The IPv6 address of the MLD Proxy interface.
Prefix Length	The prefix length for the IPv6 address of the MLD Proxy interface.
Operational Mode	The operational state of MLD Proxy interface.
Number of Groups	The current number of multicast group entries for the MLD Proxy interface in the cache table.
Version 1 Querier Timeout	The older MLD version 1 querier timeout value in seconds. The Older Version Querier Interval is the time-out for transitioning a host back to MLDv2 mode once an older version query is heard. When an older version query is received, hosts set their Older Version Querier Present Timer to Older Version Querier Interval.
Proxy Start Frequency	The number of times the proxy was brought up.

MLD Proxy Interface Statistics

To display the MLD Proxy Interface Statistics page, click **Routing > IPv6 Multicast > MLD > Proxy Interface Statistics**.



Field	Description
Proxy Interface	Displays the interface on which MLD Proxy packets received.
Version	The version of MLD Proxy packets received.
Queries Received	The number of MLD Proxy queries received.
Report Received	The number of MLD Proxy reports received.
Reports Sent	The number of MLD Proxy reports sent.
Leaves Received	The number of MLD Proxy leaves received.
Leaves Sent	The number of MLD Proxy leaves sent.

Click **REFRESH** to refresh the data on the screen with the latest MLD Proxy interface statistics.

MLD Proxy Membership

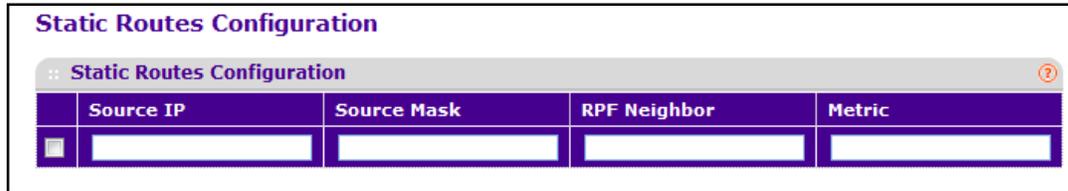
To display the MLD Proxy Membership page, click **Routing > IPv6 Multicast > MLD > Proxy Membership**.

Field	Description
Group IP	The IPv6 multicast group address.
Source Hosts	This parameter shows source addresses which are members of this multicast address.
Last Reporter	The IPv6 address of the source of the last membership report received for the IPv6 Multicast group address on the MLD Proxy interface.
Up Time	The time elapsed since this entry was created.
Expiry Time	This parameter shows expiry time interval against each source address which is a member of this multicast group. This is the amount of time after which the specified source entry is aged out.
State	The state of the host entry. A Host can be in one of the state. Non-member state - does not belong to the group on the interface. Delaying member state - host belongs to the group on the interface and report timer running. The report timer is used to send out the reports. Idle member state - host belongs to the group on the interface and no report timer running.
Filter Mode	The group filter mode (Include/Exclude/None) for the specified group on the MLD Proxy interface.
Number of Sources	The number of source hosts present in the selected multicast group.

Click **REFRESH** to refresh the data on the screen with the latest MLD proxy membership information.

Static Routes Configuration

To display the Static Routes Configuration page, click **Routing > IPv6 Multicast > Static Routes Configuration**.



The screenshot shows the 'Static Routes Configuration' page. At the top, there is a title bar with the text 'Static Routes Configuration' and a help icon. Below the title bar is a table with four columns: 'Source IP', 'Source Mask', 'RPF Neighbor', and 'Metric'. Each column has a corresponding input field. There is a small square checkbox to the left of the first input field.

	Source IP	Source Mask	RPF Neighbor	Metric
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

To configure static IPv6 multicast routes:

1. Use **Source IP** to enter the IP Address that identifies the multicast packet source for the entry you are creating.
2. Use **Prefix Length** to enter the Prefix Length to be applied to the Source IPv6 address.
3. Use **RPF Neighbor** to enter the IP address of the neighbor router on the path to the source.
4. Use **Metric** to enter the link state cost of the path to the multicast source. The range is 0 - 255 and the default is 1. You can change the metric for a configured route by selecting the static route and editing this field.
5. Use **RPF Interface** to select the interface number from the drop-down menu. This is the interface that connects to the neighbor router for the given source IP address.
6. Click **ADD** to add a new static route to the switch.
7. Click **DELETE** to delete the multicast static routes selected.

Configuring Quality of Service

5

Use the features in the QoS tab to configure Quality of Service (QoS) settings on the switch. The QoS tab contains links to the following features:

- [Class of Service](#) on page 331
- [Differentiated Services](#) on page 339

In a typical switch, each physical port consists of one or more queues for transmitting packets on the attached network. Multiple queues per port are often provided to give preference to certain packets over others based on user-defined criteria. When a packet is queued for transmission in a port, the rate at which it is serviced depends on how the queue is configured and possibly the amount of traffic present in the other queues of the port. If a delay is necessary, packets get held in the queue until the scheduler authorizes the queue for transmission. As queues become full, packets have no place to be held for transmission and get dropped by the switch.

QoS is a means of providing consistent, predictable data delivery by distinguishing between packets that have strict timing requirements from those that are more tolerant of delay. Packets with strict timing requirements are given “special treatment” in a QoS-capable network. With this in mind, all elements of the network must be QoS-capable. The presence of at least one node which is not QoS-capable creates a deficiency in the network path and the performance of the entire packet flow is compromised.

Class of Service

The Class of Service (CoS) queueing feature lets you directly configure certain aspects of switch queueing. This provides the desired QoS behavior for different types of network traffic when the complexities of DiffServ are not required. The priority of a packet arriving at an interface can be used to steer the packet to the appropriate outbound CoS queue through a mapping table. CoS queue characteristics that affect queue mapping, such as minimum guaranteed bandwidth, or transmission rate shaping are user-configurable at the queue (or port) level.

Eight queues per port are supported.

From the Class of Service link under the QoS tab, you can access the following pages:

- [Basic](#) on page 332
- [Advanced](#) on page 333

Basic

From the Basic link, you can access the following pages:

- [CoS Configuration](#) on page 332

CoS Configuration

To display the CoS Configuration page, click **QoS > CoS > Basic > CoS Configuration**.



Use the CoS Configuration page to set the class of service trust mode of an interface. Each port in the switch can be configured to trust one of the packet fields (802.1p or IP DSCP), or to not trust any packet's priority designation (untrusted mode). If the port is set to a trusted mode, it uses a mapping table appropriate for the trusted field being used. This mapping table indicates the CoS queue to which the packet should be forwarded on the appropriate egress port(s). Of course, the trusted field must exist in the packet for the mapping table to be of any use, so there are default actions performed when this is not the case. These actions involve directing the packet to a specific CoS level configured for the ingress port as a whole, based on the existing port default priority as mapped to a traffic class by the current 802.1p mapping table.

Alternatively, when a port is configured as untrusted, it does not trust any incoming packet priority designation and uses the port default priority value instead. All packets arriving at the ingress of an untrusted port are directed to a specific CoS queue on the appropriate egress port(s), in accordance with the configured default priority of the ingress port. This process is also used for cases where a trusted port mapping is unable to be honored, such as when a non-IP packet arrives at a port configured to trust the IP DSCP value.

To configure global CoS settings:

1. Use **Global** to specify all CoS configurable interfaces. The option "Global" represents the most recent global configuration settings.
2. Use **Interface** to specify CoS configuration settings based per-interface.

3. Use **Global Trust Mode** to specify whether to trust a particular packet marking at ingress. Global Trust Mode can only be one of the following. Default value is trust dot1p.
 - untrusted
 - trust dot1p
 - trust ip-dscp
4. Use **Interface Trust Mode** to specify whether to trust a particular packet marking at ingress. Interface Trust Mode can only be one of the following. Default value is untrusted.
 - untrusted
 - trust dot1p
 - trust ip-dscp
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
6. If you change any of the settings on the page, click **APPLY** to send the updated configuration to the switch.

Advanced

From the Advanced link, you can access the following pages:

- [CoS Configuration](#) on page 332
- [802.1p to Queue Mapping](#) on page 333
- [IP DSCP to Queue Mapping](#) on page 334
- [CoS Interface Configuration](#) on page 335
- [Interface Queue Configuration](#) on page 336
- [CoS Queue Drop Precedence Configuration](#) on page 337

802.1p to Queue Mapping

The 802.1p to Queue Mapping page also displays the Current 802.1p Priority Mapping table.

To display the 801.p to Queue Mapping page, click **QoS > CoS > Advanced > 802.1p to Queue Mapping**.

802.1p to Queue Mapping

Interface Selection ?

Interface 0/1 ▾

802.1p to Queue Mapping ?

802.1p Priority	0	1	2	3	4	5	6	7
Queue	1 ▾	0 ▾	0 ▾	1 ▾	2 ▾	2 ▾	3 ▾	3 ▾

To map 802.1p priorities to queues:

1. Use **Interface** to specify CoS configuration settings based per-interface or specify all CoS configurable interfaces.
2. Specify which internal traffic class to map the corresponding 802.1p value. The queue number depends on the specific hardware.

The 802.1p Priority row contains traffic class selectors for each of the eight 802.1p priorities to be mapped. The priority goes from low (0) to high (3). For example, traffic with a priority of 0 is for most data traffic and is sent using “best effort.” Traffic with a higher priority, such as 3, might be time-sensitive traffic, such as voice or video.

The values in each drop down menu represent the traffic class. The traffic class is the hardware queue for a port. Higher traffic class values indicate a higher queue position. Before traffic in a lower queue is sent, it must wait for traffic in higher queues to be sent.

3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
4. If you make changes to the page, click **APPLY** to apply the changes to the system.

IP DSCP to Queue Mapping

Use the IP DSCP to Queue Mapping page to specify which internal traffic class to map the corresponding DSCP value.

To display the IP DSCP Queue Mapping page, click **QoS > CoS > Advanced > IP DSCP to Queue Mapping**.

IP DSCP to Queue Mapping

Interface Selection ?

Interface: 0/1 v

IP DSCP to Queue Mapping ?

IP DSCP	Queue						
0	1 v	16	0 v	32	2 v	48	3 v
1	1 v	17	0 v	33	2 v	49	3 v
2	1 v	18	0 v	34	2 v	50	3 v
3	1 v	19	0 v	35	2 v	51	3 v
4	1 v	20	0 v	36	2 v	52	3 v
5	1 v	21	0 v	37	2 v	53	3 v
6	1 v	22	0 v	38	2 v	54	3 v
7	1 v	23	0 v	39	2 v	55	3 v
8	0 v	24	1 v	40	2 v	56	3 v
9	0 v	25	1 v	41	2 v	57	3 v
10	0 v	26	1 v	42	2 v	58	3 v
11	0 v	27	1 v	43	2 v	59	3 v
12	0 v	28	1 v	44	2 v	60	3 v
13	0 v	29	1 v	45	2 v	61	3 v
14	0 v	30	1 v	46	2 v	62	3 v
15	0 v	31	1 v	47	2 v	63	3 v

To map DSCP values to queues:

1. Use **Interface** to specify CoS configuration settings based per-interface or specify all CoS configurable interfaces.
2. The **IP DSCP** field displays an IP DSCP value from 0 to 63.
3. For each DSCP value, specify which internal traffic class to map the corresponding IP DSCP value. The queue number depends on specific hardware.
4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
5. If you make changes to the page, click **APPLY** to apply the changes to the system.

CoS Interface Configuration

Use the CoS Interface Configuration page to apply an interface shaping rate to all interfaces or to a specific interface.

To display the CoS Interface Configuration page, click **QoS > CoS > Advanced > CoS Interface Configuration**.

	Interface	Interface Trust Mode	Interface Shaping Rate
<input type="checkbox"/>		<input type="text" value="802.1p"/>	<input type="text" value="0"/>
<input type="checkbox"/>	1/0/1	802.1p	0
<input type="checkbox"/>	1/0/2	802.1p	0
<input type="checkbox"/>	1/0/3	802.1p	0
<input type="checkbox"/>	1/0/4	802.1p	0
<input type="checkbox"/>	1/0/5	802.1p	0
<input type="checkbox"/>	1/0/6	802.1p	0
<input type="checkbox"/>	1/0/7	802.1p	0
<input type="checkbox"/>	1/0/8	802.1p	0
<input type="checkbox"/>	1/0/9	802.1p	0
<input type="checkbox"/>	1/0/10	802.1p	0

To configure CoS settings for an interface:

1. Use **Interface** to specify all CoS configurable interfaces.
2. Use **Interface Trust Mode** to specify whether to trust a particular packet marking at ingress. Interface Trust Mode can only be one of the following. Default value is trust dot1p.
 - untrusted
 - trust dot1p
 - trust ip-dscp

3. Use **Interface Shaping Rate** to specify the maximum bandwidth allowed, typically used to shape the outbound transmission rate. This value is controlled independently of any per-queue maximum bandwidth configuration. It is effectively a second-level shaping mechanism. Default value is 0. Valid Range is 0 to 100 in increments of 1. The value 0 means maximum is unlimited.
4. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
5. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Interface Queue Configuration

Use the Interface Queue Configuration page to define what a particular queue does by configuring switch egress queues. User-configurable parameters control the amount of bandwidth used by the queue, the queue depth during times of congestion, and the scheduling of packet transmission from the set of all queues on a port. Each port has its own CoS queue-related configuration.

The configuration process is simplified by allowing each CoS queue parameter to be configured globally or per-port. A global configuration change is automatically applied to all ports in the system.

To display the Interface Queue Configuration page, click the **QoS > CoS >Advanced > Interface Queue Configuration**.

	Interface	Queue ID	Minimum Bandwidth	Scheduler Type	Queue Management Type
<input type="checkbox"/>		0			
<input type="checkbox"/>	1/0/1	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/2	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/3	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/4	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/5	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/6	0	0	Weighted	TailDrop
<input type="checkbox"/>	1/0/7	0	0	Weighted	TailDrop

To configure CoS queue settings for an interface:

1. Select the check box next to the port or LAG to configure. You can select multiple ports and LAGs to apply the same setting to the selected interfaces. Select the check box in the heading row to apply a trust mode or rate to all interfaces.
2. Configure any of the following settings:
 - **Queue ID** - Use the menu to select the queue to be configured (platform based).

- Use **Minimum Bandwidth** to specify the minimum guaranteed bandwidth allotted to this queue. Setting this value higher than its corresponding Maximum Bandwidth automatically increases the maximum to the same value. Default value is 0. Valid Range is 0 to 100 in increments of 1. The value 0 means no guaranteed minimum. Sum of individual Minimum Bandwidth values for all queues in the selected interface cannot exceed defined maximum (100).
 - Use **Scheduler Type** to specify the type of scheduling used for this queue. Options are Weighted and Strict. Defining on a per-queue basis allows the user to create the desired service characteristics for different types of traffic.
 - **Weighted** — Weighted round robin associates a weight to each queue. This is the default.
 - **Strict** — Services traffic with the highest priority on a queue first.
3. **Queue Management Type** displays the Queue depth management technique used for queues on this interface. This is only used if device supports independent settings per-queue. Queue Management Type can only be taildrop. All packets on a queue are safe until congestion occurs. At this point, any additional packets queued are dropped.
 4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
 5. If you make changes to the page, click **APPLY** to apply the changes to the system.

CoS Queue Drop Precedence Configuration

Use the CoS Queue Drop Precedence Configuration page to configure thresholds for packet loss during times of queue congestion. Each port can have its own drop precedence configuration or all ports can be globally configured.

To display the Interface Queue Configuration page, click the **QoS > CoS >Advanced > CoS Queue Drop Precedence Configuration**.

CoS Queue Drop Precedence Configuration

CoS Interface Queue Drop Precedence Configuration

Interface: ?

Queue ID:

Drop Precedence Level:

WRED Minimum Threshold: (0 to 100)

WRED Maximum Threshold: (0 to 100)

WRED Drop Probability Scale: (0 to 100)

CoS Interface Queue Drop Precedence Status ?

Interface	Queue ID	Drop Precedence Level	WRED Minimum Threshold	WRED Maximum Threshold	WRED Drop Probability Scale
3/0/1	0	1	40	100	10
3/0/1	1	1	40	100	10
3/0/1	2	1	40	100	10
3/0/1	3	1	40	100	10
3/0/1	4	1	40	100	10
3/0/1	5	1	40	100	10
3/0/1	6	1	40	100	10

To configure CoS Queue Drop Precedence Configuration settings:

1. From the **Interface** menu, select the interface to configure.
2. In the **Queue ID** field, select a queue to associate with the selected interface.
3. From the **Drop Precedence Level** field, select a drop precedence level.
4. In the **WRED Minimum Threshold** field, specify the weighted RED minimum queue threshold below which no packets are dropped for the current drop precedence level. Default values are:
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 0
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 1
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 2
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 3
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 4
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 5
 - 40/30/20/100 for Drop Precedence Levels 1/2/3/4 on QueueID 6Valid Range is (0 to 100) in sixteenths of the overall device queue size.
5. In the **WRED Maximum Threshold** field, specify the weighted RED maximum queue threshold above which all packets are dropped for the current drop precedence level. Default values are:
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 0
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 1
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 2
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 3
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 4
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 5
 - 100/90/80/100 for Drop Precedence Levels 1/2/3/4 on QueueID 6Valid Range is (0 to 100) in sixteenths of the overall device queue size.
6. In the **WRED Drop Probability** field, specify the packet drop probability for the current drop precedence level. Default value is 10. Valid Range is (0 to 100).
7. Click **APPLY** to update the switch with the configured values.
8. Click **CANCEL** to abandon the changes.

Differentiated Services

The QoS feature contains Differentiated Services (DiffServ) support that allows traffic to be classified into streams and given certain QoS treatment in accordance with defined per-hop behaviors.

Standard IP-based networks are designed to provide “best effort” data delivery service. “Best effort” service implies that the network delivers the data in a timely fashion, although there is no guarantee that it will. During times of congestion, packets may be delayed, sent sporadically, or dropped. For typical Internet applications, such as e-mail and file transfer, a slight degradation in service is acceptable and in many cases unnoticeable. Conversely, any degradation of service has undesirable effects on applications with strict timing requirements, such as voice or multimedia.

Defining DiffServ

To use DiffServ for QoS, the Web pages accessible from the Differentiated Services menu page must first be used to define the following categories and their criteria:

1. Class - Create classes and define class criteria.
2. Policy - Create policies, associate classes with policies, and define policy statements.
3. Service - Add a policy to an inbound interface

Packets are classified and processed based on defined criteria. The classification criteria is defined by a class. The processing is defined by a policy's attributes. Policy attributes may be defined on a per-class instance basis, and it is these attributes that are applied when a match occurs. A policy can contain multiples classes. When the policy is active, the actions taken depend on which class matches the packet.

Packet processing begins by testing the class match criteria for a packet. A policy is applied to a packet when a class match within that policy is found.

The Differentiated Services menu page contains links to the various Diffserv configuration and display features.

From the DiffServ link under the QoS tab, you can access the following pages:

- [DiffServ Wizard](#) on page 340
- [Basic](#) on page 341
- [Advanced](#) on page 343

DiffServ Wizard

The DiffServ Wizard enables DiffServ on the switch by creating a traffic class, adding the traffic class to a policy, and then adding the policy to the ports selected on DiffServ Wizard page. The DiffServ Wizard will:

- Create a **DiffServ Class** and define match criteria used as a filter to determine if incoming traffic meets the requirements to be a member of the class.
- Set the **DiffServ Class** match criteria based on **Traffic Type** selection as below:
 - **VOIP** - sets match criteria to UDP protocol.
 - **HTTP** - sets match criteria to HTTP destination port.
 - **FTP** - sets match criteria to FTP destination port.
 - **Telnet** - sets match criteria to Telnet destination port.
 - **Every** - sets match criteria all traffic.
- Create a **Diffserv Policy** and add it to the **DiffServ Class** created.
- If **Policing** is set to **YES**, then **DiffServ Policy** style is set to **Simple**. Traffic which conforms to the **Class Match** criteria will be processed according to the **Outbound Priority** selection. **Outbound Priority** configures the handling of conforming traffic as below:
 - **High** - sets policing action to markdscp ef.
 - **Med** - sets policing action to markdscp af31.
 - **Low** - sets policing action to send.
- If **Policing** is set to **NO**, then all traffic will be marked as specified below:
 - **High** - sets policy mark ipdscp ef.
 - **Med** - sets policy mark ipdscp af31.
 - **Low** - sets policy mark ipdscp be.
- Each port selected will be added to the policy created.

To display the DiffServ Wizard page, click **QoS > DiffServ > DiffServ Wizard**.

The screenshot shows the Diffserv Wizard configuration interface. At the top, the title is "Diffserv Wizard". Below the title is a header bar with "Diffserv Wizard" and a help icon. The main configuration area has a purple background and contains the following fields:

- Traffic Type: VOIP (dropdown menu)
- Committed Rate (Kbps): 0 (text input)
- Policing: (checkbox)
- Outbound Priority: Medium (dropdown menu)

Below these fields are two expandable sections: "Unit 3" and "LAG", each with a right-pointing arrow and a yellow background.

To configure the switch using the DiffServ Wizard:

1. Use **Traffic Type** to define the **DiffServ Class**. Traffic type options: **VOIP**, **HTTP**, **FTP**, **Telnet**, and **Every**.
2. Ports displays the ports which can be configured to support a **DiffServ policy**. The **DiffServ policy** will be added to selected ports.
3. Use **Enable Policing** to add policing to the **DiffServ Policy**. The policing rate will be applied.
4. Committed Rate:
 - When **Policing** is enabled, the committed rate will be applied to the policy and the policing action is set to conform.
 - When **Policing** is disabled, the committed rate is not applied and the policy is set to markdscp.
5. Outbound Priority:
 - When **Policing** is enabled, **Outbound Priority** defines the type of policing conform action where: **High** sets action to markdscp ef, **Med** sets action to markdscp af31, and **Low** sets action to send.
 - When **Policing** is disabled, **Outbound Priority** defines the policy where: **High** sets policy to mark ipdscp ef, **Med** sets policy to mark ipdscp af31, **Low** set policy to mark ipdscp be.

Basic

From the Basic link, you can access the following pages:

- [DiffServ Configuration](#) on page 341

DiffServ Configuration

Packets are filtered and processed based on defined criteria. The filtering criteria is defined by a class. The processing is defined by a policy's attributes. Policy attributes may be defined on a per-class instance basis, and it is these attributes that are applied when a match occurs.

The configuration process begins with defining one or more match criteria for a class. Then one or more classes are added to a policy. Policies are then added to interfaces.

Packet processing begins by testing the match criteria for a packet. The 'all' class type option defines that each match criteria within a class must evaluate to true for a packet to match that class. The 'any' class type option defines that at least one match criteria must evaluate to true for a packet to match that class. Classes are tested in the order in which they were added to the policy. A policy is applied to a packet when a class match within that policy is found.

To display the DiffServ Configuration page, click **QoS > DiffServ > Basic > DiffServ Configuration**.

DiffServ Configuration

:: DiffServ Configuration ?

DiffServ Admin Mode Disable Enable

:: Status ?

MIB Table	Current Size	Max Size
Class Table	0	32
Class Rule table	0	416
Policy table	0	64
Policy Instance table	0	1792
Policy Attributes table	0	5376
Service table	0	480

Field	Description
DiffServ Admin Mode	The options mode for DiffServ. The default value is 'enable'. While disabled, the DiffServ configuration is retained when saved and can be changed, but it is not activated. When enabled, Diffserv services are activated.
Class table	Displays the number of configured DiffServ classes out of the total allowed on the switch.
Class Rule table	Displays the number of configured class rules out of the total allowed on the switch.
Policy table	Displays the number of configured policies out of the total allowed on the switch.
Policy Instance table	Displays the number of configured policy class instances out of the total allowed on the switch.
Policy Attributes table	Displays the number of configured policy attributes (attached to the policy class instances) out of the total allowed on the switch.
Service table	Displays the number of configured services (attached to the policies on specified interfaces) out of the total allowed on the switch.

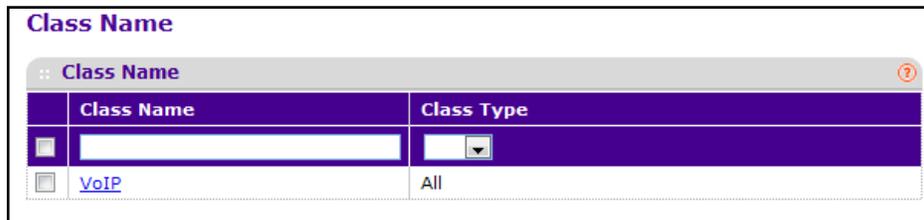
Advanced

- [DiffServ Configuration](#) on page 341
- [Class Configuration](#) on page 343
- [IPv6 Class Configuration](#) on page 346
- [Policy Configuration](#) on page 348
- [Service Interface Configuration](#) on page 351
- [Service Statistics](#) on page 352

Class Configuration

Use the Class Configuration page to add a new DiffServ class name, or to rename or delete an existing class. The page also allows you to define the criteria to associate with a DiffServ class. As packets are received, these DiffServ classes are used to prioritize packets. You can have multiple match criteria in a class. The logic is a Boolean logical-and for this criteria. After creating a Class, click the class link to the Class page.

To display the page, click **QoS > DiffServ > Advanced > Class Configuration**.



Class Name	
Class Name	Class Type
<input type="text"/>	<input type="text"/>
<input type="checkbox"/> VoIP	All

To configure a DiffServ class:

1. To create a new class, enter a **class name**, select the **class type**, and click **ADD**. This field also lists all the existing DiffServ class names, from which one can be selected.
The switch supports only the **Class Type** value **All**, which means all the various match criteria defined for the class should be satisfied for a packet match. All signifies the logical AND of all the match criteria. Only when a new class is created, this field is a selector field. After class creation this becomes a non-configurable field displaying the configured class type.
2. To rename an existing class, select the check box next to the configured class, update the name, and click **APPLY**.
3. To remove a class, click the check box beside the Class Name, then click **DELETE**.
4. Click **REFRESH** to refresh the page with the most current data from the switch.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch. After creating a Class, click the class link to the Class page.

To configure the class match criteria:

1. Click the **class name** for an existing class.

The class name is a hyperlink. The following figure shows the configuration fields for the class.

The screenshot shows the 'Class Configuration' web interface. It is divided into three main sections:

- Class Information:** Contains 'Class Name' (VoIP) and 'Class Type' (All).
- DiffServ Class Configuration:** A list of match criteria with radio buttons and input fields. 'Match Every' is selected. Other options include Reference Class, Class Of Service, VLAN, Secondary Class of Service, Secondary VLAN, Ethernet Type, Source MAC, Destination MAC, Protocol Type, Source IP, Source L4 Port, Destination IP, Destination L4 Port, IP DSCP, Precedence Value, and IP ToS.
- Class Summary:** A table with two columns: 'Match Criteria' and 'Values'.

2. **Class Name** - Displays the name for the configured DiffServ class.
3. **Class Type** - Displays the DiffServ class type. Options:
 - All

Only when a new class is created, this field is a selector field. After class creation this becomes a non-configurable field displaying the configured class type.

4. Define the criteria to associate with a DiffServ class:
 - **Match Every** - This adds to the specified class definition a match condition whereby all packets are considered to belong to the class.
 - **Reference Class** - This lists the class(es) that can be assigned as reference class(es) to the current class.

- **Class of Service** - This lists all the values for the class of service match criterion in the range 0 to 7 from which one can be selected.
 - **VLAN** - This is a value in the range of 0-4095.
 - **Ethernet Type** - This lists the keywords for the Ethertype from which one can be selected.
 - **Source MAC Address** - This is the source MAC address specified as six, two-digit hexadecimal numbers separated by colons.
 - **Source MAC Mask** - This is a bit mask in the same format as MAC Address indicating which part(s) of the source MAC Address to use for matching against packet content.
 - **Destination MAC Address** - This is the destination MAC address specified as six, two-digit hexadecimal numbers separated by colons.
 - **Destination MAC Mask** - This is a bit mask in the same format as MAC Address indicating which part(s) of the destination MAC Address to use for matching against packet content.
 - **Protocol Type** - This lists the keywords for the layer 4 protocols from which one can be selected. The list includes 'other' as an option for the remaining values.
 - **Source IP Address** - This is a valid source IP address in the dotted decimal format.
 - **Source Mask** - This is a bit mask in IP dotted decimal format indicating which part(s) of the source IP Address to use for matching against packet content.
 - **Source L4 Port** - This lists the keywords for the known source layer 4 ports from which one can be selected. The list includes 'other' as an option for the unnamed ports.
 - **Destination IP Address** - This is a valid destination IP address in the dotted decimal format.
 - **DestinationMask** - This is a bit mask in IP dotted decimal format indicating which part(s) of the destination IP Address to use for matching against packet content.
 - **Destination L4 Port** - This lists the keywords for the known destination layer 4 ports from which one can be selected. The list includes 'other' as an option for the unnamed ports.
 - **IP DSCP** - This lists the keywords for the known DSCP values from which one can be selected. The list includes 'other' as an option for the remaining values.
 - **Precedence Value** - This lists the keywords for the IP Precedence value in the range 0 to 7.
 - **IP ToS** - Configure the IP ToS field:
 - **ToS Bits** - This is the Type of Service octet value in the range 00 to ff to compare against.
 - **ToS Mask** - This indicates which ToS bits are subject to comparison against the Service Type value.
5. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
 6. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

IPv6 Class Configuration

Use the IPv6 Class Configuration page to add a new IPv6 DiffServ class name, or to rename or delete an existing class. The page also allows you to define the criteria to associate with a DiffServ class. As packets are received, these DiffServ classes are used to prioritize packets. You can have multiple match criteria in a class. The logic is a Boolean logical-and for this criteria. After creating a Class, click the class link to the Class page.

To display the page, click **QoS > DiffServ > Advanced > IPv6 Class Configuration**.

IPv6 Class Configuration	
:: IPv6 Class Name ?	
Class Name	Class Type
<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ipv6Class	All

To configure a DiffServ class:

1. To create a new class, enter a **class name**, select the **class type**, and click **ADD**. This field also lists all the existing DiffServ class names, from which one can be selected.
The switch supports only the **Class Type** value **All**, which means all the various match criteria defined for the class should be satisfied for a packet match. All signifies the logical AND of all the match criteria. Only when a new class is created, this field is a selector field. After class creation this becomes a non-configurable field displaying the configured class type.
2. To rename an existing class, select the check box next to the configured class, update the name, and click **APPLY**.
3. To remove a class, click the check box beside the Class Name, then click **DELETE**.
4. Click **REFRESH** to refresh the page with the most current data from the switch.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch. After creating a Class, click the class link to the Class page.

To configure the class match criteria:

1. Click the **class name** for an existing class.

The class name is a hyperlink. The following figure shows the configuration fields for the class.

2. **Class Name** - Displays the name for the configured DiffServ class.

3. **Class Type** - Displays the DiffServ class type. Options:

- All

Only when a new class is created, this field is a selector field. After class creation this becomes a non-configurable field displaying the configured class type.

4. Define the criteria to associate with a DiffServ class:

- **Match Every** - This adds to the specified class definition a match condition whereby all packets are considered to belong to the class.
- **Reference Class** - This lists the class(es) that can be assigned as reference class(es) to the current class.
- **Protocol Type** - This lists the keywords for the layer 4 protocols from which one can be selected. The list includes 'other' as an option for the remaining values.
- **Source Prefix Length** - This is a valid Source IPv6 Prefix to compare against an IPv6 Packet. Prefix is always specified with the Prefix Length. Prefix can be entered in the range of ::0 to FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF and Prefix Length can be entered in the range of 0 to 128.

- **Source L4 Port** - This lists the keywords for the known source layer 4 ports from which one can be selected. The list includes 'other' as an option for the unnamed ports.
 - **Destination Prefix/Length** - This is a valid Destination IPv6 Prefix to compare against an IPv6 Packet. Prefix is always specified with the Prefix Length. Prefix can be entered in the range of ::0 to FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF and Prefix Length can be entered in the range of 0 to 128.
 - **Destination L4 Port** - This lists the keywords for the known destination layer 4 ports from which one can be selected. The list includes 'other' as an option for the unnamed ports.
 - **Flow Label** - This is a 20-bit number that is unique to an IPv6 Packet, used by end stations to signify Quality of Service handling in routers. Flow Label can be specified in the range of (0 to 1048575).
 - **IP DSCP** - This lists the keywords for the known DSCP values from which one can be selected. The list includes 'other' as an option for the remaining values.
5. **Match Criteria** - Displays the configured match criteria for the specified class.
 6. **Values** - Displays the values of the configured match criteria.
 7. Click **CANCEL** to cancel the configuration on the screen. Resets the data on the screen to the latest value of the switch.
 8. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Policy Configuration

Use the Policy Configuration page to associate a collection of classes with one or more policy statements. After creating a Policy, click the policy link to the Policy page.

To display the page, click **QoS > DiffServ > Advanced > Policy Configuration**.

Policy Configuration		
Policy Name	Policy Type	Member Class
<input type="checkbox"/> policy1	<input type="checkbox"/> In	<input type="checkbox"/> VoIP

1. Use **Policy Name** to uniquely identify a policy using a case-sensitive alphanumeric string from 1 to 31 characters.
2. **Member Class** - This lists all existing DiffServ classes currently defined as members of the specified Policy, from which one can be selected. This list is automatically updated as a new class is added to or removed from the policy. This field is a selector field only when an existing policy class instance is to be removed. After removal of the policy class instance this becomes a non-configurable field.
3. **Policy Type** - Indicates the type is specific to inbound traffic direction.
4. Click **ADD** to add a new policy to the switch.

5. Click **DELETE** to delete the currently selected policy from the switch.

To configure the policy attributes:

1. Click the name of the policy.

The policy name is a hyperlink. The following figure shows the configuration fields for the policy.

Policy Class Configuration

Class Information

Policy Name: policy1
 Policy Type: In
 Member Class Name: VoIP

Policy Attribute

Policy Attribute: Assign Queue: 0
 Drop
 Mark VLAN CoS: 0
 Mark CoS As Secondary CoS
 Mark IP Precedence: 0
 Mark IP DSCP: af11
 Simple Policy

Color Mode: Color Blind
 Comitted Rate:
 Comitted Burst Size:
 Conform Action: Send
 Drop
 Mark CoS: 0
 Mark CoS As Secondary CoS
 Mark IP Precedence: 0
 Mark IP DSCP: af11 10

Violate Action

Send
 Drop
 Mark CoS: 0
 Mark CoS As Secondary CoS
 Mark IP Precedence: 0
 Mark IP DSCP: af11 10

Two Rate

Color Mode: Color Blind
 Comitted Rate:
 Comitted Burst Size:
 Peak Rate:
 Peak Burst Size:
 Conform Action: Send
 Drop
 Mark CoS: 0
 Mark CoS As Secondary CoS

2. Select the queue to which packets will of this policy-class will be assigned. This is an integer value in the range 0 to 7.
3. Configure the policy attributes:
 - **Drop** - Select the drop radio button. This flag indicates that the policy attribute is defined to drop every inbound packet.
 - **Mark VLAN CoS** - This is an integer value in the range from 0 to 7 for setting the VLAN priority.
 - **Mark IP Precedence** - This is an IP Precedence value in the range from 0 to 7.

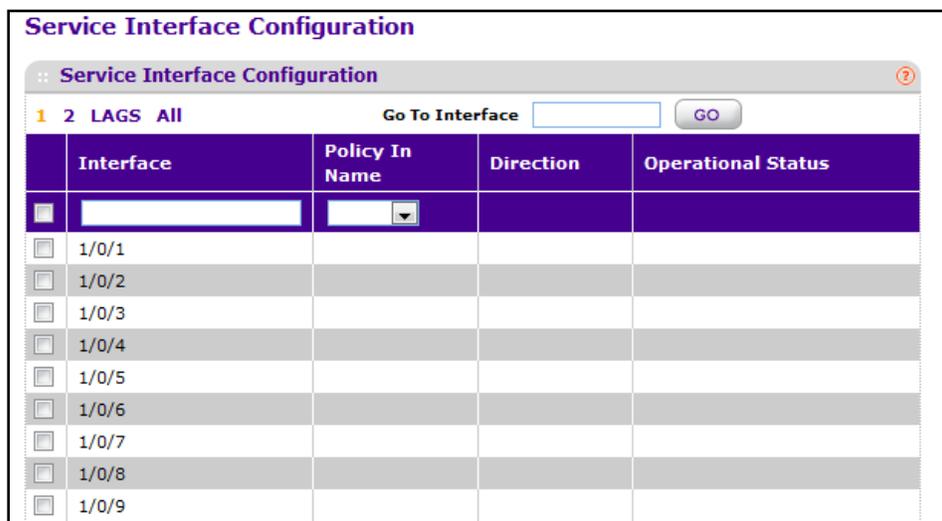
- **Mark IP DSCP** - This lists the keywords for the known DSCP values from which one can be selected. The list includes 'other' as an option for the remaining values.
 - **Simple Policy** - Use this attribute to establish the traffic policing style for the specified class. This command uses single data rate and burst size resulting in two outcomes (conform and violate).
4. If you select the **Simple Policy** attribute, you can configure the following fields:
- **Color Mode** - This lists the color mode. The default is '**Color Blind**'.
 - **Color Blind**
 - **Color Aware**
- Color Aware** mode requires the existence of one or more color classes that are valid for use with this policy instance. A valid color class contains a single, non-excluded match criterion for one of the following fields (provided the field does not conflict with the classifier of the policy instance itself):
- **CoS**
 - **IP DSCP**
 - **IP Precedence**
- **Committed Rate** - This value is specified in the range 1 to 4294967295 kilobits-per-second (Kbps).
 - **Committed Burst Size** - This value is specified in the range 1 to 128 KBytes. The committed burst size is used to determine the amount of conforming traffic allowed.
 - **Conform Action** - This lists the actions to be taken on conforming packets per the policing metrics, from which one can be selected. The default is 'send'.
 - **Violate Action** - This lists the actions to be taken on violating packets per the policing metrics, from which one can be selected. The default is 'send'.
 - For each of the above Action Selectors one of the following actions can be taken:
 - **Drop** - These packets are immediately dropped.
 - **Mark IP DSCP** - These packets are marked by DiffServ with the specified DSCP value before being presented to the system forwarding element. This selection requires that the DSCP value field be set.
 - **Mark CoS** - These packets are marked by DiffServ with the specified CoS value before being presented to the system forwarding element. This selection requires that the Mark CoS value field be set.
 - **Send** - These packets are presented unmodified by DiffServ to the system forwarding element.
 - **Mark IP Precedence** - These packets are marked by DiffServ with the specified IP Precedence value before being presented to the system forwarding element. This selection requires that the Mark IP Precedence value field be set.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
6. If you change any of the settings on the page, click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Field	Description
Policy Name	Displays name of the DiffServ policy.
Policy Type	Displays type of the policy as In
Member Class Name	Displays name of each class instance within the policy.

Service Interface Configuration

Use the Service Interface Configuration page to activate a policy on an interface.

To display the page, click **QoS > DiffServ > Advanced > Service Interface Configuration**.



To configure DiffServ policy settings on an interface:

1. Use **Interface** to select the interface on which you will configure the DiffServ service.
2. **Policy Name** - Lists all the policy names from which one can be selected. This field is not shown for Read/Write users where inbound service policy attachment is not supported by the platform.

Field	Description
Direction	Shows that the traffic direction of this service interface is In.
Operational Status	Shows the operational status of this service interface, either Up or Down.

Service Statistics

This screen displays class-oriented statistical information for the policy, which is specified by the interface and direction. The 'Member Classes' drop down list is populated on the basis of the specified interface and direction and hence the attached policy (if any). Highlighting a member class name displays the statistical information for the policy-class instance for the specified interface and direction.

To display the Service Statistics page, click **QoS > DiffServ > Advanced > Service Statistics**.

Interface	Direction	Policy Name	Operational Status	Member Classes	Offered Packets/Octets	Discarded Packets/Octets	Sent Packets/Octets
3/0/2	In	policy1	Down	VoIP			
3/0/3	In	policy1	Down	VoIP			

Counter Mode Selector specifies the format of the displayed counter values, which must be either Octets or Packets. The default is 'Octets'.

The following table describes the information available on the Service Statistics page.

Field	Description
Interface	List of all valid slot number and port number combinations in the system that have a DiffServ policy currently attached in In direction.
Direction	List of the traffic direction of interface as In. Only shows the direction(s) for which a DiffServ policy is currently attached.
Policy Name	Name of the policy currently attached to the specified interface and direction.
Operational Status	Operational status of the policy currently attached to the specified interface and direction. The value is either Up or Down.
Member Classes	List of all DiffServ classes currently defined as members of the selected Policy Name. Choose one member class name at a time to display its statistics. If no class is associated with the chosen policy then nothing will be populated in the list.
Offered Packets/Octets	A count of the total number of packets/octets offered to all class instances in this service policy before their defined DiffServ treatment is applied. This is the overall count per-interface, per-direction.

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Field	Description
Discarded Packets/Octets	A count of the total number of packets/octets discarded for all class instances in this service policy for any reason due to DiffServ treatment. This is the overall count per-interface, per-direction.
Sent Packets/Octets	A count of the total number of packets/octets forwarded for all class instances in this service policy after their defined DiffServ treatments were applied. In this case, forwarding means the traffic stream was passed to the next functional element in the data path, such as the switching or routing function of an outbound link transmission element. This is the overall count per-interface, per-direction.

Managing Device Security

6

Use the features available from the Security tab to configure management security settings for port, user, and server security. The Security tab contains links to the following features:

- [Management Security Settings](#) on page 355
- [Configuring Management Access](#) on page 372
- [Port Authentication](#) on page 386
- [Traffic Control](#) on page 397
- [Control](#) on page 414
- [Configuring Access Control Lists](#) on page 435

Management Security Settings

From the **Management Security Settings** page, you can configure the login password, Remote Authorization Dial-In User Service (RADIUS) settings, Terminal Access Controller Access Control System (TACACS+) settings, and authentication lists.

To display the page, click the **Security > Management Security** tab. The Management Security folder contains links to the following features:

- [Local User](#) on page 356
- [Enable Password Configuration](#) on page 358
- [Line Password Configuration](#) on page 358
- [RADIUS](#) on page 359
- [Configuring TACACS+](#) on page 364
- [Authentication List Configuration](#) on page 366
- [Login Sessions](#) on page 371

Local User

From the Local User link, you can access the following pages:

- [User Management](#) on page 356
- [User Password Configuration](#) on page 357

User Management

By default, two user accounts exist:

- admin, with Read/Write privileges
- guest, with Read Only privileges

By default, both of these accounts have blank passwords. The names are not case sensitive.

If you logon with a user account with 'Read/Write' privileges (i.e. as admin) you can use the User Accounts screen to assign passwords and set security parameters for the default accounts, and to add and delete accounts (other than admin) up to the maximum of six. Only a user with 'Read/Write' privileges may alter data on this screen, and only one account may be created with 'Read/Write' privileges.

To display the User Management page, click **Security > Management Security > Local User > User Management**.

The screenshot shows the 'User Management' page with a 'Manage Users' header. Below the header is a table with the following columns: User Name, Edit Password, Password, Confirm Password, Access Mode, Lockout Status, and Password Expiration Date. The table contains two rows: 'admin' and 'guest'. The 'admin' row has 'Disable' for Edit Password, '*****' for Password and Confirm Password, 'READ_WRITE' for Access Mode, and 'FALSE' for Lockout Status. The 'guest' row has 'Disable' for Edit Password, '*****' for Password and Confirm Password, 'READ_ONLY' for Access Mode, and 'FALSE' for Lockout Status.

	User Name	Edit Password	Password	Confirm Password	Access Mode	Lockout Status	Password Expiration Date
<input type="checkbox"/>		Disable	*****	*****			
<input type="checkbox"/>	admin	Disable	*****	*****	READ_WRITE	FALSE	
<input type="checkbox"/>	guest	Disable	*****	*****	READ_ONLY	FALSE	

To manage users that have access to the switch management interface:

1. Use **User Name** to enter the name you want to give to the new account. (You can only enter data in this field when you are creating a new account.) User names are up to eight characters in length and are not case sensitive. Valid characters include all the alphanumeric characters as well as the dash ('-') and underscore ('_') characters. User name "default" is not valid. User names once created cannot be changed/modified.
2. Set the **Edit Password** field to "Enable" only when you want to change the password. The default value is "Disable".
3. Use **Password** to enter the optional new or changed password for the account. It will not display as it is typed, only asterisks(*) will show. Passwords are up to eight alpha numeric characters in length, and are case sensitive.
4. Use **Confirm Password** to enter the password again, to confirm that you entered it correctly. This field will not display, but will show asterisks (*).

5. **Access Mode** indicates the user's access mode. The admin account always has 'Read/Write' access, and all other accounts have 'Read Only' access.
6. Click **ADD** to add a user account with 'Read Only' access.
7. Click **DELETE** to delete the currently selected user account. This button is only visible when you have selected a user account with 'Read Only' access. You cannot delete the 'Read/Write' user.

Field	Description
Lockout Status	Indicates whether the user account is locked out (TRUE or FALSE).
Password Expiration Date	Indicates the current password expiration date in date format.

User Password Configuration

To display the User Password Configuration page, click **Security > Management Security > Local User > User Password Configuration**.

The screenshot shows a web interface titled "Password Configuration". It contains four configuration items, each with a text input field and a range indicator:

- Password Minimum Length:** Input field contains "8", range "(0 to 64)".
- Password Aging (days):** Input field contains "0", range "(0 to 365)".
- Password History:** Input field contains "0", range "(0 to 10)".
- Lockout Attempts:** Input field contains "0", range "(0 to 5)".

To manage password security for users that have access to the switch management interface:

1. Use **Password Minimum Length** to specify the minimum character length of all new local user passwords.
2. Use **Password Aging (days)** to specify the maximum time that user passwords are valid, in days, from the time the password is set. Once a password expires, the user will be required to enter a new password following the first login after password expiration. A value of 0 indicates that passwords never expire.
3. Use **Password History** to specify the number of previous passwords to store for prevention of password reuse. This ensures that each user does not reuse passwords often. A value of 0 indicates that no previous passwords will be stored.
4. Use **Lockout Attempts** to specify the number of allowable failed local authentication attempts before the user's account is locked. A value of 0 indicates that user accounts will never be locked.

Enable Password Configuration

Use this page to configure a local password to control CLI access to privileged levels. Passwords are a maximum of 64 alphanumeric characters. The password is case sensitive.

To display the Enable Password Configuration page, click **Security > Management Security > Enable Password**.

The screenshot shows a web interface for configuring the enable password. The title bar reads 'Enable Password Configuration'. Below the title bar, there are two input fields: 'Password' and 'Confirm Password'. Both fields contain a series of dots, indicating that the password is masked. The interface is clean and uses a standard web form layout.

To configure the *enable* password:

1. Use **Password** to specify a password. Passwords are a maximum of 64 alphanumeric characters.
2. Use **Confirm Password** to enter the password again, to confirm that you entered it correctly.

Line Password Configuration

Use this page to configure a password to control CLI access to the switch by using one of the following methods:

- Console
- Telnet
- SSH

To display the Line Password Configuration page, click **Security > Management Security > Line Password**.

The screenshot shows a web interface for configuring line passwords. The title bar reads 'Line Password Configuration'. Below the title bar, there are six input fields arranged in three pairs: 'Console Password' and 'Confirm Console Password', 'Telnet Password' and 'Confirm Telnet Password', and 'SSH Password' and 'Confirm SSH Password'. All fields contain a series of dots, indicating that the passwords are masked. The interface is clean and uses a standard web form layout.

To configure the *line* password:

1. Use **Console Password** to enter the Console password. Passwords are a maximum of 64 alphanumeric characters.
2. Use **Confirm Console Password** to enter the password again, to confirm that you entered it correctly.
3. Use **Telnet Password** to enter the Telnet password. Passwords are a maximum of 64 alphanumeric characters.
4. Use **Confirm Telnet Password** to enter the password again, to confirm that you entered it correctly.
 - The Encrypted option allows the administrator to transfer the privileged EXEC password between devices without having to know the password. The Password field must be exactly 128 hexadecimal characters.
5. Use **SSH Password** to enter the SSH password. Passwords are a maximum of 64 alphanumeric characters.
6. Use **Confirm SSH Password** to enter the password again, to confirm that you entered it correctly.
 - The Encrypted option allows the administrator to transfer the privileged EXEC password between devices without having to know the password. The Password field must be exactly 128 hexadecimal characters.

RADIUS

Use this page to configure global settings for the Remote Authorization Dial-In User Service (RADIUS) feature. The device includes a RADIUS client that can contact one or more RADIUS servers to provide additional security for the network. The RADIUS server maintains a user database, which contains per-user authentication information. The switch passes information to the configured RADIUS server, which can authenticate a user name and password before authorizing use of the network. RADIUS servers provide a centralized authentication method for:

- Web Access
- Access Control Port (802.1X)

The RADIUS folder contains links to the following features:

- [Radius Configuration](#) on page 360
- [RADIUS Server Configuration](#) on page 361
- [Accounting Server Configuration](#) on page 363

Radius Configuration

Use the Radius Configuration page to add information about one or more RADIUS servers on the network.

To access the **Radius Configuration** page, click **Security > Management Security > RADIUS > Radius Configuration**.

The screenshot shows the 'Radius Configuration' page with the following settings:

Field	Value	Range
Current Server Address	192.168.10.100	
Number of Configured Authentication Servers	1	
Number of Configured Accounting Servers	0	
Number of Named Authentication Server Groups	1	
Number of Named Accounting Server Groups	0	
Max Number of Retransmits	4	(1 to 15)
Timeout Duration (secs)	5	(1 to 30)
Accounting Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable	
Radius Attribute 4 Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable	

The Current Server IP Address field is blank if no servers are configured (see [RADIUS Server Configuration](#) on page 361). The switch supports up to three configured RADIUS servers. If more than one RADIUS servers are configured, the current server is the server configured as the primary server. If no servers are configured as the primary server, the current server is the most recently added RADIUS server.

To configure global RADIUS server settings:

1. In the **Max Number of Retransmits** field, specify the value of the maximum number of times a request packet is retransmitted to the RADIUS server. The value of the maximum number of times a request packet is retransmitted. The valid range is 1 - 15.

Consideration to maximum delay time should be given when configuring RADIUS max retransmit and RADIUS time-out. If multiple RADIUS servers are configured, the max retransmit value on each will be exhausted before the next server is attempted. A retransmit will not occur until the configured time-out value on that server has passed without a response from the RADIUS server. Therefore, the maximum delay in receiving a response from the RADIUS application equals the sum of (retransmit times time-out) for all configured servers. If the RADIUS request was generated by a user login attempt, all user interfaces will be blocked until the RADIUS application returns a response.

2. In the **Timeout Duration** field, specify the time-out value, in seconds, for request retransmissions. The valid range is 1 - 30.

Consideration to maximum delay time should be given when configuring RADIUS max retransmit and RADIUS time-out. If multiple RADIUS servers are configured, the max retransmit value on each will be exhausted before the next server is attempted. A retransmit will not occur until the configured time-out value on that server has passed without a response from the RADIUS server. Therefore, the maximum delay in receiving a response from the RADIUS application equals the sum of (retransmit times time-out) for

all configured servers. If the RADIUS request was generated by a user login attempt, all user interfaces will be blocked until the RADIUS application returns a response.

3. From the **Accounting Mode** menu, select whether the RADIUS accounting mode is enabled or disabled on the current server.
4. Use **RADIUS Attribute 4** to enable or disable RADIUS attribute 4. Default value is Disable.

This is an optional field and can be seen only when RADIUS attribute 4 is enabled. It takes IP address value in the format (xx.xx.xx.xx).

Field	Description
Current Server Address	The Address of the current server. This field is blank if no servers are configured.
Number of Configured Servers	The number of RADIUS servers that have been configured. This value will be in the range of 0 and 3.

RADIUS Server Configuration

Use the RADIUS Server Configuration page to view and configure various settings for the current RADIUS server configured on the system.

To access the RADIUS Server **Configuration** page, click **Security > Management Security> RADIUS > Server Configuration** link.

RADIUS Server Configuration												
Server Configuration												
	Radius Server IP Address	Radius Server Name	Current	Port	Secret Configured	Secret	Primary Server	Message Authenticator	Server Type			
<input type="checkbox"/>	<input type="text" value="192.168.10.100"/>	<input type="text" value="radius1"/>	<input checked="" type="checkbox"/>	<input type="text" value="1812"/>	<input checked="" type="checkbox"/>	<input type="text" value="*****"/>	<input checked="" type="checkbox"/>	<input type="text" value="Enable"/>	<input type="text" value="Netgear"/>			
Statistics												
Radius Server	Round Trip Time	Access Requests	Access Retransmissions	Access Accepts	Access Rejects	Access Challenges	Malformed Access Responses	Bad Authenticators	Pending Requests	Timeouts	Unknown Types	Packets Dropped
192.168.10.100	0.00	0	0	0	0	0	0	0	0	0	0	0

To configure a RADIUS server:

1. To add a RADIUS server, specify the settings the following list describes, and click **ADD**.
 - In the **Radius Server IP Address** field, specify the IP address of the RADIUS server to add.
 - In the **Radius Server Name** field, specify the Name of the server being added.
 - Use **Port** to specify the UDP port used by this server. The valid range is 0 - 65535.
 - **Secret Configured** - The Secret will only be applied if this option is “yes”. If the option is “no”, anything entered in the Secret field will have no affect and will not be retained.
 - Use **Secret** to specify the shared secret for this server.
 - Use **Primary Server** to set the selected server to the Primary or Secondary server.
 - Use **Message Authenticator** to enable or disable the message authenticator attribute for the selected server.

2. Click **ADD** to add a new server to the switch. This button is only available to READWRITE users. These changes will not be retained across a power cycle unless a save is performed.
3. Click **DELETE** to remove the selected server from the configuration. This button is only available to READWRITE users. These changes will not be retained across a power cycle unless a save is performed.

Field	Description
Current	Indicates if this server is currently in use as the authentication server.

The following table describes the RADIUS server statistics available on the page.

Use the buttons at the bottom of the page to perform the following actions:

- Click **Clear Counters** to clear the authentication server and RADIUS statistics to their default values.

Field	Description
Radius Server	Display the address of the RADIUS server or the name of the RADIUS server for which to display statistics.
Round Trip Time	The time interval, in hundredths of a second, between the most recent Access-Reply/Access-Challenge and the Access-Request that matched it from this RADIUS authentication server.
Access Requests	The number of RADIUS Access-Request packets sent to this server. This number does not include retransmissions.
Access Retransmissions	The number of RADIUS Access-Request packets retransmitted to this server.
Access Accepts	The number of RADIUS Access-Accept packets, including both valid and invalid packets, that were received from this server.
Access Rejects	The number of RADIUS Access-Reject packets, including both valid and invalid packets, that were received from this server.
Access Challenges	The number of RADIUS Access-Challenge packets, including both valid and invalid packets, that were received from this server.
Malformed Access Responses	The number of malformed RADIUS Access-Response packets received from this server. Malformed packets include packets with an invalid length. Bad authenticators or signature attributes or unknown types are not included as malformed access-responses.
Bad Authenticators	The number of RADIUS Access-Response packets containing invalid authenticators or signature attributes received from this server.
Pending Requests	The number of RADIUS Access-Request packets destined for this server that have not yet timed out or received a response.
Timeouts	The number of authentication timeouts to this server.

Field	Description
Unknown Types	The number of RADIUS packets of unknown type which were received from this server on the authentication port.
Packets Dropped	The number of RADIUS packets received from this server on the authentication port and dropped for some other reason.

Accounting Server Configuration

Use the RADIUS Accounting Server Configuration page to view and configure various settings for one or more RADIUS accounting servers on the network.

To access the RADIUS Accounting Server **Configuration** page, click **Security > Management Security > RADIUS > Accounting Server Configuration**.

The screenshot shows the 'Accounting Server Configuration' page. It features a table for configuring RADIUS accounting servers and a 'Statistics' section below it.

Accounting Server IP Address	Accounting Server Name	Port	Secret Configured	Secret	Accounting Mode
<input type="checkbox"/> 192.168.10.100	radius1	1813	Yes	*****	Enable

Accounting Server	Round Trip Time	Accounting Requests	Accounting Retransmissions	Accounting Responses	Malformed Accounting Responses	Bad Authenticators	Pending Requests	Timeouts	Unknown Types	Packets Dropped
192.168.10.100	0.00	0	0	0	0	0	0	0	0	0

To configure the RADIUS accounting server:

1. In the **Accounting Server IP Address** field, specify the IP address of the RADIUS accounting server to add.
2. In the **Accounting Server Name** field, enter the Name of the accounting server to add.
3. In the **Port** field, specify the UDP port number the server uses to verify the RADIUS accounting server authentication. The valid range is 0–65535. If the user has READONLY access, the value is displayed but cannot be changed.
4. From the **Secret Configured** menu, select Yes to add a RADIUS secret in the next field. You must select Yes before you can configure the RADIUS secret. After you add the RADIUS accounting server, this field indicates whether the shared secret for this server has been configured.
5. In the **Secret** field, type the shared secret to use with the specified accounting server.
6. From the **Accounting Mode** menu, enable or disable the RADIUS accounting mode.
7. To delete a configured RADIUS Accounting server, click **DELETE**.

The following table describes RADIUS accounting server statistics available on the page.

Click **CLEAR COUNTERS** to clear the accounting server statistics.

Field	Description
Accounting Server Address	Identifies the accounting server associated with the statistics.
Round Trip Time(secs)	Displays the time interval, in hundredths of a second, between the most recent Accounting-Response and the Accounting-Request that matched it from this RADIUS accounting server.
Accounting Requests	Displays the number of RADIUS Accounting-Request packets sent not including retransmissions.
Accounting Retransmissions	Displays the number of RADIUS Accounting-Request packets retransmitted to this RADIUS accounting server.
Accounting Responses	Displays the number of RADIUS packets received on the accounting port from this server.
Malformed Accounting Responses	Displays the number of malformed RADIUS Accounting-Response packets received from this server. Malformed packets include packets with an invalid length. Bad authenticators and unknown types are not included as malformed accounting responses.
Bad Authenticators	Displays the number of RADIUS Accounting-Response packets that contained invalid authenticators received from this accounting server.
Pending Requests	Displays the number of RADIUS Accounting-Request packets sent to this server that have not yet timed out or received a response.
Timeouts	Displays the number of accounting timeouts to this server.
Unknown Types	Displays the number of RADIUS packets of unknown type that were received from this server on the accounting port.
Packets Dropped	Displays the number of RADIUS packets that were received from this server on the accounting port and dropped for some other reason.

Configuring TACACS+

TACACS+ provides a centralized user management system, while still retaining consistency with RADIUS and other authentication processes. TACACS+ provides the following services:

- **Authentication:** Provides authentication during login and via user names and user-defined passwords.
- **Authorization:** Performed at login. When the authentication session is completed, an authorization session starts using the authenticated user name. The TACACS+ server checks the user privileges.

The TACACS+ protocol ensures network security through encrypted protocol exchanges between the device and TACACS+ server.

The TACACS+ folder contains links to the following features:

- [Configuring TACACS+](#) on page 364
- [TACACS+ Server Configuration](#) on page 365

TACACS+ Configuration

The TACACS+ Configuration page contains the TACACS+ settings for communication between the switch and the TACACS+ server you configure via the inband management port.

To display the TACACS+ Configuration page, click **Security > Management Security > TACACS+ > TACACS+ Configuration**.

TACACS Configuration	
Key String	<input type="text" value=""/> (0 to 128)
Connection Timeout	<input type="text" value="5"/> (1 to 30)

To configure global TACACS+ settings:

1. In the **Key String** field, specify the authentication and encryption key for TACACS+ communications between the Managed Switch and the TACACS+ server. The valid range is 0–128 characters. The key must match the key configured on the TACACS+ server.
2. In the **Connection Timeout** field, specify the maximum number of seconds allowed to establish a TCP connection between the Managed Switch and the TACACS+ server.
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
4. If you make any changes to the page, click **APPLY** to apply the new settings to the system.

TACACS+ Server Configuration

Use the TACACS+ Server Configuration page to configure up to five TACACS+ servers with which the switch can communicate.

To display the TACACS+ Server Configuration page, click **Security > Management Security > TACACS+ > TACACS+ Server Configuration**.

TACACS Server Configuration					
	TACACS Server	Priority(0 to 65535)	Port(0 to 65535)	Key String	Connection Timeout(1-30)
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="*****"/>	<input type="text"/>
<input type="checkbox"/>	192.168.10.115	1	49	*****	5

To configure TACACS+ server settings:

1. Use **TACACS+ Server** to enter the configured TACACS+ server IP address.
2. Use **Priority** to specify the order in which the TACACS+ servers are used. It should be within the range 0-65535.
3. Use **Port** to specify the authentication port. It should be within the range 0-65535.
4. Use **Key String** to specify the authentication and encryption key for TACACS+ communications between the device and the TACACS+ server. The valid range is 0-128 characters. The key must match the encryption used on the TACACS+ server.
5. Use **Connection Timeout** to specify the amount of time that passes before the connection between the device and the TACACS+ server time out. The range is between 1-30.
6. Click **ADD** to add a new server to the switch. This button is only available to READWRITE users. These changes will not be retained across a power cycle unless a save is performed.
7. Click **DELETE** to delete the selected server from the configuration.

Authentication List Configuration

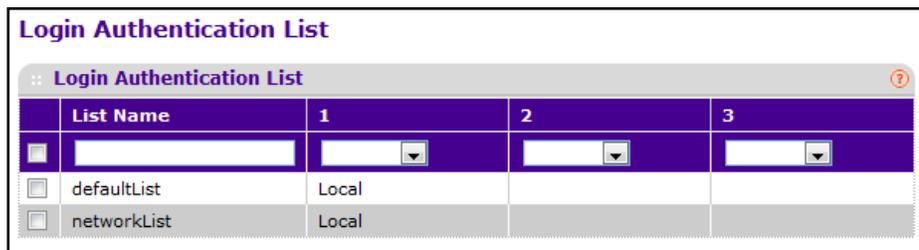
The Authentication List folder contains links to the following features:

- [Login Authentication List](#) on page 366
- [Enable Authentication List](#) on page 367
- [Dot1x Authentication List](#) on page 369
- [HTTP Authentication List](#) on page 369
- [HTTPS Authentication List](#) on page 370

Login Authentication List

You use this page to configure login lists. A login list specifies the authentication method(s) you want to be used to validate switch or port access for the users associated with the list. The pre-configured users, admin and guest, are assigned to a pre-configured list named defaultList, which you may not delete. All newly created users are also assigned to the defaultList until you specifically assign them to a different list

To display the Login Authentication List page, click **Security > Management Security > Authentication List > Login Authentication List**.



To configure the authentication lists for access to the switch management interface:

1. **List Name** - If you are creating a new login list, enter the name you want to assign. It can be up to 15 alphanumeric characters long and is not case sensitive.
2. Use the drop-down menu to select the method that should appear *first* in the selected authentication login list. If you select a method that does not time out as the first method, such as *local* no other method will be tried, even if you have specified more than one method. The options are:
 - **Local** — The user's locally stored ID and password will be used for authentication.
 - **Radius** — The user's ID and password will be authenticated using the RADIUS server instead of locally.
 - **Line** — The line password will be used for authentication.
 - **Enable** — The privileged EXEC password will be used for authentication.
 - **Tacacs** — The user's ID and password will be authenticated using the TACACS+ server.
 - **None** —The user will not be authenticated.
3. Use the drop down menu to select the method, if any, that should appear *second* in the selected authentication login list. This is the method that will be used if the first method times out. If you select a method that does not time out as the second method, the third method will not be tried. Note that this parameter will not appear when you first create a new login list.
4. Use the drop-down menu to select the method, if any, that should appear *third* in the selected authentication login list.
5. Click **ADD** to add a new login list to the switch.
6. Click **DELETE** to remove the selected authentication login list from the configuration. The delete will fail if the selected login list is assigned to any user (including the default user) for system login. You can only use this button if you have Read/Write access. The change will not be retained across a power cycle unless you perform a save.

Enable Authentication List

Use this page to configure the *enable* access methods for Privileged EXEC-level management access to the CLI by using a console connection or a telnet or SSH session. In Privileged EXEC mode, read-write users have access to all CLI commands. The pre-configured users, admin and guest, are assigned to a pre-configured list named defaultList, which you may not delete. All newly created users are also assigned to the defaultList until you specifically assign them to a different list.

To display the Enable Authentication List page, click **Security > Management Security > Authentication List > Enable Authentication List**.

Enable Authentication List				
:: Enable Authentication List				
	List Name	1	2	3
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	enableList	Enable	None	
<input type="checkbox"/>	enableNetList	Enable		

To configure authentication list methods for *enable* access:

- List Name** - If you are creating a new enable list, enter the name you want to assign. It can be up to 15 alphanumeric characters long and is not case sensitive.
- Use the drop-down menu to select the method that should appear first in the selected authentication login list. If you select a method that does not time out as the first method, such as 'local' no other method will be tried, even if you have specified more than one method. The options are:
 - Radius** - The user's ID and password will be authenticated using the RADIUS server instead of locally.
 - Line** - The line password will be used for authentication.
 - Enable** - The privileged EXEC password will be used for authentication.
 - Tacacs** - The user's ID and password will be authenticated using the TACACS+ server.
 - None** - The user will not be authenticated.
 - Deny** - Authentication will be denied always.
- Use the drop-down menu to select the method, if any, that should appear second in the selected authentication login list. This is the method that will be used if the first method times out. If you select a method that does not time out as the second method, the third method will not be tried. Note that this parameter will not appear when you first create a new login list.
- Use the drop-down menu to select the method, if any, that should appear third in the selected authentication login list.
- Click **ADD** to add a new login list to the switch.
- Click **DELETE** to remove the selected authentication enable list from the configuration. You can only use this button if you have Read/Write access. The change will not be retained across a power cycle unless you perform a save.

Dot1x Authentication List

You use this page to configure IEEE 802.1X (Dot1x) lists. Dot1x controls port-based access to the network through a switch port that is controlled by IEEE 802.1X. A dot1x list specifies the authentication method(s) you want to be used to validate port access for the users associated with the list. Only one dot1x method can be supported.

To display the Dot1x Authentication List page, click **Security > Management Security > Authentication List > Dot1x Authentication List**.

Dot1x Authentication List	
List Name	1
<input type="checkbox"/> dot1xList	<input type="text"/>

To configure authentication list method for Dot1x access:

1. **List Name** - Select the dot1x list name for which you want to configure data.
2. Use the drop-down menu to select the method that should appear first in the selected authentication login list. The options are:
 - **Local** - The user's locally stored ID and password will be used for authentication.
 - **Radius** - The user's ID and password will be authenticated using the RADIUS server instead of locally.
 - **None** - The user will not be authenticated.
3. Click **APPLY** to update the switch with the new settings.
4. Click **CANCEL** to abandon the changes.

HTTP Authentication List

You use this page to configure HTTP lists. Configuring this list affects management-level access to the web-based user interface by using HTTP.

To display the HTTP Authentication List page, click **Security > Management Security > Authentication List > HTTP Authentication List**.

HTTP Authentication List			
List Name	1	2	3
<input type="checkbox"/> httpList	Local	<input type="text"/>	<input type="text"/>

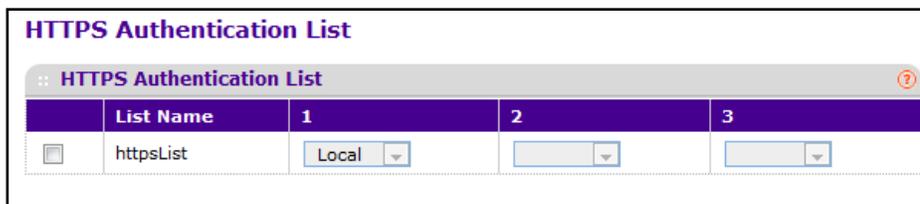
To configure authentication list methods for HTTP access:

1. **List Name** - Select the HTTP list name for which you want to configure data.
2. Use the drop-down menu to select the method that should appear first in the selected authentication login list. If you select a method that does not time out as the first method, such as 'local' no other method will be tried, even if you have specified more than one method. The options are:
 - **Local** - The user's locally stored ID and password will be used for authentication.
 - **Radius** - The user's ID and password will be authenticated using the RADIUS server instead of locally.
 - **Tacacs** - The user's ID and password will be authenticated using the TACACS+ server.
 - **None** - The user will not be authenticated.
3. Use the drop-down menu to select the method, if any, that should appear second in the selected authentication login list. This is the method that will be used if the first method times out. If you select a method that does not time out as the second method, the third method will not be tried. Note that this parameter will not appear when you first create a new login list.
4. Use the drop-down menu to select the method, if any, that should appear third in the selected authentication login list.

HTTPS Authentication List

You use this page to configure HTTPS lists. This list specifies the authentication method(s) you want used to control management-level access to the web-based user interface by using secure HTTP.

To display the HTTPS Authentication List page, click **Security > Management Security > Authentication List > HTTPS Authentication List**.



To configure authentication list methods for HTTPS access:

1. **List Name** - Select the HTTPS list name for which you want to configure data.
2. Use the drop-down menu to select the method that should appear first in the selected authentication login list. If you select a method that does not time out as the first method, such as 'local' no other method will be tried, even if you have specified more than one method. The options are:
 - **Local** -The user's locally stored ID and password will be used for authentication.
 - **Radius** - The user's ID and password will be authenticated using the RADIUS server instead of locally.

- **Tacacs** - The user's ID and password will be authenticated using the TACACS+ server.
 - **None** - The user will not be authenticated.
3. Use the drop-down menu to select the method, if any, that should appear second in the selected authentication login list. This is the method that will be used if the first method times out. If you select a method that does not time out as the second method, the third method will not be tried. Note that this parameter will not appear when you first create a new login list.
 4. Use the drop-down menu to select the method, if any, that should appear third in the selected authentication login list.

Login Sessions

This page identifies the users that are logged in to the management interface of the device. The page also provides information about their connections.

To display the Login Sessions page, click **Security > Management Security > Login Sessions**.

The screenshot shows a web interface titled "Login Sessions" with a table containing one row of data. The table has the following columns: ID, User Name, Connection From, Idle Time, Session Time, and Session Type.

ID	User Name	Connection From	Idle Time	Session Time	Session Type
11	admin	::ffff:10.27.253.150	00:00:00	01:35:38	HTTP

Field	Description
ID	Identifies the ID of this row.
User Name	Shows the user name of user made the session.
Connection From	Shows the user is connected from which machine.
Idle Time	Shows the idle session time.
Session Time	Shows the total session time.
Session Type	Shows the type of session: telnet, serial or SSH

Configuring Management Access

From the Access page, you can configure HTTP and Secure HTTP access to the ProSafe M5300 management interface.

The **Security > Access** tab contains the following folders:

- [HTTP](#) on page 372
- [HTTPS Configuration](#) on page 373
- [SSH](#) on page 377
- [Telnet](#) on page 380
- [Console Port](#) on page 381
- [Denial of Service](#) on page 382
- [Access Control](#) on page 384

HTTP

From the HTTP link, you can access the following pages:

- [HTTP Configuration](#) on page 372

HTTP Configuration

To access the switch over a web you must first configure it with IP information (IP address, subnet mask, and default gateway). You can configure the IP information using any of the following:

- BOOTP
- DHCP
- Terminal interface via the EIA-232 port

Once you have established in-band connectivity, you can change the IP information using a Web-based management.

To access the HTTP Configuration page, click **Security > Access > HTTP > HTTP Configuration**.

HTTP Configuration	
HTTP Access	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
Java Mode	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
HTTP Session Soft Timeout (Minutes)	<input type="text" value="60"/> (0 to 60)
HTTP Session Hard Timeout (Hours)	<input type="text" value="24"/> (0 to 168)
Maximum Number of HTTP Sessions	<input type="text" value="16"/> (0 to 16)
Authentication List	<input type="text" value="HttpListName"/>

To configure the HTTP server settings:

1. Use **HTTP Access** to specify whether the switch may be accessed from a web browser. If you choose to enable web mode you will be able to manage the switch from a web browser. The factory default is enabled.
2. Use **Java Mode** to enable or disable the java applet that displays a picture of the switch at the top right of the screen. If you run the applet you will be able to click on the picture of the switch to select configuration screens instead of using the navigation tree at the left side of the screen. The factory default is disabled.
3. Use **HTTP Session Soft Timeout (Minutes)** to set the inactivity time-out for HTTP sessions. The value must be in the range of (1 to 60) minutes. The default value is 5 minutes. The currently configured value is shown when the web page is displayed.
4. Use **HTTP Session Hard Timeout (Hours)** to set the hard time-out for HTTP sessions. This time-out is unaffected by the activity level of the session. The value must be in the range of (1 to 168) hours. The default value is 24 hours. The currently configured value is shown when the web page is displayed.
5. Use **Maximum Number of HTTP Sessions** to set the maximum allowable number of HTTP sessions. The value must be in the range of (0 to 16). The default value is 16. The currently configured value is shown when the web page is displayed.

Field	Description
Authentication List	Shows the authentication list which HTTP are using.

HTTPS

From the HTTPS link, you can access the following pages:

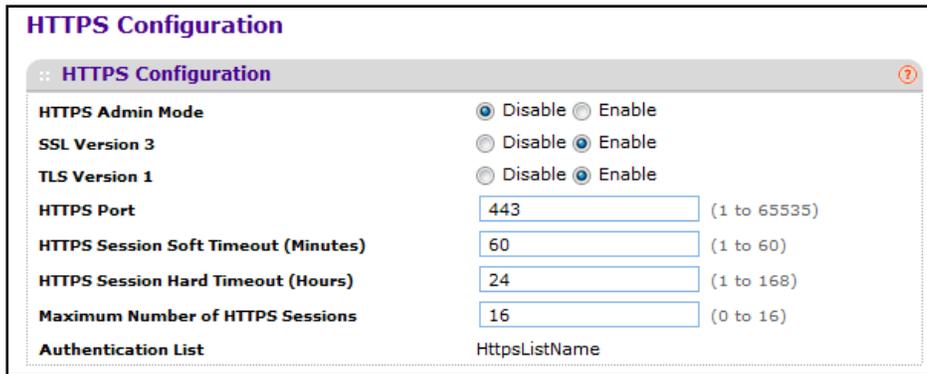
- [HTTPS Configuration](#) on page 373
- [Certificate Management](#) on page 375
- [Certificate Download](#) on page 375

HTTPS Configuration

Secure HTTP enables the transmission of HTTP over an encrypted Secure Sockets Layer (SSL) or Transport Layer Security (TLS) connection. When you manage the switch by using a Web interface, secure HTTP can help ensure that communication between the management system and the switch is protected from eavesdroppers and man-in-the-middle attacks.

Use the Secure HTTP Configuration page to configure the settings for HTTPS communication between the management station and the switch.

To display the Secure HTTP Configuration page, click **Security > Access > HTTPS > HTTPS Configuration**.



To configure HTTPS settings:

1. Use **HTTPS Admin Mode** to Enable or Disable the Administrative Mode of Secure HTTP. The currently configured value is shown when the web page is displayed. The default value is Disable. You can only download SSL certificates when the HTTPS Admin mode is disabled.
2. Use **SSL Version 3** to Enable or Disable Secure Sockets Layer Version 3.0. The currently configured value is shown when the web page is displayed. The default value is Enable.
3. Use **TLS Version 1** to Enable or Disable Transport Layer Security Version 1.0. The currently configured value is shown when the web page is displayed. The default value is Enable.
4. Use **HTTPS Port** to set the HTTPS Port Number. The value must be in the range of 1 to 65535. Port 443 is the default value. The currently configured value is shown when the web page is displayed.
5. Use **HTTPS Session Soft Timeout (Minutes)** to set the inactivity time-out for HTTPS sessions. The value must be in the range of (1 to 60) minutes. The default value is 5 minutes. The currently configured value is shown when the web page is displayed.
6. Use **HTTPS Session Hard Timeout (Hours)** to set the hard time-out for HTTPS sessions. This time-out is unaffected by the activity level of the session. The value must be in the range of (1 to 168) hours. The default value is 24 hours. The currently configured value is shown when the web page is displayed.
7. Use **Maximum Number of HTTPS Sessions** to set the maximum allowable number of HTTPS sessions. The value must be in the range of (0 to 16). The default value is 16. The currently configured value is shown when the web page is displayed.

Field	Description
Certificate Present	Displays whether there is a certificate present on the device.
Authentication List	Displays authentication list for HTTPS.

Certificate Management

Use this menu to generate or delete certificates.

To display the Certificate Management page, click **Security > Access > HTTPS > HTTPS Certificate Management**.

To manage certificates:

1. Use **None** to specify there is no certificate management. This is the default selection.
2. Use **Generate Certificates** to begin generating the Certificate files.
3. Use **DELETE Certificates** to delete the corresponding Certificate files, if present.

Field	Description
Certificate Generation Status	Displays whether SSL certificate generation is in progress.

Certificate Download

Use this menu to transfer a certificate file to the switch.

For the Web server on the switch to accept HTTPS connections from a management station, the Web server needs a public key certificate. You can generate a certificate externally (for example, off-line) and download it to the switch.

To display the Certificate Download page, click **Security > Access > HTTPS > Certificate Download**.

Downloading SSL Certificates

Before you download a file to the switch, the following conditions must be true:

- The file to download from the TFTP server is on the server in the appropriate directory.
- The file is in the correct format.
- The switch has a path to the TFTP server.

Certificate Download	
File Type	SSL Trusted Root Certificate PEM File
Transfer Mode	TFTP
Server Address Type	IPv4
Server Address	10.27.9.99
Remote File Path	/projects/fastpath/amyc
Remote File Name	netgear_0710.stk

To configure the certificate download settings for HTTPS sessions:

1. Use **File Type** to specify the type of file you want to transfer:
 - **SSL Trusted Root Certificate PEM File** - SSL Trusted Root Certificate File (PEM Encoded)
 - **SSL Server Certificate PEM File** - SSL Server Certificate File (PEM Encoded)
 - **SSL DH Weak Encryption Parameter PEM File** - SSL Diffie-Hellman Weak Encryption Parameter File (PEM Encoded)
 - **SSL DH Strong Encryption Parameter PEM File** - SSL Diffie-Hellman Strong Encryption Parameter File (PEM Encoded)
2. Use **Transfer Mode** to specify the protocol to use to transfer the file:
 - **TFTP** - Trivial File Transfer Protocol
 - **SFTP** - Secure File Transfer Program
 - **SCP** - Secure Copy
3. Use **Server Address Type** to specify either IPv4 or IPv6 to indicate the format of the TFTP/SFTP/SCP Server Address field. The factory default is IPv4.
4. Use **Server Address** to enter the IP address of the server in accordance with the format indicated by the Server Address Type. The factory default is the IPv4 address 0.0.0.0.
5. Use **Remote File Name** to enter the name on the TFTP server of the file you want to download. You may enter up to 32 characters. The factory default is blank.

SSH

From the SSH link, you can access the following pages:

- [SSH Configuration](#) on page 377
- [Host Keys Management](#) on page 378
- [Host Keys Download](#) on page 379

SSH Configuration

To display the SSH Configuration page, click **Security > Access > SSH > SSH Configuration**.

To configure the SSH client settings on the switch:

1. Use **SSH Admin Mode** to Enable or Disable the administrative mode of SSH. The currently configured value is shown when the web page is displayed. The default value is Disable.
2. Use **SSH Version 1** to Enable or Disable Protocol Level 1 for SSH. The currently configured value is shown when the web page is displayed. The default value is Enable.
3. Use **SSH Version 2** to Enable or Disable Protocol Level 2 for SSH. The currently configured value is shown when the web page is displayed. The default value is Enable.
4. Use **SSH Session Timeout** to configure the inactivity time-out value for incoming SSH sessions to the switch. The acceptable range for this value is (1-160) minutes.
5. Use **Maximum Number of SSH Sessions** to configure the maximum number of inbound SSH sessions allowed on the switch. The currently configured value is shown when the web page is displayed. The range of acceptable values for this field is (0-5).
6. Use **Login Authentication List** to select an authentication list from the pull down menu. This list is used to authenticate users who try to login the switch.
7. Use **Enable Authentication List** to select an authentication list from the pull down menu. This list is used to authenticate users who try to get “enable” level privilege.
8. Click **REFRESH** to refresh the web page to show the latest SSH Sessions.

Field	Description
Current Number of SSH Sessions	Displays the number of SSH connections currently in use in the system.
Keys Present	Displays which keys, RSA, DSA or both, are present (if any).

Host Keys Management

Use this menu to generate or delete RSA and DSA keys.

To display the Host Keys Management page, click **Security > Access > SSH > Host Keys Management**.

To configure the SSH host key information:

1. **Host Keys Management** - None is the default selection.
2. Use **Generate RSA Keys** to begin generating the RSA host keys. Note that to generate SSH key files SSH must be administratively disabled and there can be no active SSH sessions.
3. Use **DELETE RSA Keys** to delete the corresponding RSA key file, if it is present.
4. **DSA Keys Management** - None is the default selection.
5. Use **Generate DSA Keys** to begin generating the DSA host keys. Note that to generate SSH key files SSH must be administratively disabled and there can be no active SSH sessions.
6. Use **DELETE DSA Keys** to delete the corresponding DSA key file, if it is present.
7. Click **APPLY** to start to download the Host Key file. Note that to download SSH key files SSH must be administratively disabled and there can be no active SSH sessions.
8. Click **REFRESH** to refresh the web page to show the latest SSH Sessions.

Field	Description
Keys Present	Displays which keys, RSA, DSA or both, are present (if any).
Key Generation In Progress	Displays which key is being generated (if any), RSA, DSA or None.

Host Keys Download

Use this page to transfer a host key file to the switch from a remote host.

To display the Host Keys Download page, click **Security > Access > SSH > Host Keys Download**.

The screenshot shows a web-based configuration form titled "Host Keys Download". The form has a title bar with a question mark icon. Below the title bar, there are several labeled fields with corresponding input controls:

- File Type:** A dropdown menu showing "SSH-1 RSA Key File".
- Transfer Mode:** A dropdown menu showing "TFTP".
- Server Address Type:** A dropdown menu showing "IPv4".
- Server Address:** A text input field containing "10.27.9.99".
- Remote File Path:** A text input field containing "/projects/fastpath/amyc".
- Remote File Name:** A text input field containing "netgear_0710.stk".

To download a SSH host key to the switch:

- Use **File Type** to specify the type of file you want to transfer:
 - SSH-1 RSA Key File** - SSH-1 Rivest-Shamir-Adleman (RSA) Key File
 - SSH-2 RSA Key PEM File** - SSH-2 Rivest-Shamir-Adleman (RSA) Key File (PEM Encoded)
 - SSH-2 DSA Key PEM File** - SSH-2 Digital Signature Algorithm (DSA) Key File (PEM Encoded)
- Use **Transfer Mode** to specify the protocol to use to transfer the file:
 - TFTP** - Trivial File Transfer Protocol
 - SFTP** - Secure File Transfer Program
 - SCP** - Secure Copy
- Use **Server Address Type** to specify either IPv4 or IPv6 to indicate the format of the TFTP/SFTP/SCP Server Address field. The factory default is IPv4.
- Use **Server Address** to enter the IP address of the server in accordance with the format indicated by the Server Address Type. The factory default is the IPv4 address 0.0.0.0.
- Use **Remote File Name** to enter the name on the TFTP server of the file you want to download. You may enter up to 32 characters. The factory default is blank.
- Click **APPLY** to start to download the Host Key file. Note that to download SSH key files SSH must be administratively disabled and there can be no active SSH sessions.

Telnet

To display the Telnet page, click **Security > Access > Telnet**.

Telnet Authentication List

This page allows you to select the login and enable authentication list available. The login list specifies the authentication method(s) you want used to validate switch or port access for the users associated with the list. The enable list specifies the authentication method(s) you want used to validate privileged EXEC access for the users associated with the list. These list can be created by Authentication List page under Management Security.

1. Use **Login Authentication List** to specify which authentication list to use when you login through telnet. The default value is networkList.
2. Use **Enable Authentication List** to specify which authentication list you are using when going into the privileged EXEC mode. The default value is enableList.

Inbound Telnet Configuration

This page regulates new telnet sessions. If Allow New Telnet Sessions are enabled, new inbound telnet sessions can be established until there are no more sessions available. If Allow New Telnet Sessions are disabled, no new inbound telnet sessions are established. An established session remains active until the session is ended or an abnormal network error ends the session.

1. Use **Allow New Telnet Sessions** to specify whether the new Inbound Telnet session is Enabled or Disabled. Default value is Enabled.
2. Use **Session Timeout** to specify how many minutes of inactivity should occur on a telnet session before the session is logged off. You may enter any number from 1 to 160. The factory default is 5.
3. Use **Maximum Number of Sessions** to select how many simultaneous telnet sessions will be allowed. The maximum is 5, which is also the factory default.
4. **Current Number of Sessions** - Displays the number of current sessions.

Outbound Telnet Client Configuration

This page regulates new outbound telnet connections. If Allow New Telnet Sessions are enabled, new outbound telnet sessions can be established until there are no more sessions available. If Allow New Telnet Sessions are disabled, no new outbound telnet sessions are established. An established session remains active until the session is ended or an abnormal network error ends the session.

1. Use **Allow New Telnet Sessions** to specify whether the new Outbound Telnet Session is Enabled or Disabled. Default value is Enabled.
2. Use **Maximum Number of Sessions** to specify the maximum number of Outbound Telnet Sessions allowed. Default value is 5. Valid Range is (0 to 5).
3. Use **Session Timeout** to specify the Outbound Telnet login inactivity time-out. Default value is 5. Valid Range is (1 to 160).
4. **Current Number of Sessions** - Displays the number of current sessions.

Console Port

To display the Console Port page, click **Security > Access > Console Port**.

To configure console port settings:

1. Use **Serial Port Login Timeout (minutes)** to specify how many minutes of inactivity should occur on a serial port connection before the switch closes the connection. Enter a number between 0 and 160: the factory default is 5. Entering 0 disables the time-out.
2. Use **Baud Rate (bps)** to select the default baud rate for the serial port connection from the pull-down menu. You may choose from 1200, 2400, 4800, 9600, 19200, 38400, 57600, and 115200 baud. The factory default is 9600 baud.
3. Use **Login Authentication List** to specify which authentication list to use when you login through Telnet. The default value is defaultList.
4. Use **Enable Authentication List** to specify which authentication list you are using when going into the privileged EXEC mode. The default value is enableList.

Field	Description
Character Size (bits)	The number of bits in a character. This is always 8.
Flow Control	Whether hardware flow control is enabled or disabled. It is always disabled.
Stop Bits	The number of stop bits per character. Its is always 1.
Parity	The parity method used on the serial port. It is always None.

Denial of Service

Use this page to configure settings that help prevent Denial of Service (DoS) attacks against the network. The switch provides support for classifying and blocking several types of DoS attacks.

To display the Denial of Service page, click **Security > Access > Denial of Service**.

To configure protection from DoS attacks:

1. Use **Denial of Service Min TCP Header Size** to specify the minimum TCP header size allowed. If First Fragment DoS prevention is enabled, the device will drop packets that have a TCP header smaller than this configured value. First Fragment DoS prevention is disabled by default.
2. Use **Denial of Service ICMPv4** to enable ICMPv4 DoS prevention causing the switch to drop ICMP packets that have a type set to ECHO_REQ (ping) and a size greater than the configured ICMP Pkt Size. The factory default is disabled.

3. Use **Denial of Service Max ICMP Packet Size** to specify the Max ICMPv4 Packet Size allowed (This includes the ICMP header size of 8 bytes). If ICMP DoS prevention is enabled, the switch will drop ICMP ping packets that have a size greater than this configured Max ICMP Packet Size minus the ICMP header size of 8 bytes. The factory default is 512.
4. Use **Denial of Service ICMPv6** to enable ICMPv6 DoS prevention causing the switch to drop ICMP packets that have a type set to ECHO_REQ (ping) and a size greater than the configured ICMP Pkt Size. The factory default is disabled.
5. Use **Denial of Service Max ICMPv6 Packet Size** to specify the Max ICMPv4 Packet Size allowed (This includes the ICMP header size of 8 bytes). If ICMP DoS prevention is enabled, the switch will drop ICMP ping packets that have a size greater than this configured Max ICMP Packet Size minus the ICMP header size of 8 bytes. The factory default is 512.
6. Use **Denial of Service First Fragment** to enable First Fragment DoS prevention causing the switch to check DoS options on first fragment IP packets when switch are receiving fragmented IP packets. Otherwise, switch ignores the first fragment IP packages. The factory default is disabled.
7. Use **Denial of Service ICMP Fragment** to cause the switch to drop ICMP Fragmented packets. The factory default is disabled.
8. Use **Denial of Service SIP=DIP** to enable SIP=DIP DoS prevention causing the switch to drop packets that have a source IP address equal to the destination IP address. The factory default is disabled.
9. Enable **Denial of Service SMAC=DMAC** to cause the switch to drop packets where the source MAC address = Destination MAC address.
10. Enable **Denial of Service TCP FIN & URG & PSH** to cause the switch to crop packets where the TCP Flags FIN and URG and PSH set and TCP Sequence Number = 0.
11. Enable **Denial of Service TCP Flag & Sequence** to cause the switch to drop packets where the TCP Flag SYN set and Source Port < 1024 or TCP Control Flags = 0 and TCP Sequence Number = 0 or TCP Flags FIN, URG, and PSH set and TCP Sequence Number = 0 or TCP Flags SYN and FIN set.
12. Enable **Denial of Service TCP Fragment** to allow the switch to drop packets that have a TCP payload where the IP payload length minus the IP header size is less than the minimum allowed TCP header size. The factory default is disabled.
13. Enable **Denial of Service TCP Offset** to cause the switch to drop packets where the TCP Header Offset = 1.
14. Enable **Denial of Service TCP Port** to cause the switch to drop packets where the TCP source port equal to TCP destination port. The factory default is disabled.
15. Enable **Denial of Service TCP SYN** to cause the switch to drop packets where the TCP Flag SYN set.
16. Enable **Denial of Service TCP SYN & FIN** to cause the switch to drop packets where the TCP Flags SYN and FIN set.
17. Enable **Denial of Service UDP Port** to cause the switch to drop packets that have UDP source port equal to UDP destination port. The factory default is disabled.
18. Click **APPLY** to update the switch with the new settings.
19. Click **CANCEL** to abandon the changes.

Access Control

The Access Control feature allows you to configure settings that control management access to the switch.. Access Control configure requires three steps:

1. Use the Access Profile Configuration page to create an access profile. To add rules to the profile, the access profile must be deactivated, which is the default setting.
2. Use the Access Rule Configuration page to add one or more access rules to the profile.
3. Return to the Access Profile Configuration page to activate the profile.

The access profile is similar to an access control list (ACL) in that you can add multiple rules to the profile that permit or deny access to the switch by protocols transmitted by specific IP addresses.

From the Access Control link, you can access the following pages:

- [Access Profile Configuration](#) on page 384
- [Access Rule Configuration](#) on page 385

Access Profile Configuration

Use this page to create an access profile, control the administrative mode of the profile, and view summary information about the profile.

To access the Access Profile Configuration page, click **Security > Access**, and then click the **Access Control > Access Profile Configuration** link.

In the following figure, a profile called *administrators* has been created, and one rule has been added to the profile.

Access Profile Configuration

:: Access Profile Configuration

Access Profile Name: administrators

Activate Profile:

Deactivate Profile:

Remove Profile:

Packets Filtered: 0

:: Profile Summary

Rule Type	Service Type	Source IP Address	Mask	Priority
Permit	Secure Telnet(SSH)	192.168.12.0	255.255.255.0	1

To create an Access Profile:

1. In the **Access Profile Name** field, specify the name of the access profile to be added. The maximum length is 32 characters.
2. To activate an access profile, select the **Activate Profile** check box. You cannot add rules to an active profile.
3. To deactivate an access profile, select the **Deactivate Profile** check box.

4. To remove an access profile, select the **Remove Profile** check box. The access profile should be deactivated before removing the access profile.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
6. If you make changes to the page, click **APPLY** to apply the changes to the system.

The Profile Summary table shows the rules that are configured for the profile, as the following table describes.

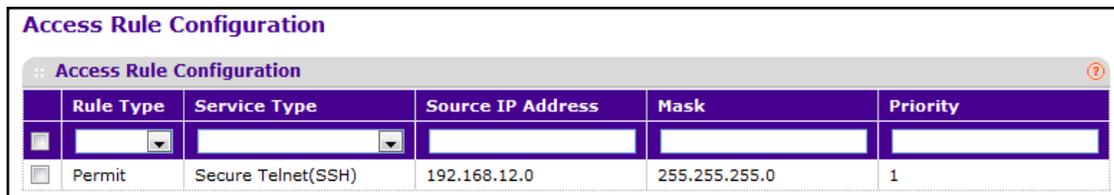
Field	Description
Rule Type	Identifies the action the rule takes, which is either Permit or Deny.
Service Type	Displays the type of service to allow or prohibit from accessing the switch management interface: <ul style="list-style-type: none"> • SNMP • HTTP • HTTPS
Source IP Address	Displays the IP Address of the client that may or may not originate management traffic.
Mask	Displays the subnet mask associated with the IP address.
Priority	Displays the priority of the rule. The rules are validated against the incoming management request in the ascending order of their priorities. If a rule matches, action is performed and subsequent rules below are ignored.

Click **REFRESH** to update the page with the most current information.

Access Rule Configuration

Use the Access Rule Configuration page to configure the rules about what systems can access the ProSafe M5300 Web interface and what protocols are allowed.

To access the Access Rule Configuration page, click **Security > Access**, and then click the **Access Control > Access Rule Configuration link**.



Before you create access rules, make sure:

- An access profile exists.
- The access profile is deactivated.

To configure access profile rules:

1. To add an access profile rule, configure the following settings and click **Add**.
 - **Rule Type:** Specify whether the rule permits or denies access to the ProSafe M5300 management interface.
 - Select **Permit** to allow access to the management interface for traffic that meets the criteria you configure for the rule. Any traffic that does not meet the rules is denied.
 - Select **Deny** to prohibit access to the management interface for traffic that meets the criteria you configure for the rule. Any traffic that does not meet the rules is allowed access to the switch. Unlike MAC ACLs and IP ACLs, there is no implied *deny all* rule at the end of the rule list.
 - **Service Type.** Select the type of service to allow or prohibit from accessing the switch management interface:
 - SNMP
 - HTTP
 - HTTPS
 - **Source IP Address.** Specify the IP Address of the client originating the management traffic.
 - **Mask.** Specify the subnet mask associated with the IP address. The subnet mask is a standard subnet mask, and *not* an inverse (wildcard) mask that you use with IP ACLs.
 - **Priority.** Configure priority to the rule. The rules are validated against the incoming management request in the ascending order of their priorities. If a rule matches, action is performed and subsequent rules below are ignored. For example, if a Source IP 10.10.10.10 is configured with priority 1 to permit, and Source IP 10.10.10.10 is configured with priority 2 to Deny, then access is permitted if the profile is active, and the second rule is ignored.
2. To modify an access rule, select the check box next to the Rule Type, update the desired settings, and click **APPLY**
3. To delete an access rule, select the check box next to the Rule Type, and click **DELETE**.
4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Port Authentication

In port-based authentication mode, when 802.1X is enabled globally and on the port, successful authentication of any one supplicant attached to the port results in all users being able to use the port without restrictions. At any given time, only one supplicant is allowed to attempt authentication on a port in this mode. Ports in this mode are under bidirectional control. This is the default authentication mode.

The 802.1X network has three components:

- **Authenticators** - Specifies the port that is authenticated before permitting system access.

- **Suplicants** - Specifies the host connected to the authenticated port requesting access to the system services.
- **Authentication Server** - Specifies the external server, for example, the RADIUS server that performs the authentication on behalf of the authenticator, and indicates whether the user is authorized to access system services.

From the Port Authentication link, you can access the following pages:

- [Basic](#) on page 387
- [Advanced](#) on page 389

Basic

From the Basic link, you can access the following pages:

- [802.1X Configuration](#) on page 387

802.1X Configuration

Use the 802.1X Configuration page to enable or disable port access control on the system.

To display the 802.1X Configuration page, click **Security** > **Port Authentication** > **Basic** > **802.1X Configuration**.

The screenshot shows the '802.1X Configuration' page with the following settings:

Setting	Value
Administrative Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
VLAN Assignment Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
EAPOL Flood Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Dynamic VLAN Creation Mode	Disable
Monitor Mode	Disable
Users	admin
Login	defaultList
Authentication List	dot1xList

To configure global 802.1X settings:

1. Select the appropriate radio button in the **Port Based Authentication State** field to enable or disable 802.1X administrative mode on the switch.
 - **Enable**. Port-based authentication is permitted on the switch.

Note: If 802.1X is enabled, authentication is performed by a RADIUS server. This means the primary authentication method must be RADIUS. To set the method, go to **Security > Management Security > Authentication List** and select RADIUS as method 1 for defaultList. For more information, see “Authentication List Configuration” on page 6-366.

- **Disable** - The switch does not check for 802.1X authentication before allowing traffic on any ports, even if the ports are configured to allow only authenticated users. Default value.
2. Use **VLAN Assignment Mode** to select one of options for VLAN Assignment mode: enable and disable. The default value is disable.
 3. Use **Users** to select the user name that will use the selected login list for 802.1x port security.
 4. Use **Login** to select the login to apply to the specified user. All configured logins are displayed.

Field	Description
Authentication List	Displays the authentication list which is used by 802.1X.

Advanced

From the Advanced link, you can access the following pages:

- [802.1X Configuration](#) on page 389
- [Port Authentication](#) on page 390
- [Port Summary](#) on page 393
- [Client Summary](#) on page 396

802.1X Configuration

Use the 802.1X Configuration page to enable or disable port access control on the system.

To display the 802.1X Configuration page, click **Security > Port Authentication > Advanced > 802.1X Configuration**.

The screenshot shows the '802.1X Configuration' page with the following settings:

Field	Value
Administrative Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
VLAN Assignment Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
EAPOL Flood Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Dynamic VLAN Creation Mode	Disable
Monitor Mode	Disable
Users	admin
Login	defaultList
Authentication List	dot1xList

To configure global 801.1X settings:

1. Use **Administrative Mode** to select one of the options for administrative mode: enable and disable. The default value is disable.
2. Use **VLAN Assignment Mode** to select one of the options for VLAN Assignment mode: enable and disable. The default value is disable.
3. Use **Users** to select the user name that will use the selected login list for 802.1x port security.
4. Use **Login** to select the login to apply to the specified user. All configured logins are displayed.

Field	Description
Authentication List	Displays the authentication list which is used by 802.1X.

Port Authentication

Use the Port Authentication page to enable and configure port access control on one or more ports.

To access the Port Authentication page, click **Security > Port Authentication > Advanced > Port Authentication**.

Note: Use the horizontal scroll bar at the bottom of the browser to view all the fields on the Port Authentication page.

Port Authentication

Port Authentication

1 2 All Go To

<input type="checkbox"/>	Port	Control Mode	MAB	Quiet Period	Transmit Period	Guest VLAN ID	Guest VLAN Period	Unauthenticated VLAN ID
<input type="checkbox"/>		<input type="text" value=""/>						
<input type="checkbox"/>	1/0/1	Auto	Disable	60	30	0	90	0
<input type="checkbox"/>	1/0/2	Auto	Disable	60	30	0	90	0
<input type="checkbox"/>	1/0/3	Auto	Disable	60	30	0	90	0
<input type="checkbox"/>	1/0/4	Auto	Disable	60	30	0	90	0

To Port

Supplicant Timeout	Server Timeout	Maximum Requests	PAE Capabilities	Periodic Reauthentication	Reauthentication Period	User Privileges	Max Users
<input type="text" value=""/>							
30	30	2	Authenticator	Disable	3600	admin,guest,	48
30	30	2	Authenticator	Disable	3600	admin,guest,	48
30	30	2	Authenticator	Disable	3600	admin,guest,	48
30	30	2	Authenticator	Disable	3600	admin,guest,	48

To configure 802.1X settings for the port:

- Select the check box next to the port to configure. You can also select multiple check boxes to apply the same settings to the select ports, or select the check box in the heading row to apply the same settings to all ports.
- For the selected port(s), specify the following settings:
 - Control Mode** - This selector lists the options for control mode. The control mode is only set if the link status of the port is link up. The options are:
 - force unauthorized** - The authenticator port access entity (PAE) unconditionally sets the controlled port to unauthorized
 - force authorized** - The authenticator PAE unconditionally sets the controlled port to authorized.

- **auto** - The authenticator PAE sets the controlled port mode to reflect the outcome of the authentication exchanges between the supplicant, authenticator, and the authentication server.
- **mac based** - The authenticator PAE sets the controlled port mode to reflect the outcome of the authentication exchanges between the supplicant, authenticator, and the authentication server on a per supplicant basis.
- **Quiet Period** - This input field allows the user to configure the quiet period for the selected port. This command sets the value, in seconds, of the timer used by the authenticator state machine on this port to define periods of time in which it will not attempt to acquire a supplicant. The quiet period is the period for which the authenticator does not attempt to acquire a supplicant after a failed authentication exchange with the supplicant. The quiet period must be a number in the range of 0 and 65535. A quiet period value of 0 means that the authenticator state machine will never acquire a supplicant. The default value is 60. Changing the value will not change the configuration until the APPLY button is pressed.
- **Transmit Period** - This input field allows the user to configure the transmit period for the selected port. The transmit period is the value, in seconds, of the timer used by the authenticator state machine on the specified port to determine when to send an EAPOL EAP Request/Identity frame to the supplicant. The transmit period must be a number in the range of 1 and 65535. The default value is 30. Changing the value will not change the configuration until the APPLY button is pressed.
- **Guest VLAN Id** - This field allows the user to configure Guest VLAN ID on the interface. The valid range is 0-3965. The default value is 0. Changing the value will not change the configuration until the **APPLY** button is pressed. Enter 0 to clear the Guest VLAN ID on the interface.
- **Guest VLAN Period** - This input field allows the user to enter the guest VLAN period for the selected port. The guest VLAN period is the value, in seconds, of the timer used by the Guest VLAN Authentication. The guest VLAN time-out must be a value in the range of 1 and 300. The default value is 90. Changing the value will not change the configuration until the **APPLY** button is pressed.
- **Unauthenticated VLAN ID** - This input field allows the user to enter the Unauthenticated VLAN ID for the selected port. The valid range is 0-3965. The default value is 0. Changing the value will not change the configuration until the Submit button is pressed. Enter 0 to clear the Unauthenticated VLAN ID on the interface.
- **Supplicant Timeout** - This input field allows the user to enter the supplicant time-out for the selected port. The supplicant time-out is the value, in seconds, of the timer used by the authenticator state machine on this port to time-out the supplicant. The supplicant time-out must be a value in the range of 1 and 65535. The default value is 30. Changing the value will not change the configuration until the **APPLY** button is pressed.
- **Server Timeout** - This input field allows the user to enter the server time-out for the selected port. The server time-out is the value, in seconds, of the timer used by the authenticator on this port to time-out the authentication server. The server time-out must be a value in the range of 1 and 65535. The default value is 30. Changing the value will not change the configuration until the APPLY button is pressed.

- **Maximum Requests** - This input field allows the user to enter the maximum requests for the selected port. The maximum requests value is the maximum number of times the authenticator state machine on this port will retransmit an EAPOL EAP Request/Identity before timing out the supplicant. The maximum requests value must be in the range of 1 and 10. The default value is 2. Changing the value will not change the configuration until the APPLY button is pressed.
 - **PAE Capabilities** - This field selects the port access entity (PAE) functionality of the selected port. Possible values are “Authenticator” or “Supplicant”.
 - **Periodic Reauthentication** - This select field allows the user to enable or disable reauthentication of the supplicant for the specified port. The selectable values are 'true' and 'false'. If the value is 'true' reauthentication will occur. Otherwise, reauthentication will not be allowed. The default value is false. Changing the selection will not change the configuration until the APPLY button is pressed.
 - **Reauthentication Period** - This input field allows the user to enter the reauthentication period for the selected port. The reauthentication period is the value, in seconds, of the timer used by the authenticator state machine on this port to determine when reauthentication of the supplicant takes place. The reauthentication period must be a value in the range of 1 and 65535. The default value is 3600. Changing the value will not change the configuration until the APPLY button is pressed.
 - **User Privileges** - This select field allows the user to add the specified user to the list of users with access to the specified port or all ports.
 - **Max Users** - This field allows the user to enter the limit to the number of supplicants on the specified interface.
3. Click **INITIALIZE** to begin the initialization sequence on the selected port. This button is only selectable if the control mode is 'auto'. If the button is not selectable, it will be grayed out. Once this button is pressed, the action is immediate. It is not required to press the APPLY button for the action to occur.
 4. Click **REAUTHENTICATE** to begin the reauthentication sequence on the selected port. This button is only selectable if the control mode is 'auto'. If the button is not selectable, it will be grayed out. Once this button is pressed, the action is immediate. It is not required to press the APPLY button for the action to occur.

Port Summary

Use the Port Summary page to view information about the port access control settings on a specific port.

To access the Port Summary page, click **Security > Port Authentication > Advanced > Port Summary**.

Port Summary							
:: Port Summary							
1 2 All							
Port	Control Mode	Operating Control Mode	Reauthentication Enabled	Control Direction	Protocol Version	PAE Capabilities	Authenticator PAE State
1/0/1	Auto	N/A	FALSE	Both	Version1	Authenticator	Initialize
1/0/2	Auto	N/A	FALSE	Both	Version1	Authenticator	Initialize
1/0/3	Auto	N/A	FALSE	Both	Version1	Authenticator	Initialize
1/0/4	Auto	N/A	FALSE	Both	Version1	Authenticator	Initialize
1/0/5	Auto	N/A	FALSE	Both	Version1	Authenticator	Initialize

Backend State	VLAN Assigned	VLAN Assigned Reason	Key Transmission Enabled	Session Timeout	Session Termination Action	Port Status	Port Method
Initialize	0	Not Assigned	FALSE	0	Default	N/A	Port Based
Initialize	0	Not Assigned	FALSE	0	Default	N/A	Port Based
Initialize	0	Not Assigned	FALSE	0	Default	N/A	Port Based
Initialize	0	Not Assigned	FALSE	0	Default	N/A	Port Based
Initialize	0	Not Assigned	FALSE	0	Default	N/A	Port Based

The following table describes the fields on the Port Summary page.

Field	Description
Port	Specifies the port whose settings are displayed in the current table row.
Control Mode	<p>This field indicates the configured control mode for the port. Possible values are:</p> <ul style="list-style-type: none"> Force Unauthorized: The authenticator port access entity (PAE) unconditionally sets the controlled port to unauthorized. Force Authorized: The authenticator PAE unconditionally sets the controlled port to authorized. Auto: The authenticator PAE sets the controlled port mode to reflect the outcome of the authentication exchanges between the supplicant, authenticator, and the authentication server.

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Field	Description
Operating Control Mode	<p>This field indicates the control mode under which the port is actually operating. Possible values are:</p> <ul style="list-style-type: none"> • ForceUnauthorized • ForceAuthorized • Auto • N/A: If the port is in detached state it cannot participate in port access control.
Reauthentication Enabled	<p>This field shows whether reauthentication of the supplicant for the specified port is allowed. The possible values are 'true' and 'false'. If the value is 'true' reauthentication will occur. Otherwise, reauthentication will not be allowed.</p>
Control Direction	<p>This displays the control direction for the specified port. The control direction dictates the degree to which protocol exchanges take place between Supplicant and Authenticator. This affects whether the unauthorized controlled port exerts control over communication in both directions (disabling both incoming and outgoing frames) or just in the incoming direction (disabling only the reception of incoming frames). This field is not configurable on some platforms.</p>
Protocol Version	<p>This field displays the protocol version associated with the selected port. The only possible value is 1, corresponding to the first version of the 802.1x specification. This field is not configurable.</p>
PAE Capabilities	<p>This field displays the port access entity (PAE) functionality of the selected port. Possible values are "Authenticator" or "Supplicant". This field is not configurable.</p>
Authenticator PAE State	<p>This field displays the current state of the authenticator PAE state machine. Possible values are:</p> <ul style="list-style-type: none"> • "Initialize" • "Disconnected" • "Connecting" • "Authenticating" • "Authenticated" • "Aborting" • "Held" • "ForceAuthorized" • "ForceUnauthorized".
Backend State	<p>This field displays the current state of the backend authentication state machine. Possible values are:</p> <ul style="list-style-type: none"> • "Request" • "Response" • "Success" • "Fail" • "Timeout" • "Initialize" • "Idle"

ProSafe M5300 Switch

Field	Description
Vlan Assigned	This field displays the vlan id assigned to the selected interface by the Authenticator. This field is displayed only when the port control mode of the selected interface is not mac-based. This field is not configurable.
Vlan Assigned Reason	This field displays reason for the vlan id assigned by the authenticator to the selected interface. This field is displayed only when the port control mode of the selected interface is not mac-based. This field is not configurable. Possible values are: <ul style="list-style-type: none"> • “Radius” • “Unauth” • “Default” • “Not Assigned”
Key Transmission Enabled	This field displays if key transmission is enabled on the selected port. This is not a configurable field. The possible values are 'true' and 'false'. If the value is 'false' key transmission will not occur. Otherwise Key transmission is supported on the selected port.
Session Timeout	This field displays Session Timeout set by the Radius Server for the selected port. This field is displayed only when the port control mode of the selected port is not mac-based.
Session Termination Action	This field displays Termination Action set by the Radius Server for the selected port. This field is displayed only when the port control mode of the selected port is not mac-based. Possible values are: <ul style="list-style-type: none"> • “Default” • “Reauthenticate” If the termination action is 'default' then at the end of the session, the client details are initialized. Otherwise re-authentication is attempted.
Port Status	This field shows the authorization status of the specified port. The possible values are 'Authorized', 'Unauthorized' and 'N/A'. If the port is in detached state, the value will be 'N/A' since the port cannot participate in port access control.
Port Method	This field shows the authorization mode of the specified port. The possible values are 'Mac based', 'Port based'.

Client Summary

To access the Client Summary page, click **Security > Port Authentication > Advanced > Client Summary**.

Port	User Name	Supplicant MAC Address	Session Time	Filter ID	VLAN ID	VLAN Assigned	Session Timeout	Termination Action
1	2	All						

Field	Description
Port	The port to be displayed.
User Name	This field displays the User Name representing the identity of the supplicant device.
Supplicant Mac Address	This field displays supplicant's device Mac Address.
Session Time	This field displays the time since the supplicant as logged in seconds.
Filter ID	This field displays policy filter id assigned by the authenticator to the supplicant device.
Vlan ID	This field displays vlan id assigned by the authenticator to the supplicant device.
Vlan Assigned	This field displays reason for the vlan id assigned by the authenticator to the supplicant device.
Session Timeout	This field displays Session Timeout set by the Radius Server to the supplicant device.
Termination Action	This field displays Termination Action set by the Radius Server to the supplicant device.

Traffic Control

From the **Traffic Control** link, you can configure MAC Filters, Storm Control, Port Security, and Protected Port settings. To display the page, click the **Security > Traffic Control** tab.

The Traffic Control folder contains links to the following features:

- [MAC Filter](#) on page 397
- [Port Security](#) on page 399
- [Private Group](#) on page 404
- [Protected Ports Configuration](#) on page 406
- [Storm Control](#) on page 412

MAC Filter

The MAC Filter folder contains links to the following features:

- [MAC Filter Configuration](#) on page 397
- [MAC Filter Summary](#) on page 399

MAC Filter Configuration

Use the MAC Filter Configuration page to create MAC filters that limit the traffic allowed into and out of specified ports on the system.

To display the MAC Filter Configuration page, click **Security > Traffic Control > MAC Filter > MAC Filter Configuration**.

MAC Filter Configuration

MAC Filter Config

MAC Filter	Create Filter ▼	VLAN ID	1 ▼																					
MAC Address																								
Source Port Members																								
▼ Unit 1																								
Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52																				
▶ Unit 2																								
▶ LAG																								
Destination Port Members																								
▶ Unit 1																								
▶ Unit 2																								
▶ LAG																								

To configure MAC filter settings:

1. Select Create Filter from the **MAC Filter** menu.
 - a. This is the list of MAC address and VLAN ID pairings for all configured filters. To change the port mask(s) for an existing filter, select the entry you want to change. To add a new filter, select “Create Filter” from the top of the list.
 - b. From the **VLAN ID** menu, select the VLAN to use with the MAC address to fully identify packets you want filtered. You can change this field only when the Create Filter option is selected from the MAC Filter menu.
 - c. In the **MAC Address** field, specify the MAC address of the filter in the format 00:01:1A:B2:53:4D. You can change this field when you have selected the Create Filter option.

You cannot define filters for the following MAC addresses:

- 00:00:00:00:00:00
 - 01:80:C2:00:00:00 to 01:80:C2:00:00:0F
 - 01:80:C2:00:00:20 to 01:80:C2:00:00:21
 - FF:FF:FF:FF:FF:FF
- d. Click the orange bar to display the available ports and select the port(s) to include in the inbound filter. If a packet with the MAC address and VLAN ID you specify is received on a port that is not in the list, it will be dropped.
 - e. Click the orange bar to display the available ports and select the port(s) you to include in the outbound filter. Packets with the MAC address and VLAN ID you selected will be transmitted only out of ports that are in the list. Destination ports can be included only in the Multicast filter.
2. To delete a configured MAC Filter, select it from the menu, and then click **DELETE**.
 3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
 4. If you make changes to the page, click **APPLY** to apply the changes to the system. MAC Filter Summary

MAC Filter Summary

Use the MAC Filter Summary page to view the MAC filters that are configured on the system.

To display the MAC Filter Summary page, click **Security > Traffic Control > MAC Filter > MAC Filter Summary**.



MAC Filter Summary			
:: MAC Filter Summary			
MAC Address	VLAN ID	Source Port Members	Destination Port Members
D3:02:F1:93:B3:01	1	1/0/9	1/0/16 - 1/0/17

The following table describes the information displayed on the page:

Field	Description
MAC Address	The MAC address of the filter in the format 00:01:1A:B2:53:4D.
VLAN ID	The VLAN ID associated with the filter.
Source Port Members	A list of ports to be used for filtering inbound packets.

Port Security

Port security, which is also known as port MAC locking, allows you to limit the number of source MAC address that can be learned on a port. If a port reaches the configured limit, any other addresses beyond that limit are not learned, and the frames are discarded. Frames with a source MAC address that has already been learned will be forwarded. Port security can help secure the network by preventing unknown devices from forwarding packets into the network.

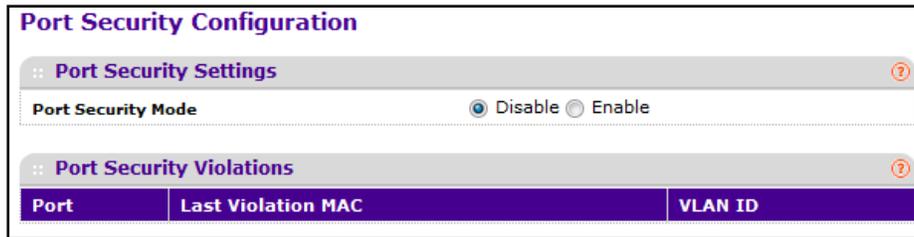
The Port Security folder contains links to the following features:

- [Port Security Configuration](#) on page 399
- [Port Security Interface Configuration](#) on page 400
- [Dynamic MAC Address](#) on page 402
- [Static MAC Address](#) on page 403

Port Security Configuration

Use the Port Security feature to lock one or more ports on the system. When a port is locked, only packets with an allowable source MAC addresses can be forwarded. All other packets are discarded.

To display the Port Security Configuration page, click **Security > Traffic Control > Port Security > Port Administration**.



To configure the global port security mode:

1. In the **Port Security Mode** field, select the appropriate radio button to enable or disable port security on the switch.
2. Click **APPLY** to update the switch with the change.
3. Click **CANCEL** to abandon the change.

The Port Security Violation table shows information about violations that occurred on ports that are enabled for port security. The following table describes the fields in the Port Security Violation table.

Field	Description
Port	Displays the physical interface for which you want to display data.
Last Violation MAC	Displays the source MAC address of the last packet that was discarded at a locked port.
VLAN ID	Displays the VLAN ID corresponding to the Last Violation MAC address.

Port Security Interface Configuration

A MAC address can be defined as allowable by one of two methods: dynamically or statically. Both methods are used concurrently when a port is locked.

Dynamic locking implements a first arrival mechanism for Port Security. You specify how many addresses can be learned on the locked port. If the limit has not been reached, then a packet with an unknown source MAC address is learned and forwarded normally. When the limit is reached, no more addresses are learned on the port. Any packets with source MAC addresses that were not already learned are discarded. You can effectively disable dynamic locking by setting the number of allowable dynamic entries to zero.

Static locking allows you to specify a list of MAC addresses that are allowed on a port. The behavior of packets is the same as for dynamic locking: only packets with an allowable source MAC address can be forwarded.

To display the Port Security Interface Configuration page, click **Security > Traffic Control > Port Security > Interface Configuration**.

Port Security Interface Configuration

:: Interface Configuration ?

1 2 LAGS All Go To Port

	Port	Security Mode	Max Allowed Dynamically Learned MAC	Max Allowed Statically Locked MAC	Violation Trap
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	600	48	Disable
<input type="checkbox"/>	1/0/2	Disable	600	48	Disable
<input type="checkbox"/>	1/0/3	Disable	600	48	Disable
<input type="checkbox"/>	1/0/4	Disable	600	48	Disable
<input type="checkbox"/>	1/0/5	Disable	600	48	Disable

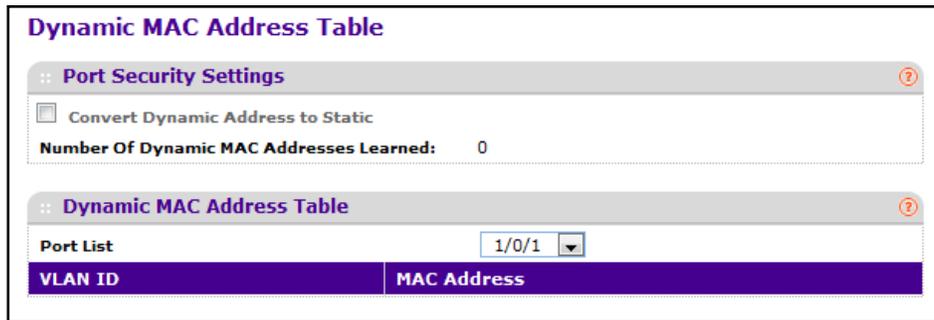
To configure port security settings:

1. **Port** - Selects the interface to be configured.
2. Select the check box next to the port or LAG to configure. Select multiple check boxes to apply the same setting to all selected interfaces. Select the check box in the heading row to apply the same settings to all interfaces.
3. Specify the following settings:
 - **Security Mode** - Enables or disables the Port Security feature for the selected interface.
 - **Max Allowed Dynamically Learned MAC** - Sets the maximum number of dynamically learned MAC addresses on the selected interface.
 - **Max Allowed Statically Locked MAC** - Sets the maximum number of statically locked MAC addresses on the selected interface.
 - **Violation Traps** - Enables or disables the sending of new violation traps designating when a packet with a disallowed MAC address is received on a locked port.

Dynamic MAC Address

Use the Dynamic MAC Address page to convert a dynamically learned MAC address to a statically locked address.

To display the Dynamic MAC Address page, click **Security > Traffic Control > Port Security > Dynamic MAC Address**.



To convert learned MAC addresses:

1. **Port List** - Select the physical interface for which you want to display data.
2. Use **Convert Dynamic Address to Static** to convert a dynamically learned MAC address to a statically locked address. The Dynamic MAC address entries are converted to Static MAC address entries in a numerically ascending order until the Static limit is reached.
3. Click **REFRESH** to refresh the web page to show the latest MAC address learned on a specific port.

The Dynamic MAC Address Table shows the MAC addresses and their associated VLANs learned on the selected port. Use the **Port List** menu to select the interface for which you want to display data.

Field	Description
Number of Dynamic MAC Addresses Learned	Displays the number of dynamically learned MAC addresses on a specific port.
VLAN ID	Displays the VLAN ID corresponding to the MAC address.
MAC Address	Displays the MAC addresses learned on a specific port.

Static MAC Address

Use this page to add and remove the MAC addresses of hosts that are allowed to send traffic to specific interfaces on the device. The number of MAC addresses you can associate with each interface is determined by the maximum static MAC addresses allowed on a given interface.

To display the Static MAC Address page, click **Security > Traffic Control > Port Security > Static MAC Address**.

Static MAC Address Configuration

:: Port List ?

Interface ▼

:: Static MAC Address Table ?

	Static MAC Address	VLAN ID
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>

To configure static MAC address-to-interface associations:

1. When adding a static MAC address entry, use the Interface menu to select the interface to associate with the permitted MAC address. **Interface** - Select the physical interface for which you want to display data.
2. **Static MAC Address** - Accepts user input for the MAC address to be deleted.
3. Use **VLAN ID** to select the VLAN ID corresponding to the MAC address being added.
4. Click **ADD** to add a new static MAC address to the switch.
5. Click **DELETE** to delete a existing static MAC address from the switch.

Private Group

The Private Group feature provides Layer 2 isolation between ports that share the same broadcast domain. Ports can be grouped together as members of the same private group.

The Private Group folder contains links to the following features:

- [Private Group Configuration](#) on page 404
- [Private Group Membership](#) on page 405

Private Group Configuration

Use this page to create private groups and to specify its mode.

To display the Private Group Configuration page, click **Security > Traffic Control > Private Group > Private Group Configuration**.

Private Group Configuration		
Group Name	Group ID	Group Mode
<input type="checkbox"/> pgroup1	1	community

To configure a private group:

1. Use **Group Name** to enter the Private Group name to be configured. The name string can be up to 24 bytes of non-blank characters.
2. Use the optional **Group ID** field to specify the private group identifier. If not specified, a group id not used will be assigned automatically. The range of group id is (1 to 192).
3. Use **Group Mode** to configure the mode of private group. The group mode can be either “isolated” or “community”. When in “isolated” mode, the member port in the group cannot forward its egress traffic to any other members in the same group. By default, the mode is “community” mode that each member port can forward traffic to other members in the same group, but not to members in other groups.
4. Click **ADD** to create a new private group in the switch.
5. Click **DELETE** to delete a selected private group from the switch.

Private Group Membership

Use this page to configure the ports that belong to the existing private groups. To display the Private Group Membership page, click **Security > Traffic Control> Private Group > Private Group Membership**.

To configure private group port membership:

1. Use **Group ID** to select the Group ID for which you want to display or configure data.
2. Use **Port List** to add the ports you selected to this private group.

Field	Description
Group Name	This field identifies the name for the Private Group you selected. It can be up to 24 non-blank characters long.
Group Mode	This field identifies the mode of the Private Group you selected. The modes are: <ul style="list-style-type: none"> • community: Each member port can forward traffic to other members in the same group, but not to members in other groups (default). • isolated: The member port in the group cannot forward its egress traffic to any other members in the same group.

Protected Ports Configuration

If a port is configured as protected, it does not forward traffic to any other protected port on the switch, but it will forward traffic to unprotected ports. Use the Protected Ports Configuration page to configure the ports as protected or unprotected. You need read-write access privileges to modify the configuration.

To display the Protected Ports Configuration page, click the **Security > Traffic Control > Protected Ports**.

The screenshot shows the 'Protected Ports Configuration' interface. At the top, there's a title bar with a question mark icon. Below it, the 'Group ID' is set to '0' and the 'Group Name' is 'prot_port1'. The main area is divided into units. Under 'Unit 1', there's a grid of 48 ports. Ports 27, 28, and 30 have checkmarks in their respective boxes, indicating they are protected. The rest of the ports are empty. Below the grid, there's a 'Unit 2' section which is currently collapsed.

To configure protected ports:

1. Use **Group ID** to identify a group of protected ports that can be combined into a logical group. Traffic can flow between protected ports belonging to different groups, but not within the same group. The selection box lists all the possible protected port Group IDs supported for the current platform. The valid range of the Group ID is 0 to 2.
2. Use the optional **Group Name** field to associate a name with the protected ports group (used for identification purposes). It can be up to 32 alphanumeric characters long, including blanks. The default is blank. This field is optional.
3. Click the orange bar to display the available ports.
4. Click the box below each port to configure as a protected port. The selection list consists of physical ports, protected as well as unprotected. The protected ports are tick-marked to differentiate between them. No traffic forwarding is possible between two protected ports. If left unconfigured, the default state is unprotected. No traffic forwarding is possible between two protected ports.
5. Click **REFRESH** to refresh the page with the most current data from the switch.
6. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
7. If you make changes to the page, click **APPLY** to apply the changes to the system. Configuration changes take effect immediately.

Private VLAN

The Private VLANs feature provides Layer 2 isolation between ports that share the same broadcast domain. In other words, it allows a VLAN broadcast domain to be partitioned into smaller point-to-multipoint subdomains. The ports participating in a private VLAN can be located anywhere in the Layer 2 network.

Each subdomain is defined (represented) by a primary VLAN and a secondary VLAN. The primary VLAN ID is the same for all subdomains that belong to a private VLAN. The secondary VLAN ID differentiates subdomains from each another and provides Layer 2 isolation between ports of the same private VLAN.

Private VLANs are typically implemented in the DMZ for security reasons. Servers are not supposed to communicate with each other, but they need to communicate to a router through which they are connected to the users. Such servers are typically connected to host ports and routers are attached to promiscuous ports. Then, if one of the servers is compromised, the intruder cannot use it to attack another server in the same network segment.

The same traffic isolation can be achieved by assigning each port with a different VLAN, allocating an IP subnet for each VLAN and enabling L3 routing between them. On the other hand, in a private VLAN domain, all members can share a common address space of a single subnet which is associated with a primary VLAN. So, the advantage of the private VLANs feature is that it reduces the number of consumed VLANs, improves IP addressing space utilization, and helps to avoid L3 routing.

The Private VLAN folder contains links to the following features:

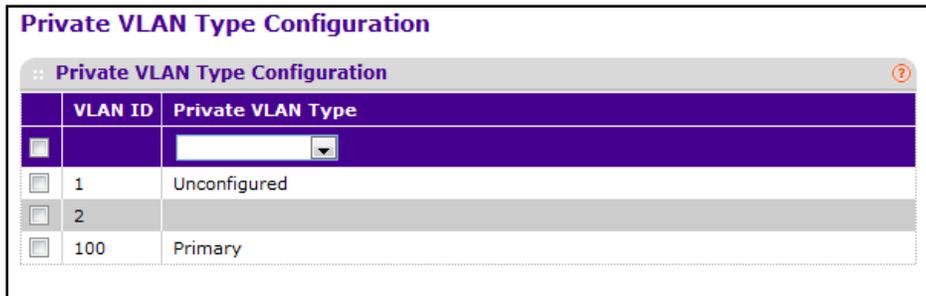
- [Private VLAN Type Configuration](#) on page 407
- [Private VLAN Association Configuration](#) on page 408
- [Private VLAN Port Mode Configuration](#) on page 409
- [Private VLAN Host Interface Configuration](#) on page 410
- [Private VLAN Promiscuous Interface Configuration](#) on page 411

Private VLAN Type Configuration

Use this page to set an existing VLAN as a private VLAN type. A private VLAN can be one of the following types:

- A *Primary VLAN* forwards the traffic from the promiscuous ports to isolated ports, community ports and other promiscuous ports in the same private VLAN. Only one primary VLAN can be configured per private VLAN. All ports within a private VLAN share the same primary VLAN.
- An *Isolated VLAN* is a secondary VLAN. It carries traffic from isolated ports to promiscuous ports. Only one isolated VLAN can be configured per private VLAN.
- A *Community VLAN* is a secondary VLAN. It forwards traffic between ports which belong to the same community and to the promiscuous ports. There can be multiple community VLANs per private VLAN.

To display the Private VLAN Type Configuration page, click the **Security > Traffic Control > Private VLAN > Private VLAN Type Configuration**.



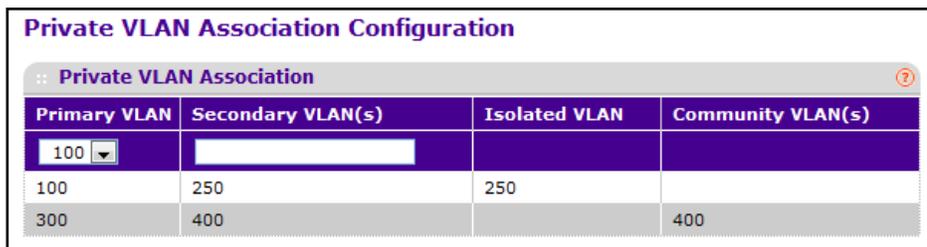
To configure the private VLAN type:

1. Select the check box associated with each VLAN to configure. To apply the same settings to all VLANs, select the check box in the header row.
2. Use the **Private VLAN Type** menu to identify a group of protected ports that can be combined into a logical group. The options are as follows:
 - **Primary:** Sets Private VLAN as Primary Type that forwards the traffic from the promiscuous ports to isolated ports, community ports and other promiscuous ports in the same private VLAN.
 - **Isolated:** Sets Private VLAN as Isolated Type that carries traffic from isolated ports to promiscuous ports.
 - **Community:** Sets Private VLAN as Isolated Type that forwards traffic between ports which belong to the same community and to the promiscuous ports.
 - **Unconfigured:** Sets the VLAN as non Private VLAN.
3. Click **APPLY** to send the updated configuration to the switch.
4. Click **CANCEL** to cancel the configuration on the screen.

Private VLAN Association Configuration

Use this page to configure the association between the primary private VLAN and secondary VLANs.

To display the Private VLAN Association Configuration page, click the **Security > Traffic Control > Private VLAN > Private VLAN Association Configuration**.



To configure an association between a primary and secondary VLAN:

1. From the **Primary VLAN** field, select the ID of the primary private VLAN to configure.

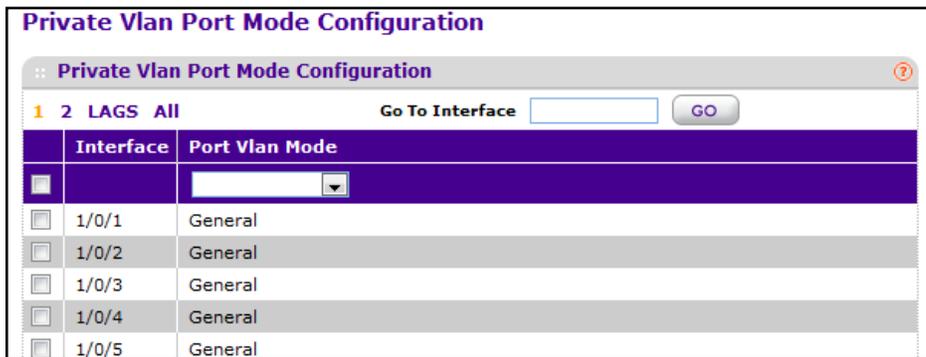
2. In the **Secondary VLAN** field, specify the VLAN ID of the VLAN to associate with the selected primary VLAN.
3. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
4. Click **CANCEL** to cancel the configuration on the screen.

Field	Description
Isolated VLAN	Displays the isolated VLAN associated with the primary VLAN.
Community VLAN	Displays the list of community VLAN(s) associated with the primary VLAN.

Private VLAN Port Mode Configuration

Use this page to configure the port mode for the ports that belong to a private VLAN.

To display the Private VLAN Port Mode Configuration page, click the **Security > Traffic Control > Private VLAN > Private VLAN Port Mode Configuration**.



To configure the port mode for ports:

1. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
2. From the **Port VLAN Mode** menu, select the mode to apply to the selected port(s). The modes are as follows:
 - **General:** The port is in general mode and is not a member of the private VLAN.
 - **Promiscuous:** The port belongs to a primary VLAN and can communicate with all interfaces in the private VLAN, including other promiscuous ports, community ports and isolated ports.
 - **Host:** The port belongs to a secondary VLAN and depending upon the type of secondary VLAN can either communicate with other ports in the same community (if the secondary VLAN is community VLAN) and with the promiscuous ports or is able to communicate only with the promiscuous ports (if the secondary VLAN is isolated VLAN).
3. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

- Click **CANCEL** to cancel the configuration on the screen.

Private VLAN Host Interface Configuration

Use this page to map host ports to primary and secondary private VLANs.

To display the Private VLAN Host Interface Configuration page, click the **Security > Traffic Control > Private VLAN > Private VLAN Host Interface Configuration**.

Private VLAN Host Interface Configuration				
:: Private VLAN Host Interface Configuration				
1 2 LAGS All		Go To Interface		GO
	Interface	Host Primary VLAN (2 to 4093)	Host Secondary VLAN (2 to 4093)	Operational VLAN(s)
<input type="checkbox"/>				
<input type="checkbox"/>	1/0/1	0	0	
<input type="checkbox"/>	1/0/2	0	0	
<input type="checkbox"/>	1/0/3	0	0	
<input type="checkbox"/>	1/0/4	0	0	
<input type="checkbox"/>	1/0/5	0	0	
<input type="checkbox"/>	1/0/6	0	0	

To associate one or more ports to host private VLANs:

- Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
- In the **Host Primary VLAN** field, specify the VLAN ID of the primary VLAN in which the selected ports are members.
- In the **Host Secondary VLAN** field, specify the VLAN ID of the secondary VLAN in which the selected ports are members.
- Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
- Click **CANCEL** to cancel the configuration on the screen.

Field	Description
Operational VLAN(s)	Indicates which VLANs associated with the port are operational.

Private VLAN Promiscuous Interface Configuration

Use this page to associate a port with a promiscuous primary VLAN. An endpoint connected to a promiscuous port is allowed to communicate with any endpoint within the private VLAN. Multiple promiscuous ports can be defined for a single private VLAN domain.

To display the Private VLAN Promiscuous Interface Configuration page, click the **Security > Traffic Control > Private VLAN > Private VLAN Promiscuous Interface Configuration**.

Private VLAN Promiscuous Interface Configuration				
Private VLAN Promiscuous Interface Configuration				
1 2 LAGS All		Go To Interface <input type="text"/> <input type="button" value="GO"/>		
	Interface	Promiscuous Primary VLAN (2 to 4093)	Promiscuous Secondary VLAN(s) Range[2-4093]	Operational VLAN(s)
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	1/0/1	0		
<input type="checkbox"/>	1/0/2	0		
<input type="checkbox"/>	1/0/3	0		
<input type="checkbox"/>	1/0/4	0		
<input type="checkbox"/>	1/0/5	0		
<input type="checkbox"/>	1/0/6	0		

To associate ports with promiscuous private VLANs:

1. Select the check box associated with each **Interface** to configure, or select the check box in the header row to apply the same settings to all interfaces.
2. In the **Promiscuous Primary VLAN** field, specify the VLAN ID of the primary VLAN in which the selected ports are members.
3. In the **Promiscuous Secondary VLAN** field, specify the VLAN ID of the secondary VLAN in which the selected ports are members.
4. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.
5. Click **CANCEL** to cancel the configuration on the screen.

Field	Description
Operational VLAN(s)	Indicates which VLANs associated with the port are operational.

Storm Control

A broadcast storm is the result of an excessive number of broadcast messages simultaneously transmitted across a network by a single port. Forwarded message responses can overload network resources and/or cause the network to time out.

The switch measures the incoming broadcast/multicast/unknown unicast packet rate per port and discards packets when the rate exceeds the defined value. Storm control is enabled per interface, by defining the packet type and the rate at which the packets are transmitted.

The Storm Control folder contains links to the following features:

- [Storm Control Global Configuration](#) on page 412
- [Storm Control Interface Configuration](#) on page 413

Storm Control Global Configuration

To display the Storm Control Global Configuration page, click **Security > Traffic Control > Storm Control > Storm Control Global Configuration**.



The following four control radio buttons provide an easy way to enable or disable each type of packets be rate-limited on every port in a global fashion. The effective storm control state of each port can be viewed by going to the port configuration page.

- **Global Flow Control (IEEE 802.3x) Mode** - Enable or disable this option by selecting the corresponding line on the radio button. The factory default is disabled.
- **Broadcast Storm Control All** - Enable or disable the Broadcast Storm Recovery mode on all ports by clicking the corresponding radio button. When you specify Enable for Broadcast Storm Recovery and the broadcast traffic on any Ethernet port exceeds the configured threshold, the switch blocks (discards) the broadcast traffic. The factory default is enabled.
- **Multicast Storm Control All** - Enable or disable the Multicast Storm Recovery mode on all ports by clicking the corresponding radio button. When you specify Enable for Multicast Storm Recovery and the multicast traffic on any Ethernet port exceeds the configured threshold, the switch blocks (discards) the multicast traffic. The factory default is disabled.
- **Unknown Unicast Storm Control All** - Enable or disable the Unicast Storm Recovery mode on all ports by clicking the corresponding radio button. When you specify Enable for Unicast Storm Recovery and the Unicast traffic on any Ethernet port exceeds the configured threshold, the switch blocks (discards) the unicast traffic. The factory default is disabled.

Storm Control Interface Configuration

To display the Storm Control Interface Configuration page, click **Security > Traffic Control > Storm Control > Storm Control Interface Configuration**.

Port Configuration

:: Port Configuration

1 2 All Go To Port

	Port	Recovery Mode	Recovery Level Type	Broadcast Storm		
				Recovery Level	Control Action	Recovery Mode
<input type="checkbox"/>		<input type="text"/>				
<input type="checkbox"/>	1/0/1	Enable	Percent	5	RateLimit	Disable
<input type="checkbox"/>	1/0/2	Enable	Percent	5	RateLimit	Disable
<input type="checkbox"/>	1/0/3	Enable	Percent	5	RateLimit	Disable
<input type="checkbox"/>	1/0/4	Enable	Percent	5	RateLimit	Disable
<input type="checkbox"/>	1/0/5	Enable	Percent	5	RateLimit	Disable

	Multicast Storm			Unicast Storm	
	Recovery Level Type	Recovery Level	Recovery Mode	Recovery Level Type	Recovery Level
<input type="text"/>					
	Percent	5	Disable	Percent	5
	Percent	5	Disable	Percent	5
	Percent	5	Disable	Percent	5
	Percent	5	Disable	Percent	5
	Percent	5	Disable	Percent	5

Field	Description
Broadcast Storm Recovery Mode	Enable or disable this option by selecting the corresponding line on the pull-down entry field. When you specify Enable for Broadcast Storm Recovery and the broadcast traffic on the specified Ethernet port exceeds the configured threshold, the switch blocks (discards) the broadcast traffic. The factory default is disabled.
Broadcast Storm Recovery Level Type	Specify the Broadcast Storm Recovery Level as a percentage of link speed or as packages per second.
Broadcast Storm Recovery Level	Specify the threshold at which storm control activates. The factory default is 5 percent of port speed for pps type.
Multicast Storm Recovery Mode	Enable or disable this option by selecting the corresponding line on the pull-down entry field. When you specify Enable for Multicast Storm Recovery and the multicast traffic on the specified Ethernet port exceeds the configured threshold, the switch blocks (discards) the multicast traffic. The factory default is disabled.
Multicast Storm Recovery Level Type	Specify the Multicast Storm Recovery Level as a percentage of link speed or as packages per second.

Field	Description
Multicast Storm Recovery Level	Specify the threshold at which storm control activates. The factory default is 5 percent of port speed for pps type.
Unicast Storm Recovery Mode	Enable or disable this option by selecting the corresponding line on the pull-down entry field. When you specify Enable for Unicast Storm Recovery and the unicast traffic on the specified Ethernet port exceeds the configured threshold, the switch blocks (discards) the unicast traffic. The factory default is disabled.
Unicast Storm Recovery Level Type	Specify the Unicast Storm Recovery Level as a percentage of link speed or as packages per second.
Unicast Storm Recovery Level	Specify the threshold at which storm control activates. The factory default is 5 percent of port speed for pps type.

Control

To display the page, click the **Security** > **Control** tab. The Control folder contains links to the following features:

- [DHCP Snooping](#) on page 414
- [IP Source Guard](#) on page 419
- [Dynamic ARP Inspection](#) on page 421

DHCP Snooping

Dynamic Host Configuration Protocol (DHCP) Snooping is a security feature that monitors DHCP messages between a DHCP client and DHCP server to accomplish the following tasks:

- Filter harmful DHCP messages
- Build a bindings database with entries that consist of the following information:
 - MAC address
 - IP address
 - VLAN ID
 - Client port

Entries in the bindings database are considered to be authorized network clients.

The DHCP Snooping folder contains links to the following features:

- [DHCP Snooping Global Configuration](#) on page 415
- [DHCP Snooping Interface Configuration](#) on page 416
- [DHCP Snooping Binding Configuration](#) on page 417
- [DHCP Snooping Persistent Configuration](#) on page 418
- [DHCP Snooping Statistics](#) on page 418

DHCP Snooping Global Configuration

Use this page to configure the administrative mode of DHCP snooping on the switch and to enable DHCP snooping on VLANs. When enabled on a VLAN, DHCP snooping forwards valid DHCP client messages it receives in the VLAN. The message is forwarded on all trusted interfaces in the VLAN.

To display the DHCP Snooping Global Configuration page, click **Security > Control > DHCP Snooping > Global Configuration**.

DHCP Snooping Global Configuration	
DHCP Snooping Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
MAC Address Validation	<input type="radio"/> Disable <input checked="" type="radio"/> Enable
VLAN Configuration	
VLAN ID	DHCP Snooping Mode
<input type="checkbox"/> <input type="text"/>	<input type="text"/>

DHCP Snooping Configuration

1. Use **DHCP Snooping Mode** to enable or disable the DHCP Snooping feature. The factory default is disabled.
2. Use **MAC Address Validation** to enable or disable the validation of sender MAC Address for DHCP Snooping. The factory default is enabled.

DHCP Snooping VLAN Configuration

1. Use **VLAN ID** to enter the VLAN for which the DHCP Snooping Mode is to be enabled.
2. Use **DHCP Snooping Mode** to enable or disable the DHCP Snooping feature for the specified VLAN. The factory default is disabled.
3. Click **APPLY** to apply the new configuration and cause the changes to take effect. These changes will not be retained across a power cycle unless a save configuration is performed.
4. Click **CANCEL** to abandon the changes.

DHCP Snooping Interface Configuration

To display the DHCP Snooping Interface Configuration page, click **Security > Control > DHCP Snooping > Interface Configuration**.

	Interface	Trust Mode	Logging Invalid Packets	Rate Limit(pps)	Burst Interval(secs)
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	Disable	N/A	N/A
<input type="checkbox"/>	1/0/2	Disable	Disable	N/A	N/A
<input type="checkbox"/>	1/0/3	Disable	Disable	N/A	N/A
<input type="checkbox"/>	1/0/4	Disable	Disable	N/A	N/A
<input type="checkbox"/>	1/0/5	Disable	Disable	N/A	N/A

To configure interfaces for DHCP snooping:

1. Select the check box associated with each interface to configure. To apply the same settings to all interfaces, select the check box in the header row.
2. If **Trust Mode** is enabled, DHCP snooping application considers as port trusted. DHCP servers must be reached through trusted ports. The factory default is disabled. If the trust mode is disabled (untrusted), DHCP snooping enforces the following security rules:
 - DHCP packets from a DHCP server (DHCP OFFER, DHCP ACK, DHCP NAK, DHCP RELEASE QUERY) are dropped if they are received on an untrusted port.
 - DHCP RELEASE and DHCP DECLINE messages are dropped if the MAC addresses in the snooping database, but the binding's interface is other than the interface where the message was received.
 - On untrusted interfaces, the switch drops DHCP packets with a source MAC address that does not match the client hardware address if MAC Address Validation is globally enabled.
3. If **Logging Invalid Packets** is enabled, DHCP snooping application logs invalid packets on this interface. The factory default is disabled.
4. Use **Rate Limit (pps)** to specify rate limit value for DHCP Snooping purpose. If the incoming rate of DHCP packets exceeds the value of this object for consecutively burst interval seconds, the port will be shutdown. If this value is None there is no limit. The factory default is 15pps (packets per second). The range of Rate Limit is (0 to 300).
5. Use **Burst Interval (secs)** to specify the burst interval value for rate limiting purpose on this interface. If the rate limit is None burst interval has no meaning shows it as N/A. The factory default is 1 second. The range of Burst Interval is 1 to 15).
6. Click **APPLY** to apply the new configuration and cause the changes to take effect. These changes will not be retained across a power cycle unless a save configuration is performed.
7. Click **CANCEL** to abandon the changes.

DHCP Snooping Binding Configuration

To display the DHCP Snooping Binding Configuration page, click **Security > Control > DHCP Snooping > Binding Configuration**.

DHCP Snooping Binding Configuration

Static Binding Configuration

	Interface	MAC Address	VLAN ID	IP Address
<input type="checkbox"/>	▼	[]	▼	[]

Dynamic Binding Configuration

Interface	MAC Address	VLAN ID	IP Address	Lease Time

To configure static DHCP snooping bindings:

1. From the **Interface** menu, select the interface on which to configure a static binding.
2. Use **MAC Address** to specify the MAC address for the binding to be added. This is the Key to the binding database.
3. Use **VLAN ID** to select the VLAN from the list for the binding rule. The range of the VLAN ID is (1 to 4093).
4. Use **IP Address** to specify valid IP Address for the binding rule.
5. Click **ADD** to add DHCP snooping binding entry into the database.
6. Click **DELETE** to delete selected static entries from the database.

The Dynamic Binding Table displays the following information:

Field	Description
Interface	Displays the interface to which a binding entry in the DHCP snooping database.
MAC Address	Displays the MAC address for the binding in the binding database.
VLAN ID	Displays the VLAN for the binding entry in the binding database. The range of the VLAN ID is (1 to 4093).
IP Address	Displays IP Address for the binding entry in the binding database.
Lease Time	Displays the remaining Lease time for the Dynamic entries

Click **CLEAR** to delete all DHCP Snooping binding entries.

DHCP Snooping Persistent Configuration

To display the DHCP Snooping Persistent Configuration page, click **Security > Control > DHCP Snooping > Persistent Configuration**.

1. Use **Store** to select the local store or remote store. Local selection disable the Remote objects like Remote File Name and Remote IP address.
2. Use **Remote IP Address** to configure Remote IP Address on which the snooping database will be stored when Remote is selected.
3. Use **Remote File Name** to configure Remote file name to store the database when Remote is selected.
4. Use **Write Delay** to configure the maximum write time to write the database into local or remote. The range of Write Delay is 15 to 86400.

DHCP Snooping Statistics

To display the DHCP Snooping Statistics page, click **Security > Control > DHCP Snooping > Statistics**.

Interface	MAC Verify Failures	Client Ifc Mismatch	DHCP Server Msgs Received
1/0/1	0	0	0
1/0/2	0	0	0
1/0/3	0	0	0
1/0/4	0	0	0
1/0/5	0	0	0
1/0/6	0	0	0
1/0/7	0	0	0
1/0/8	0	0	0

Field	Description
Interface	The untrusted and snooping enabled interface for which statistics to be displayed.
MAC Verify Failures	Number of packets that were dropped by DHCP Snooping as there is no matching DHCP Snooping binding entry found.
Client Ifc Mismatch	The number of DHCP messages that are dropped based on source MAC address and client HW address verification.
DHCP Server Msgs Received	The number of Server messages that are dropped on an un trusted port.

Click **CLEAR** to clear all interfaces statistics.

Click **REFRESH** to refresh the data on the screen with the latest statistics.

IP Source Guard

The IP Source Guard (IPSG) feature helps protect the network from attacks that use IP address spoofing to compromise or overwhelm the network. The source ID may be either the source IP address or a {source IP address, source MAC address} pair. You can configure:

- Whether enforcement includes the source MAC address
- Static authorized source IDs

The DHCP snooping bindings database and static IPSG entries identify authorized source IDs. IPSG can be enabled on physical and LAG ports. If you enable IPSG on a port where DHCP snooping is disabled or where DHCP snooping is enabled but the port is trusted, all IP traffic received on that port is dropped depending on the admin-configured IPSG entries.

The IP Source Guard folder contains links to the following features:

- [IP Source Guard Interface Configuration](#) on page 420
- [IP Source Guard Binding Configuration](#) on page 420

IP Source Guard Interface Configuration

To display the IP Source Guard Interface Configuration page, click **Security > Control > IP Source Guard > Interface Configuration**.

	Interface	IPSP Mode	IPSP Port Security
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	Disable
<input type="checkbox"/>	1/0/2	Disable	Disable
<input type="checkbox"/>	1/0/3	Disable	Disable
<input type="checkbox"/>	1/0/4	Disable	Disable
<input type="checkbox"/>	1/0/5	Disable	Disable
<input type="checkbox"/>	1/0/6	Disable	Disable

To configure interfaces for IPSP:

1. Select the check box associated with each interface to configure. To apply the same settings to all interfaces, select the check box in the header row.
2. Use **IPSP Mode** to enable or disable validation of Sender IP Address on this interface. If IPSP is Enabled Packets will not be forwarded if Sender IP Address is not in DHCP Snooping Binding database. The factory default is disabled.
3. Use **IPSP Port Security** to enable or disables the IPSP Port Security on the selected interface. If IPSP Port Security is enabled then the packets will not be forwarded if the sender MAC Address is not in FDB table and it is not in DHCP snooping binding database. To enforce filtering based on MAC address other required configurations are:
 - Enable port-security globally.
 - Enable port-security on the interface level.

IPSP Port Security can't be Enabled if IPSP is Disabled. The factory default is disabled.

IP Source Guard Binding Configuration

To display the IP Source Guard Binding Configuration page, click **Security > Control > IP Source Guard > Binding Configuration**.

IP Source Guard Binding Configuration					
:: Static Binding Configuration					
	Interface	MAC Address	VLAN ID	IP Address	Filter Type
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
:: Dynamic Binding Configuration					
	Interface	MAC Address	VLAN ID	IP Address	Filter Type

Static Binding Configuration

1. **Interface** - Selects the interface to add a binding into the IPSG database.
2. Use **MAC Address** to specify the MAC address for the binding.
3. Use **VLAN ID** to select the VLAN from the list for the binding rule.
4. Use **IP Address** to specify valid IP Address for the binding rule.
5. Click **ADD** to add IPSG static binding entry into the database.
6. Click **DELETE** to delete selected static entries from the database.

The Dynamic Binding Configuration table shows the following information:

Field	Description
Interface	Displays the interface to add a binding into the IPSG database.
MAC Address	Displays the MAC address for the binding entry.
VLAN ID	Displays the VLAN from the list for the binding entry.
IP Address	Displays valid IP Address for the binding entry.
Filter Type	Filter Type using on the interface. one is source IP address filter type, the other is source IP address and MAC address filter type.

Click **CLEAR** to clear all the dynamic binding entries.

Dynamic ARP Inspection

malicious ARP packets. DAI prevents a class of man-in-the-middle attacks where an unfriendly station intercepts traffic for other stations by poisoning the ARP caches of its unsuspecting neighbors. The malicious attacker send ARP requests or responses mapping another station's IP address to its own MAC address.

When DAI is enabled, the switch drops ARP packets whose sender MAC address and sender IP address do not match an entry in the DHCP snooping bindings database. You can optionally configure additional ARP packet validation. When DAI is enabled on a VLAN, DAI is enabled on the interfaces (physical ports or LAGs) that are members of that VLAN. Individual interfaces are configured as trusted or untrusted. The trust configuration for DAI is independent of the trust configuration for DHCP snooping.

The Dynamic ARP Inspection (DAI) folder contains links to the following features:

- [DAI Configuration](#) on page 422
- [DAI VLAN Configuration](#) on page 422
- [DAI Interface Configuration](#) on page 423
- [DAI ACL Configuration](#) on page 424
- [DAI ACL Rule Configuration](#) on page 424
- [DAI Statistics](#) on page 425

DAI Configuration

To display the DAI Configuration page, click **Security > Control > Dynamic ARP Inspection > DAI Configuration**.

To configure global DAI settings:

1. Use **Validate Source MAC** to choose the DAI Source MAC Validation Mode for the switch by selecting Enable or Disable radio button. If you select Enable, Sender MAC validation for the ARP packets will be enabled. The factory default is disable.
2. Use **Validate Destination MAC** to choose the DAI Destination MAC Validation Mode for the switch by selecting Enable or Disable radio button. If you select Enable, Destination MAC validation for the ARP Response packets will be enabled. The factory default is disable.
3. Use **Validate IP** to choose the DAI IP Validation Mode for the switch by selecting Enable or Disable radio button. If you select Enable, IP Address validation for the ARP packets will be enabled. The factory default is disable.

DAI VLAN Configuration

To display the DAI VLAN Configuration page, click **Security > Control > Dynamic ARP Inspection > DAI VLAN Configuration**.

	VLAN ID	Dynamic ARP Inspection	Logging Invalid Packets	ARP ACL Name	Static Flag
<input type="checkbox"/>					
<input type="checkbox"/>	1	Disable	Enable		Disable
<input type="checkbox"/>	2	Disable	Enable		Disable
<input type="checkbox"/>	100	Disable	Enable		Disable

To configure global DAI VLAN settings:

1. **VLAN ID** - Select the DAI Capable VLANs for which information has to be displayed or configured.
2. Use **Dynamic ARP Inspection** to indicate whether the Dynamic ARP Inspection is enabled on this VLAN. If this object is set to 'Enable' Dynamic ARP Inspection is enabled. If this object is set to 'Disable', Dynamic ARP Inspection is disabled.

3. Use **Logging Invalid Packets** to indicate whether the Dynamic ARP Inspection logging is enabled on this VLAN. If this object is set to 'Enable' it will log the Invalid ARP Packets information. If this object is set to 'Disable', Dynamic ARP Inspection logging is disabled.
4. Use **ARP ACL Name** to specify a name for the ARP Access list. A VLAN can be configured to use this ARP ACL containing rules as the filter for ARP packet validation. The name can contain up to <1-31> alphanumeric characters.
5. Use **Static Flag** to determine whether the ARP packet needs validation using the DHCP snooping database in case ARP ACL rules don't match. If the flag is enabled then the ARP Packet will be validated by the ARP ACL Rules only. If the flag is disabled then the ARP Packet needs further validation by using the DHCP Snooping entries. The factory default is disable.

DAI Interface Configuration

To display the DAI Interface Configuration page, click **Security > Control > Dynamic ARP Inspection > DAI Interface Configuration**.

	Interface	Trust Mode	Rate Limit(pps)	Burst Interval(secs)
<input type="checkbox"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	1/0/1	Disable	15	1
<input type="checkbox"/>	1/0/2	Disable	15	1
<input type="checkbox"/>	1/0/3	Disable	15	1
<input type="checkbox"/>	1/0/4	Disable	15	1
<input type="checkbox"/>	1/0/5	Disable	15	1
<input type="checkbox"/>	1/0/6	Disable	15	1

To configure DAI interface settings:

1. Select the check box associated with each **Interface** to configure. Select the check box in the heading row to apply the same settings to all interfaces. \
2. Use **Trust Mode** to indicate whether the interface is trusted for Dynamic ARP Inspection purpose. If this object is set to 'Enable', the interface is trusted. ARP packets coming to this interface will be forwarded without checking. If this object is set to 'Disable', the interface is not trusted. ARP packets coming to this interface will be subjected to ARP inspection. The factory default is disable.
3. Use **Rate Limit (pps)** to specify rate limit value for Dynamic ARP Inspection purpose. If the incoming rate of ARP packets exceeds the value of this object for consecutively burst interval seconds, ARP packets will be dropped. If this value is None there is no limit. The factory default is 15pps (packets per second).
4. Use **Burst Interval (secs)** to specify the burst interval value for rate limiting purpose on this interface. If the rate limit is None burst interval has no meaning shows it as N/A. The factory default is 1 second.

DAI ACL Configuration

Use this page to add DAI access control lists (ACL) and to view DAI ACLs that have been configured.

To display the DAI ACL Configuration page, click **Security > Control > Dynamic ARP Inspection > DAI ACL Configuration**.

Dynamic ARP Inspection ACL Configuration	
:: DAI ACL Configuration	
<input type="checkbox"/>	Name
<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/>	dai

1. Use **Name** to create New ARP ACL for DAI.
2. Click **ADD** to add a new DAI ACL to the switch configuration.
3. Click **DELETE** to remove the currently selected DAI ACL from the switch configuration.

DAI ACL Rule Configuration

Use this page to configure the rules to add to existing DAI ACLs.

To display the DAI ACL Rule Configuration page, click **Security > Control > Dynamic ARP Inspection > DAI ACL Rule Configuration**.

Dynamic ARP Inspection ACL Rules Configuration	
:: Rules	
ACL Name	dai
:: DAI Rule Table	
Source IP Address	Source MAC Address
<input type="text"/>	<input type="text"/>

To configure DAI ACL rules:

1. Select the DAI ACL with the rule to add or display from the **ACL Name** field.
2. In the **Source IP Address** field, specify the Sender IP address match value for the DAI ARP ACL..
3. In the **Source MAC Address** field, specify the Sender MAC address match value for the DAI ARP ACL.
4. Click **ADD** to add a new Rule to the selected ACL.
5. Click **DELETE** to remove the currently selected Rule from the selected ACL.

DAI Statistics

This screen shows the Statistics per VLAN.

To display the DAI Statistics page, click **Security > Control > Dynamic ARP Inspection > DAI Statistics**.

Dynamic ARP Inspection Statistics									
:: DAI Statistics ?									
VLAN	DHCP Drops	DHCP Permits	ACL Drops	ACL Permits	Bad Source MAC	Bad Dest MAC	Invalid IP	Forwarded	Dropped
1	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0
100	0	0	0	0	0	0	0	0	0

Field	Description
VLAN	The enabled VLAN ID for which statistics to be displayed.
DHCP Drops	Number of ARP packets that were dropped by DAI as there is no matching DHCP Snooping binding entry found.
DHCP Permits	Number of ARP packets that were forwarded by DAI as there is a matching DHCP Snooping binding entry found.
ACL Drops	Number of ARP packets that were dropped by DAI as there is no matching ARP ACL rule found for this VLAN and the static flag is set on this VLAN.
ACL Permits	Number of ARP packets that were permitted by DAI as there is a matching ARP ACL rule found for this VLAN.
Bad Source MAC	Number of ARP packets that were dropped by DAI as the sender MAC address in ARP packet didn't match the source MAC in ethernet header.
Bad Dest MAC	Number of ARP packets that were dropped by DAI as the target MAC address in ARP reply packet didn't match the destination MAC in ethernet header.
Invalid IP	Number of ARP packets that were dropped by DAI as the sender IP address in ARP packet or target IP address in ARP reply packet is invalid. Invalid addresses include 0.0.0.0, 255.255.255.255, IP multicast addresses, class E addresses (240.0.0.0/4), loopback addresses (127.0.0.0/8).
Forwarded	Number of valid ARP packets forwarded by DAI.
Dropped	Number of invalid ARP packets dropped by DAI.

Click **CLEAR** to clear the DAI statistics.

Click **REFRESH** to refresh the data on the screen with the latest DAI statistics.

Captive Portal

The Captive Portal (CP) feature allows you to block wired and wireless clients from accessing the network until user verification has been established. You can configure CP verification to allow access for both guest and authenticated users. Authenticated users must be validated against a database of authorized Captive Portal users before access is granted. The database can be stored locally on the switch or on a RADIUS server.

The Captive Portal folder contains links to the following features:

- [Captive Portal Global Configuration](#) on page 426
- [Captive Portal Configuration](#) on page 428
- [Captive Portal Binding Configuration](#) on page 430
- [Captive Portal Binding Table](#) on page 430
- [Captive Portal Group Configuration](#) on page 431
- [Captive Portal User Configuration](#) on page 432
- [Captive Portal Trap Flags](#) on page 433
- [Captive Portal Client](#) on page 434

Captive Portal Global Configuration

Using the Captive Portal Global Configuration page, you can control the administrative state of the CP feature and configure global settings that affect all captive portals configured on the switch.

To display the Captive Portal Global Configuration page, click **Security > Control > Captive Portal > CP Global Configuration**.

Captive Portal Global Configuration	
Admin Mode	<input checked="" type="radio"/> Disable <input type="radio"/> Enable
Operational Status	Disabled
Disabled Reason	Administrator Disabled
CP IP Address	0.0.0.0
Additional HTTP Port	<input type="text" value="0"/> (0 to 65535)
Additional HTTP Secure Port	<input type="text" value="0"/> (0 to 65535)
Authentication Timeout	<input type="text" value="300"/> (60 to 600)
Supported Captive Portals	2
Configured Captive Portals	1
Active Captive Portals	0
System Supported Users	1024
Local Supported Users	128
Configured Local Users	0
Authenticated Users	0

1. Use **Admin Mode** to enable or disable Captive Portal feature. By default, the Captive Portal feature is disabled.
2. Use **Additional HTTP Port** to configure an additional port for HTTP traffic (HTTP traffic uses port 80), but you can configure an additional port for HTTP traffic. Enter a port number between 0-65535 (excluding port 80). Enter 0 to unconfigure the Additional HTTP Port. Default is 0.
3. Use **Additional HTTP Secure Port** to configure an additional port for HTTP Secure traffic (HTTP Secure traffic uses port 443). Enter a port number between 0-65535 (excluding port 443). Enter 0 to unconfigure the Additional HTTP Secure Port. Default is 0.
4. Use **Authentication Timeout** to specify the number of seconds to keep the authentication session open with the client. To access the network through a portal, the client must first enter authentication information on an authentication Web page. When the time-out expires, the switch disconnects any active TCP or SSL connection with the client. The valid range is 60 to 600 seconds. Default Authentication Timeout is 300 seconds.

Field	Description
Operational Status	Shows whether the CP feature is Enabled or Disabled. Default is Disabled.
Disabled Reason	If CP is disabled, this field displays the reason, which can be one of the following: <ul style="list-style-type: none"> • Administrator Disabled. • IP Address Not Configured. • No IP Routing Interface. • Routing Disabled.
CP IP Address	Shows the captive portal IP address.
Supported Captive Portals	Shows the number of supported captive portals in the system.
Configured Captive Portals	Shows the number of captive portals configured on the switch.
Active Captive Portals	Shows the number of captive portal instances that are operationally enabled.
System Supported Users	Shows the number of authenticated users that the system can support.
Local Supported Users	Shows the number of entries that the Local User database supports.
Authenticated Users	Shows the number of users currently authenticated to all captive portal instances on this switch.

Captive Portal Configuration

By default, the switch has one captive portal. You can change the settings for that captive portal, and you can also create and configure up to nine additional portals.

To display the Captive Portal Configuration page, click **Security > Control > Captive Portal > CP Configuration**.

Captive Portal Configuration

:: Captive Portal Configuration

	CP ID	CP Name	Admin Mode	Protocol	Verification	Block	Group
<input type="checkbox"/>	1	Default	Enable	http	Guest	Not Blocked	0

Idle Timeout	User Logout	Radius Auth Server	Redirect Mode	Redirect URL	Background Color
0	Disable		Disable	/cp_welcome.html	#BFBFBF

Foreground Color	Separator Color	Max Bandwidth Down	Max Bandwidth Up	Max Input	Max Output	Max Total
#999999	#46008F	0	0	0	0	0

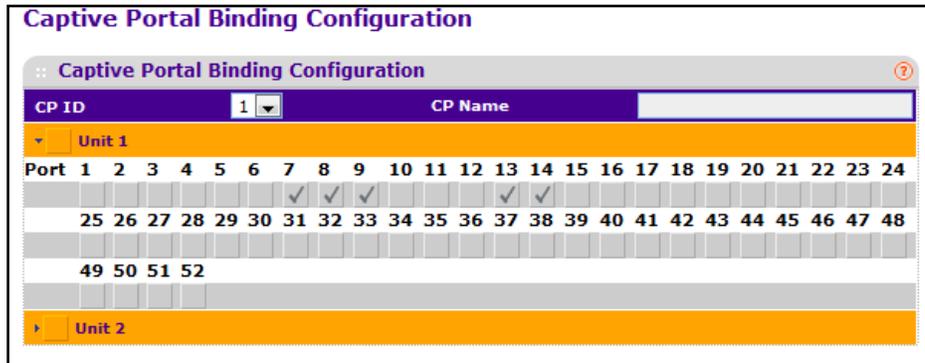
1. Use the **CP ID** pull-down menu to select the CP ID for which to create or update.
2. Use **CP Name** to enter the name of the configuration. Name can contain 1 to 31 alphanumeric characters.
3. Use **Admin Mode** to enable or disable this CP instance.
4. Use **Protocol** to choose whether to use HTTP or HTTPS as the protocol for the portal to use during the verification process:
 - **HTTP** - Does not use encryption during verification.
 - **HTTPS** - Uses the Secure Sockets Layer (SSL), which requires a certificate to provide encryption. The certificate is presented to the user at connection time.
5. Use **Verification** to select the mode for the CP to use to verify clients:
 - **Guest** - The user does not need to be authenticated by a database.
 - **Local** - The switch uses a local database to authenticated users.
 - **RADIUS** - The switch uses a database on a remote RADIUS server to authenticate users.

6. Use **Block** to control the blocked status. If the CP is blocked, users cannot gain access to the network through the CP. Use this function to temporarily protect the network during unexpected events, such as denial of service attacks.
7. If the **Verification Mode** is Local or RADIUS, use Group to assign an existing User Group to the captive portal. All users who belong to the group are permitted to access the network through this portal. The User Group list is the same for all CP configurations on the switch.
8. Use **Idle Timeout** to enter the number of seconds to wait before terminating a session. A user is logged out once the idle time-out is reached. If the value is set to 0 then the time-out is not enforced. The valid range is 0 to 86400 seconds and the default value is 0.
9. Use **User Logout** to allow the authenticated client to deauthenticate from the network.
10. Use **Radius Auth Server** to enter the IP address of the RADIUS server used for client authentications. The switch acts as the RADIUS client and performs all RADIUS transactions on behalf of the clients.
11. Use **Redirect URL** to specify the URL to which the newly authenticated client is redirected. The max length for the URL is 512 alphanumeric characters.
12. Use **Background Color** to specify the value of the background color. Example: #BFBFBF.
13. Use **Foreground Color** to specify the value of the foreground color. Example: #999999.
14. Use **Separator Color** to specify the value of the separator color. Example: #46008F.
15. Use **Max Bandwidth Down** to specify the maximum rate (Rate in bytes per seconds) at which a client can receive data from the network. 0 indicates limit not enforced (Range: 0 – 536870911).
16. Use **Max Bandwidth Up** to specify the maximum rate (Rate in bytes per seconds) at which a client can send data into the network. 0 indicates limit not enforced (Range: 0 – 536870911).
17. Use **Max Input** to specify the maximum number of octets the user is allowed to transmit. After this limit has been reached the user will be disconnected. 0 indicates limit not enforced (Range: 0 – 4294967295).
18. Use **Max Output** to specify the maximum number of octets the user is allowed to receive. After this limit has been reached the user will be disconnected. 0 indicates limit not enforced (Range: 0 – 4294967295).
19. Use **Max Total** to specify the maximum number of octets the user is allowed to transfer, i.e., the sum of octets transmitted and received. After this limit has been reached the user will be disconnected. 0 indicates limit not enforced (Range: 0 – 4294967295).
20. Click **ADD** to add a new CP instance.
21. Click **DELETE** to remove the currently selected CP instance.

Captive Portal Binding Configuration

You can associate a configured captive portal with a specific network (SSID). The CP feature only runs on the interfaces you specify. A CP can have multiple interfaces associated with it, but an interface can be associated to only one CP at a time.

To display the Captive Portal Global Configuration page, click **Security > Control> Captive Portal > CP Binding Configuration**.



1. Use the **CP ID** pull-down list to select the CP ID for which to create or update a CP instance.
2. Use **CP Name** to enter the name of the configuration. Name can contain 1 to 31 alphanumeric characters.
3. Use **Port List** to select the interface or interfaces.

Captive Portal Binding Table

To display the Captive Portal Binding Table page, click **Security > Control> Captive Portal > CP Binding Table**.

Captive Portal Binding Table					
	Interface	CP ID	Operational Status	Block Status	Authenticated users
<input type="checkbox"/>	1/0/7	1	Disable	Not Blocked	Default
<input type="checkbox"/>	1/0/8	1	Disable	Not Blocked	Default
<input type="checkbox"/>	1/0/9	1	Disable	Not Blocked	Default
<input type="checkbox"/>	1/0/13	1	Disable	Not Blocked	Default
<input type="checkbox"/>	1/0/14	1	Disable	Not Blocked	Default

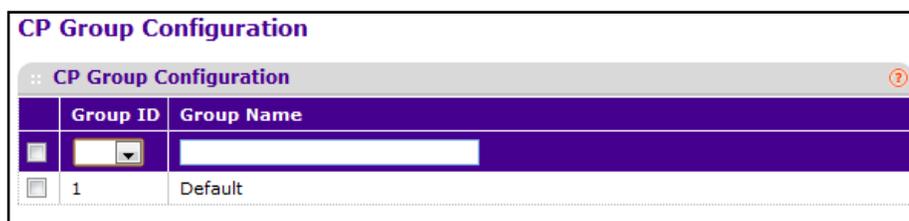
Click **DELETE** to remove the currently selected interface.

Field	Description
Interface	The interface for which you want to view information.
CP ID	The ID of captive portal instance.
Operational Status	Shows whether the portal is active on the specified interface.
Block Status	Indicates whether the captive portal is temporarily blocked for authentications.
Authenticated users	Displays the number of authenticated users using the captive portal instance on this interface.

Captive Portal Group Configuration

When you click **Add** from the CP Group Configuration page, the screen refreshes, and you can add a new group to the User Group database.

To display the Captive Portal Group Configuration page, click **Security > Control > Captive Portal > CP Group Configuration**.



1. Use the **Group ID** pull down menu to select the Group ID for which to create or update a group.
2. Use **Group Name** to enter the name of the user group. Name can contain 1 to 31 alphanumeric characters.
3. Click **ADD** to add a new group.
4. Click **DELETE** to remove the currently selected group.

Captive Portal User Configuration

When you click **Add** from the CP User Configuration page, the screen refreshes, and you can add a new user to the Local User database.

To display the Captive Portal User Configuration page, click **Security > Control > Captive Portal > CP User Configuration**.

CP User Configuration						
:: CP User Configuration						
	User ID	User Name	Edit Password	Password	Confirm Password	Group
<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	Disable ▾	*****	*****	1 2
<input type="checkbox"/>	1	Amy	Disable	*****	*****	2, 0, 0, 0, 0, 0, 0, 0, 0, 0

Session Timeout	Idle Timeout	Max Bandwidth Down	Max Bandwidth Up	Max Input	Max Output	Max Total
<input type="text"/>						
0	0	0	0	0	0	0

1. **User ID** identifies the name of the user.
2. Use **User Name** to enter the name of the user. Name can contain 1 to 31 alphanumeric characters. User names once created cannot be changed/modified.
3. Set **Edit Password** to “Enable” only when you want to change the password. The default value is “Disable”.
4. Use **Password** to enter a password for the user. The password length can be from 8 to 64 characters.
5. Use **Confirm Password** to enter the password for the user again.
6. Use **Group** to assign the user to at least one User Group. To assign a user to more than one group, press the Ctrl key and click each group. New users are assigned to the 1-Default user group by default.
7. Use **Session Timeout** to enter the number of seconds a user is permitted to remain connected to the network. Once the Session Timeout value is reached, the user is logged out automatically. A value of 0 means that the user does not have a Session Timeout limit. The valid range is 0 to 86400 seconds and the default value is 0.
8. Use **Idle Timeout** to enable Logout once idle time-out is reached (seconds). If the attribute is 0 or not present then use the value configured for the captive portal.
9. Use **Max Bandwidth Down** to specify the maximum rate (Rate in bits per seconds) at which a client can receive data from the network. 0 indicates use global configuration (Range: 0 – 536870911 bps.)

10. Use **Max Bandwidth Up** to specify the maximum rate (Rate in bits per seconds) at which a client can send data into the network. 0 indicates to use the global limit (Range: 0 – 536870911 bps.)
11. Use **Max Output** to specify the number of octets the user is allowed to transmit. After this limit has been reached the user will be disconnected. 0 indicates to use the global limit (Range: 0 – 4294967295.)
12. Use **Max Input** to specify the number of octets the user is allowed to receive. After this limit has been reached the user will be disconnected. 0 indicates to use the global limit (Range: 0 – 4294967295.)
13. Use **Max Total** to specify the number of bytes the user is allowed to transmit and receive. The maximum number of octets is the sum of octets transmitted and received. After this limit has been reached the user will be disconnected. 0 indicates to use the global limit (Range: 0 – 4294967295.)

Captive Portal Trap Flags

Use this page to configure whether or not SNMP traps are sent from the Captive Portal and to specify captive portal events that will generate a trap. All CP SNMP traps are disabled by default.

To display the Captive Portal Trap Flags page, click **Security > Control > Captive Portal > CP Trap Flags**.



1. **CP Trap Mode** - Displays the captive portal trap mode status. To enable or disable the mode, use the System > SNMP>SNMPv1/v2>Trap Flags page.
2. If you enable the **Client Auth Failure** field, the SNMP agent sends a trap when a client attempts to authenticate with a captive portal but is unsuccessful.
3. If you enable the **Client Connect** field, the SNMP agent sends a trap when a client authenticates with and connects to a captive portal.
4. If you enable the **Client DB Full** field, the SNMP agent sends a trap each time an entry cannot be added to the client database because it is full.
5. If you enable the **Client Disconnect** field, the SNMP agent sends a trap when a client disconnects from a captive portal.

Captive Portal Client

To display the Captive Portal Client page, click **Security > Control > Captive Portal > CP Client**.

The screenshot shows the 'Captive Portal Client' interface. At the top, there is a search bar labeled 'Search By MAC Address' with a 'GO' button. Below the search bar is a table with the following columns: MAC Address, IP Address Drops, Protocol, Verification, Session Time, Interface, CP ID, User Name, Bytes Received, Bytes Transmitted, Packets Received, and Packets Transmitted.

Field	Description
MAC Address	Identifies the MAC address of the client
IP Address Drops	Identifies the IP address of the client (if applicable)
Protocol	Shows the current connection protocol, which is either HTTP or HTTPS.
Verification	Shows the current account type, which is Guest, Local, or RADIUS.
Session Time	Shows the amount of time that has passed since the client was authorized.
Interface	Identifies the interface the client is using.
CP ID	The ID of the Captive Portal instance.
User Name	Displays the user name (or Guest ID) of the connected client
Bytes Received	Total bytes the client has received
Bytes Transmitted	Total bytes the client has transmitted.
Packets Received	Total packets the client has received.
Packets Transmitted	Total packets the client has transmitted.

Configuring Access Control Lists

Access Control Lists (ACLs) ensure that only authorized users have access to specific resources while blocking off any unwarranted attempts to reach network resources. ACLs are used to provide traffic flow control, restrict contents of routing updates, decide which types of traffic are forwarded or blocked, and above all provide security for the network. ProSafe software supports IPv4 and MAC ACLs.

You first create an IPv4-based or MAC-based ACL ID. Then, you create a rule and assign it to a unique ACL ID. Next, you define the rules, which can identify protocols, source, and destination IP and MAC addresses, and other packet-matching criteria. Finally, use the ID number to assign the ACL to a port or to a LAG.

The **Security > ACL** folder contains links to the following features:

- [ACL Wizard](#) on page 435
- [Basic](#) on page 437 for MAC ACLs
- [Advanced](#) on page 441 for IPv4 and IPv6 ACLs

ACL Wizard

the ACL Wizard helps a user to create a simple ACL and apply to the selected ports easily and quickly. Firstly you must select an ACL type with which you will create a ACL. Then add ACL rule to this ACL and at last apply this ACL on the selected ports. The ACL Wizard allows you only to create the ACL but doesn't allow you to modify it. If you want to modify it, please go to the ACL configuration page to do that.

To display the ACL Wizard, click **Security > ACL > ACL Wizard**.

ACL Wizard

:: ACL Type Selection

ACL Type:

:: ACL Based on Destination IPv4

	Rule ID	Action	Match Every	Destination IP Address	Destination IP Mask
<input type="checkbox"/>	<input type="text" value="1"/>	<input type="text" value="Deny"/>	<input type="text" value="False"/>	<input type="text" value="192.168.2.0"/>	<input type="text" value="255.255.255.0"/>

:: Binding Configuration

Direction:

Port Selection Table

<input type="checkbox"/>	Unit 1
<input type="checkbox"/>	Unit 2
<input type="checkbox"/>	LAG

Note: There is an implicit “deny all” rule at the end of an ACL list. This means that if an ACL is applied to a packet and if none of the explicit rules match, then the final implicit “deny all” rule applies and the packet is dropped.

To use the ACL Wizard to configure an ACL:

1. Use **ACL Type** to specify the ACL type you are using to create the ACL. You can select one type from 10 optional types:
 - **ACL Based on Destination MAC** - To create a ACL based on the destination MAC address, destination MAC mask and VLAN.
 - **ACL Based on Source MAC** - To create a ACL based on the source MAC address, source MAC mask and VLAN.
 - **ACL Based on Destination IPv4** - To create a ACL based on the destination IPv4 address and IPv4 address mask.
 - **ACL Based on Source IPv4** - To create a ACL based on the source IPv4 address and IPv4 address mask.
 - **ACL Based on Destination IPv6** - To create a ACL based on the destination IPv6 prefix and IPv6 prefix length.
 - **ACL Based on Source IPv6** - To create a ACL based on the source IPv6 prefix and IPv6 prefix length.
 - **ACL Based on Destination IPv4 L4 Port** - To create a ACL based on the destination IPv4 layer4 port number.
 - **ACL Based on Source IPv4 L4 Port** - To create a ACL based on the source IPv4 layer4 port number.
 - **ACL Based on Destination IPv6 L4 Port** - To create a ACL based on the destination IPv6 layer4 port number.
 - **ACL Based on Source IPv6 L4 Port** - To create a ACL based on the source IPv6 layer4 port number.
2. Use **Rule ID** to enter a whole number in the range of 1 to 1023 that will be used to identify the rule.
3. Use **Action** to specify what action should be taken if a packet matches the rule's criteria. The choices are permit or deny.
4. Use **Destination MAC** to specify the destination MAC address to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx). The BPDU keyword may be specified using a Destination MAC address of 01:80:C2:xx:xx:xx.
5. Use **Destination MAC Mask** to specify the destination MAC address mask specifying which bits in the destination MAC to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx). The BPDU keyword may be specified using a Destination MAC mask of 00:00:00:ff:ff:ff.
6. Click **ADD** to add a new rule to the ACL based on destination MAC.

7. Click **DELETE** to remove the currently selected Rule from the ACL based on destination MAC.
8. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
9. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Basic

The Basic folder contains links to the following features:

- [MAC ACL](#) on page 437
- [MAC Rules](#) on page 438
- [MAC Binding Configuration](#) on page 440
- [MAC Binding Table](#) on page 441

MAC ACL

A MAC ACL consists of a set of rules which are matched sequentially against a packet. When a packet meets the match criteria of a rule, the specified rule action (Permit/Deny) is taken and the additional rules are not checked for a match. On this menu the interfaces to which an MAC ACL applies must be specified, as well as whether it applies to inbound or outbound traffic. Rules for the MAC ACL are specified/created using the MAC ACL Rule Configuration menu.

There are multiple steps involved in defining a MAC ACL and applying it to the switch:

1. Use the [MAC ACL](#) page to create the ACL ID.
2. Use the [MAC Rules](#) page to create rules for the ACL.
3. Use the [MAC Binding Configuration](#) page to assign the ACL by its ID number to a port.
4. Optionally, use the [MAC Binding Table](#) page to view the configurations.

To display the MAC ACL page, click **Security > ACL > Basic > MAC ACL**.

MAC ACL

:: MAC ACL

Current Number of ACL

Maximum ACL

:: MAC ACL Table

	Name	Rules	Direction
<input type="checkbox"/>	<input type="text"/>		
<input type="checkbox"/>	macACL	0	

The MAC ACL table displays the number of ACLs currently configured in the switch and the maximum number of ACLs that can be configured. The current size is equal to the number of configured IPv4 ACLs plus the number of configured MAC ACLs.

To configure a MAC ACL:

1. To add a MAC ACL, specify a name for the MAC ACL in the **Name** field, and click **ADD**. The name string may include alphabetic, numeric, dash, underscore, or space characters only. The name must start with an alphabetic character.

Each configured ACL displays the following information:

- **Rules** - Displays the number of rules currently configured for the MAC ACL.
 - **Direction** - Displays the direction of packet traffic affected by the MAC ACL, which can be Inbound or blank.
2. To delete a MAC ACL, select the check box next to the Name field, then click **DELETE**.
 3. To change the name of a MAC ACL, select the check box next to the Name field, update the name, then click **APPLY**.
 4. Click **ADD** to add a new MAC ACL to the switch configuration.

MAC Rules

Use the MAC Rules page to define rules for MAC-based ACLs. The access list definition includes rules that specify whether traffic matching the criteria is forwarded normally or discarded. A default 'deny all' rule is the last rule of every list.

To display the MAC Rules page, click **Security > ACL > Basic > MAC Rules**.

MAC Rules

Rules

ACL Name: macACL

Rule Table

ID	Action	Assign Queue Id	Mirror Interface	Redirect Interface	Match Every	CoS	Destination MAC	Destination MAC Mask
<input type="checkbox"/> 1	Deny	3			False		D4:3C:A2:32:62:F2	FF:FF:FF:FF:FF:FF

EtherType Key	EtherType User Value	Source MAC	Source MAC Mask	VLAN	Logging	Rate Limit Conform Data Rate	Rate Limit Burst Size	Time Range	Rule Status
IPV4		D4:FC:BB:32:62:31	FF:FF:FF:FF:FF:FF	150					

To configure MAC ACL rules:

1. From the **ACL Name** field, specify the existing MAC ACL to which the rule will apply. To set up a new MAC ACL use the “MAC Binding Table” on page 6-441.
2. To add a new rule, enter a whole number in the range of (1 to 12) that will be used to identify the rule, configure the following settings, and click **ADD**.
 - **Action** - Specify what action should be taken if a packet matches the rule's criteria. The choices are permit or deny.

- **Assign Queue Id** - Specifies the hardware egress queue identifier used to handle all packets matching this ACL rule. Valid range of Queue Ids is (0 to 6).
 - **CoS** - Specifies the 802.1p user priority to compare against an Ethernet frame. Valid range of values is 0 to 7.
 - **Ethertype User Value** - Specifies the user defined customized Ethertype value to be used when the user has selected "User Value" as Ethertype Key, to compare against an Ethernet frame. Valid range of values is 0x0600 to 0xFFFF.
 - **Source MAC** - Specifies the Source MAC address to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx).
 - **Source MAC Mask** - Specifies the Source MAC address mask specifying which bits in the Source MAC to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx).
 - **Destination MAC** - Specifies the destination MAC address to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx). The BPDU keyword may be specified using a Destination MAC address of 01:80:C2:xx:xx:xx.
 - **Destination MAC Mask** - Specifies the destination MAC address mask specifying which bits in the destination MAC to compare against an Ethernet frame. Valid format is (xx:xx:xx:xx:xx:xx). The BPDU keyword may be specified using a Destination MAC mask of 00:00:00:ff:ff:ff. VLAN - Specifies the VLAN ID to compare against an Ethernet frame. Valid range of values is 0 to 4095. Either VLAN Range or VLAN can be configured.
 - **Logging** - When set to 'Enable', logging is enabled for this ACL rule (subject to resource availability in the device). If the Access List Trap Flag is also enabled, this will cause periodic traps to be generated indicating the number of times this rule was 'hit' during the current report interval. A fixed 5 minute report interval is used for the entire system. A trap is not issued if the ACL rule hit count is zero for the current interval. This field is only supported for a 'Deny' Action.
 - **Rate Limit Conform Data Rate** - Specify the allowed transmission rate for frames on the interface
 - **Rate Limit Burst Size** - Specify the number of bytes allowed in a temporary traffic burst (Burst Rate).
 - **Time Range** - Select the name of the time range that will impose a time limitation on the ACL rule. If a time range with the specified name does not exist, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied immediately. If a time range with specified name exists, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied when the time-range with specified name becomes active. The ACL rule is removed when the time-range with specified name becomes inactive. The **Rule Status** field indicates whether the ACL falls within the specified time range (active) or is not within the range (inactive).
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
 4. To delete a rule, select the check box associated with the rule and click **DELETE**.
 5. To change a rule, select the check box associated with the rule, change the desired fields and click **APPLY**. Configuration changes take effect immediately.

MAC Binding Configuration

When an ACL is bound to an interface, all the rules that have been defined are applied to the selected interface. Use the MAC Binding Configuration page to assign MAC ACL lists to ACL Priorities and Interfaces.

To display the MAC Binding Configuration page, click **Security > ACL > Basic > MAC Binding Configuration**.

The screenshot shows the 'MAC Binding Configuration' page. At the top, there is a 'Binding Configuration' section with a purple header. It includes a dropdown menu for 'ACL ID' set to 'macACL', a 'Direction' dropdown set to 'Inbound', and a 'Sequence Number' input field set to '0'. Below this is a 'Port Selection Table' with two expandable orange bars labeled 'Unit 1' and 'LAG'. The bottom section is 'Interface Binding Status', which contains a table with the following data:

Interface	Direction	ACL Type	ACL ID	Sequence Number
1/0/5	Inbound	MAC ACL	macACL	1
1/0/9	Inbound	MAC ACL	macACL	1

1. Select an existing MAC ACL from the ACL ID menu. You can select one and bind it to the interfaces you wanted.

The packet filtering direction for ACL is Inbound, which means the MAC ACL rules are applied to traffic entering the port.

2. Specify an optional sequence number to indicate the order of this access list relative to other access lists already assigned to this interface and direction.

A low number indicates high precedence order. If a sequence number is already in use for this interface and direction, the specified access list replaces the currently attached access list using that sequence number. If the sequence number is not specified by the user, a sequence number that is one greater than the highest sequence number currently in use for this interface and direction will be used. The valid range is 1–4294967295.

3. Click the appropriate orange bar to expose the available ports or LAGs. The Port Selection Table provides a list of all available valid interfaces for ACL binding. All non-routing physical interfaces, VLAN interface and interfaces participating in LAGs are listed.
 - To add the selected ACL to a port or LAG, click the box directly below the port or LAG number so that an X appears in the box.
 - To remove the selected ACL from a port or LAG, click the box directly below the port or LAG number to clear the selection. An X in the box indicates that the ACL is applied to the interface.
4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

5. Click **APPLY** to save any changes to the running configuration.

MAC Binding Table

Use the MAC Binding Table page to view or delete the MAC ACL bindings.

To display the MAC Binding Table, click **Security > ACL > Basic > Binding Table**.

MAC Binding Table					
:: MAC Binding Table					
<input type="checkbox"/>	Interface	Direction	ACL Type	ACL ID	Sequence Number
<input type="checkbox"/>	1/0/5	In Bound	MAC ACL	macACL	1
<input type="checkbox"/>	1/0/9	In Bound	MAC ACL	macACL	1

The following table describes the information displayed in the **MAC Binding Table**.

To delete a MAC ACL-to-interface binding, select the check box next to the interface and click **DELETE**.

Field	Description
Interface	Displays the interface of the ACL assigned.
Direction	Displays selected packet filtering direction for ACL.
ACL Type	Displays the type of ACL assigned to selected interface and direction.
ACL ID	Displays the ACL Number (in case of IP ACL) or ACL Name (in case of MAC ACL) identifying the ACL assigned to selected interface and direction.
Sequence Number	Displays the Sequence Number signifying the order of specified ACL relative to other ACLs assigned to selected interface and direction.

Advanced

The Advanced folder contains links to the following features:

- [IP ACL](#) on page 442
- [IP Rules](#) on page 443
- [IP Extended Rules](#) on page 445
- [IPv6 ACL](#) on page 449
- [IPv6 Rules](#) on page 450
- [IP Binding Configuration](#) on page 453
- [IP Binding Table](#) on page 454
- [IP Binding Table](#) on page 454

IP ACL

An IP ACL consists of a set of rules which are matched sequentially against a packet. When a packet meets the match criteria of a rule, the specified rule action (Permit/Deny) is taken and the additional rules are not checked for a match. On this menu the interfaces to which an IP ACL applies must be specified, as well as whether it applies to inbound or outbound traffic. Rules for the IP ACL are specified/created using the IP ACL Rule Configuration menu.

To display the IP ACL page, click **Security > ACL > Advanced > IP ACL**.

IP ACL			
:: IP ACL Configuration			
Current Number of ACL	<input type="text" value="1"/>		
Maximum ACL	<input type="text" value="100"/>		
:: IP ACL Table			
	IP ACL ID	Rules	Type
<input type="checkbox"/>	<input type="text"/>		
<input type="checkbox"/>	10	0	Basic IP ACL

The IP ACL area shows the current size of the ACL table versus the maximum size of the ACL table. The current size is equal to the number of configured IPv4 plus the number of configured MAC ACLs. The maximum size is 100.

To configure an IP ACL:

- In the **IP ACL ID** field, specify the ACL ID or IP ACL name. The ID is an integer in the following range:
 - 1–99: Creates an IP Basic ACL, which allows you to permit or deny traffic from a source IP address.
 - 100–199: Creates an IP Extended ACL, which allows you to permit or deny specific types of layer 3 or layer 4 traffic from a source IP address to a destination IP address. This type of ACL provides more granularity and filtering capabilities than the standard IP ACL.
 - IP ACL Name:** Create a Named IP ACL, which provides alternate to configure the IP Extended ACL. IP ACL Name string which includes alphanumeric characters only and must start with an alphabetic character.

Each configured ACL displays the following information:

- Rules** - Displays the number of rules currently configured for the IP ACL.
 - Type** - Identifies the ACL as a basic IP ACL, extended IP ACL and named IP ACL.
- To delete an IP ACL, select the check box next to the IP ACL ID field, then click **DELETE**.
 - Click **ADD** to add a new IP ACL to the switch configuration.

IP Rules

Use these screens to configure the rules for the IP Access Control Lists created using the IP Access Control List Configuration screen. What is shown on this screen varies depending on the current step in the rule configuration process.

Note: There is an implicit “deny all” rule at the end of an ACL list. This means that if an ACL is applied to a packet and if none of the explicit rules match, then the final implicit “deny all” rule applies and the packet is dropped.

To display the IP Rules page, click **Security > ACL > Advanced > IP Rules**.

The screenshot shows the 'IP Rules' configuration page. At the top, there is a search bar for 'ACL ID/NAME' with the value '10'. Below this is a table titled 'Basic ACL Rule Table' with the following columns: Rule ID, Action, Logging, Assign Queue Id, Match Every, Mirror Interface, Redirect Interface, Source IP Address, Source IP Mask, Rate Limit Conform Data Rate, and Rate Limit Burst Size. A single rule is listed with Rule ID 1, Action Deny, Logging Disable, Match Every False, Source IP Address 192.168.3.1, and Source IP Mask 255.255.255.0.

Rule ID	Action	Logging	Assign Queue Id	Match Every	Mirror Interface	Redirect Interface	Source IP Address	Source IP Mask	Rate Limit Conform Data Rate	Rate Limit Burst Size
1	Deny	Disable		False			192.168.3.1	255.255.255.0		

To configure rules for an IP ACL:

- To add an IP ACL rule, select the ACL ID to add the rule to, complete the fields described in the following list, and click **ADD**. (Only displays ACL IDs from 1 to 99.)

The screenshot shows the 'Standard ACL Rule Configuration' page for ACL ID 10. The fields are as follows: Rule ID is 0; Action is Deny (selected); Logging is Disable (selected); Match Every is Disable (selected); Mirror Interface and Redirect Interface are empty dropdown menus; Src IP Address and Src IP Mask are empty text boxes; Rate Limit Conform Data Rate is empty with a range of (1-4294967295); Rate Limit Burst Size is empty with a range of (1-128); Time Range is empty. On the right side, there are radio buttons for 'Enable' and 'Disable' for Egress Queue, and another set of radio buttons for 'Enable' and 'Disable' for an unlabeled option.

- Configure the desired criteria for the new rule:
 - Rule ID** - Specify a number from 1–12 to identify the IP ACL rule. You can create up to 12 rules for each ACL.

- **Action** - Selects the ACL forwarding action, which is one of the following:
 - Permit - Forwards packets which meet the ACL criteria.
 - Deny - Drops packets which meet the ACL criteria.
 - **Logging** - When set to 'Enable', logging is enabled for this ACL rule (subject to resource availability in the device). If the Access List Trap Flag is also enabled, this will cause periodic traps to be generated indicating the number of times this rule was 'hit' during the current report interval. A fixed 5 minute report interval is used for the entire system. A trap is not issued if the ACL rule hit count is zero for the current interval. This field is visible for a 'Deny' Action.
 - **Assign Queue ID** - Specifies the hardware egress queue identifier used to handle all packets matching this ACL rule. Enter an identifying number from 0–6 in the appropriate field.
 - **Match Every** - Select true or false from the pull-down menu. True signifies that all packets will match the selected IP ACL and Rule and will be either permitted or denied. In this case, since all packets match the rule, the option of configuring other match criteria will not be offered. To configure specific match criteria for the rule, remove the rule and re-create it, or re-configure 'Match Every' to 'False' for the other match criteria to be visible.
 - **Mirror Interface** - Specifies the specific egress interface where the matching traffic stream is copied in addition to being forwarded normally by the device. This field cannot be set if a Redirect Interface is already configured for the ACL rule. This field is visible for a 'Permit' Action.
 - **Redirect Interface** - Specifies the specific egress interface where the matching traffic stream is forced, bypassing any forwarding decision normally performed by the device. This field cannot be set if a Mirror Interface is already configured for the ACL rule. This field is visible for a 'Permit' Action.
 - **Source IP Address** - Requires a packet's source IP address to match the address listed here. Type an IP Address in the appropriate field using dotted-decimal notation. The address you enter is compared to a packet's source IP Address.
 - **Source IP Mask** - Specify the IP Mask in dotted-decimal notation to be used with the Source IP Address value.
 - **Rate Limit Conform Data Rate** - Specify the allowed transmission rate for frames on the interface
 - **Rate Limit Burst Size** - Specify the number of bytes allowed in a temporary traffic burst (Burst Rate).
 - **Time Range** - Select the name of the time range that will impose a time limitation on the ACL rule. If a time range with the specified name does not exist, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied immediately. If a time range with specified name exists, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied when the time-range with specified name becomes active. The ACL rule is removed when the time-range with specified name becomes inactive.
3. To delete an IP ACL rule, select the check box associated with the rule, and then click **DELETE**.

4. To update an IP ACL rule, select the check box associated with the rule, update the desired fields, and then click **APPLY**. You cannot modify the Rule ID of an existing IP rule.
5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
6. If you change any of the settings on the page, click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

IP Extended Rules

Use these screens to configure the rules for the IP Access Control Lists created using the IP Access Control List Configuration screen. What is shown on this screen varies depending on the current step in the rule configuration process.

Note: There is an implicit “deny all” rule at the end of an ACL list. This means that if an ACL is applied to a packet and if none of the explicit rules match, then the final implicit “deny all” rule applies and the packet is dropped.

To display the IP extended Rules page, click **Security > ACL > Advanced > IP Extended Rules**.

Extended ACL Rules

:: IP Rules ?

ACL ID/NAME:

:: Extended ACL Rule Table

	Rule ID	Action	Logging	Assign Queue ID	Mirror Interface	Redirect Interface	Match Every	Protocol Type	TCP Flag	Source IP Address	Source IP Mask
<input type="checkbox"/>	1	Deny	Disable		1/0/5		False	4 (IP)		192.168.2.0	0.255.255.255

?

Source L4 Port	Destination IP Address	Destination IP Mask	Destination L4 Port	Service Type	Rate Limit Conform Data Rate	Rate Limit Burst Size
www-http						

To configure rules for an IP ACL:

1. To add an IP ACL rule, select the ACL ID to add the rule to, select the check box in the Extended ACL Rule table, and click **ADD**. The page displays the extended ACL Rule Configuration fields, as the following figure shows.

Extended ACL Rule Configuration

Extended ACL Rule Configuration(100-199)

ACL ID/Name: 101

Rule ID: 0

Action:
 Permit
 Deny

Logging:
 Disable
 Enable

Egress Queue: (0-6)

Mirror Interface: []

Redirect Interface: []

Match Every: False

Protocol Type: IP

TCP Flag:
 URG: Ignore
 ACK: Ignore
 SYN: Ignore
 RST: Ignore
 PSH: Ignore
 FIN: Ignore

Src IP Address: []

Src IP Mask: []

Src L4 Port: Other (0 to 65535)

Dst IP Address: []

Dst IP Mask: []

Dst L4 Port: Other (0 to 65535)

Service Type:
 IP DSCP (other (0-63))
 IP Precedence (0 (0-7))
 IP TOS (00-ff)

Rate Limit Conform Data Rate: [] (1-4294967295)

Rate Limit Burst Size: [] (1-128)

Time Range: []

2. Configure the desired criteria for the new rule.

- **Rule ID** - Specify a number from 1–12 to identify the IP ACL rule. You can create up to 12 rules for each ACL.
- **Action** - Selects the ACL forwarding action, which is one of the following:
 - Permit - Forwards packets which meet the ACL criteria.
 - Deny - Drops packets which meet the ACL criteria.
- **Logging** - When set to 'Enable', logging is enabled for this ACL rule (subject to resource availability in the device). If the Access List Trap Flag is also enabled, this will cause periodic traps to be generated indicating the number of times this rule was 'hit' during the current report interval. A fixed 5 minute report interval is used for the entire system. A trap is not issued if the ACL rule hit count is zero for the current interval. This field is visible for a 'Deny' Action.
- **Assign Queue** - Specifies the hardware egress queue identifier used to handle all packets matching this IP ACL rule. Valid range of Queue Ids is 0 to 6.
- **Mirror Interface** - Specifies the specific egress interface where the matching traffic stream is copied in addition to being forwarded normally by the device. This field cannot be set if a Redirect Interface is already configured for the ACL rule. This field is visible for a 'Permit' Action.
- **Match Every** - Select true or false from the pull-down menu. True signifies that all packets will match the selected IP ACL and Rule and will be either permitted or denied. In this case, since all packets match the rule, the option of configuring other match criteria will not be offered. To configure specific match criteria for the rule,

remove the rule and re-create it, or re-configure 'Match Every' to 'False' for the other match criteria to be visible.

- **Protocol Keyword** - Specify that a packet's IP protocol is a match condition for the selected IP ACL rule. The possible values are ICMP, IGMP, IP, TCP, and UDP.
- **TCP Flag** - Specify that a packet's TCP flag is a match condition for the selected IP ACL rule. The TCP flag values are URG,ACK,PSH,RST,SYN,FIN. Each TCP flag has these possible values below and can be set separately.
 - Ignore -A packet matches this ACL rule whatever the TCP flag in this packet is set or not.
 - Set(+) - A packet matches this ACL rule if the TCP flag in this packet is set.
 - Clear(-) - A packet matches this ACL rule if the TCP flag in this packet is not set.
- **Src IP Address** - Enter an IP address using dotted-decimal notation to be compared to a packet's source IP Address as a match criteria for the selected IP ACL rule.
- **Src IP Mask** - Specify the IP Mask in dotted-decimal notation to be used with the Source IP Address value.
- **Src L4 Port** - Specify a packet's source layer 4 port as a match condition for the selected extended IP ACL rule. This is an optional configuration. The possible values are DOMAIN, ECHO, FTP, FTPDATA, HTTP, SMTP, SNMP, TELNET, TFTP, and WWW. Each of these values translates into its equivalent port number, which is used as both the start and end of the port range.
- **Dst IP Address** - Enter an IP address using dotted-decimal notation to be compared to a packet's destination IP Address as a match criteria for the selected extended IP ACL rule.
- **Dst IP Mask** - Specify the IP Mask in dotted-decimal notation to be used with the Destination IP Address value.
- **Dst L4 Port** - Specify the destination layer 4 port match conditions for the selected extended IP ACL rule. The possible values are DOMAIN, ECHO, FTP, FTPDATA, HTTP, SMTP, SNMP, TELNET, TFTP, and WWW. Each of these values translates into its equivalent port number, which is used as both the start and end of the port range. This is an optional configuration.
- **Service Type** - Select a Service Type match condition for the extended IP ACL rule from the pull-down menu. The possible values are IP DSCP, IP precedence, and IP TOS, which are alternative ways of specifying a match criterion for the same Service Type field in the IP header, however each uses a different user notation. After a selection is made the appropriate value can be specified.
 - **IP DSCP** - Specify the IP DiffServ Code Point (DSCP) field. The DSCP is defined as the high-order six bits of the Service Type octet in the IP header. This is an optional configuration. Enter an integer from 0 to 63. The IP DSCP is selected by possibly selection one of the DSCP keyword from a drop-down menu. If a value is to be selected by specifying its numeric value, then select the *Other* option in the drop-down menu and a text box will appear where the numeric value of the DSCP can be entered.

- **IP Precedence** - The IP Precedence field in a packet is defined as the high-order three bits of the Service Type octet in the IP header. This is an optional configuration. Enter an integer from 0 to 7.
 - **IP TOS** - The IP TOS field in a packet is defined as all eight bits of the Service Type octet in the IP header. The TOS Bits value is a hexadecimal number from 00 to FF. The TOS Mask value is a hexadecimal number from 00 to FF. The TOS Mask denotes the bit positions in the TOS Bits value that are used for comparison against the IP TOS field in a packet. For example, to check for an IP TOS value having bits 7 and 5 set and bit 1 clear, where bit 7 is most significant, use a TOS Bits value of 0xA0 and a TOS Mask of 0xFF. This is an optional configuration.
 - **Rate Limit Conform Data Rate** - Specify the allowed transmission rate for frames on the interface
 - **Rate Limit Burst Size** - Specify the number of bytes allowed in a temporary traffic burst (Burst Rate).
 - **Time Range** - Select the name of the time range that will impose a time limitation on the ACL rule. If a time range with the specified name does not exist, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied immediately. If a time range with specified name exists, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied when the time-range with specified name becomes active. The ACL rule is removed when the time-range with specified name becomes inactive.
3. Click **APPLY** to add the ACL rule with the specified criteria.
 4. To delete an IP ACL rule, select the check box associated with the rule, and then click **DELETE**.
 5. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
 6. To modify an existing IP Extended ACL rule, click the **Rule ID**. The number is a hyperlink to the Extended ACL Rule Configuration page.

IPv6 ACL

An IP ACL consists of a set of rules which are matched sequentially against a packet. When a packet meets the match criteria of a rule, the specified rule action (Permit/Deny) is taken and the additional rules are not checked for a match. On this menu the interfaces to which an IP ACL applies must be specified, as well as whether it applies to inbound or outbound traffic. Rules for the IP ACL are specified/created using the IP ACL Rule Configuration menu.

To display the IPv6 ACL page, click **Security > ACL > Advanced > IPv6 ACL**.

IPv6 ACL		
:: IPv6 Configuration		
Current Number of ACL	<input type="text" value="4"/>	
Maximum ACL	<input type="text" value="100"/>	
:: IPv6 ACL Table		
IPv6 ACL	Rules	Type
<input type="checkbox"/> <input type="text" value=""/>		IPv6 ACL
<input type="checkbox"/> ipv6ACL	1	IPv6 ACL

1. **IP ACL** is the IP ACL ID or IP ACL Name which is dependent on the IP ACL Type. IP ACL ID must be an integer from 1 to 99 for an IP basic ACL and from 100 to 199 for an IP Extended ACL. IPv6 ACL Name string includes alphanumeric characters only. The name must start with an alphabetic character.
2. Click **ADD** to add a new IP ACL to the switch configuration.
3. Click **DELETE** to remove the currently selected IP ACL from the switch configuration.

Field	Description
Current Number of ACL	The current number of the IP ACLs configured on the switch.
Maximum ACL	The maximum number of IP ACL can be configured on the switch, it depends on the hardware.
Rules	The number of the rules associated with the IP ACL.
Type	The the ACL type, basic IP ACL with id from 1 to 99 and Extended IP ACL with id from 100 to 199.

IPv6 Rules

Use these screens to configure the rules for the IPv6 Access Control Lists, which is created using the IPv6 Access Control List Configuration screen. By default, no specific value is in effect for any of the IPv6 ACL rules.

To display the IPv6 Rules page, click **Security > ACL > Advanced > IPv6 Rules**.

IPv6 Rules

:: IPv6 Rules

ACL Name: ipv6ACL

:: IPv6 ACL Rule Table

	Rule ID	Action	Logging	Assign Queue ID	Mirror Interface	Redirect Interface	Match Every	Protocol	Source Prefix	Source Prefix Length	Source L4 Port
<input type="checkbox"/>	1	Deny	Disable				False	4 (IPv6)	2001:db8::	32	ftp

Destination Prefix	Destination Prefix Length	Destination L4 Port	Flow Label	IPv6 DSCP Service	Rate Limit Conform Data Rate	Rate Limit Burst Size
		ftpdata				

- To add an IP ACL rule, select the ACL ID to add the rule to, select the check box in the Extended ACL Rule table, and click **ADD**. The page displays the extended ACL Rule Configuration fields, as the following figure shows.

IPv6 ACL Rule Configuration

:: IPv6 ACL Rule Configuration

ACL Name: ipv6ACL

Rule ID: 1

Action: Permit Deny Disable

Logging: Enable Disable

Mirror Interface:

Redirect Interface:

Match Every: Disable Enable

Protocol Type: IPv6

Source Prefix/PrefixLength: 2001:db8:: 32

Source L4 Port: ftp

Destination Prefix/PrefixLength:

Destination L4 Port: ftpdata

Flow Label: (0 to 1048575)

IP DSCP Service: (0-63)

Rate Limit Conform Data Rate:

Rate Limit Burst Size:

Time Range:

Egress Queue: (0-6)

2. Use **Rule ID** to enter a whole number in the range of 1 to 12 that will be used to identify the rule. An IP ACL may have up to 12 rules.
3. Configure the desired rule attributes:
 - Use **Action** to specify what action should be taken if a packet matches the rule's criteria. The choices are permit or deny.
 - Use **Logging** to enable logging for this ACL rule (subject to resource availability in the device). If the Access List Trap Flag is also enabled, this will cause periodic traps to be generated indicating the number of times this rule was 'hit' during the current report interval. A fixed 5 minute report interval is used for the entire system. A trap is not issued if the ACL rule hit count is zero for the current interval. This field is visible for a 'Deny' Action.
 - Use **Assign Queue ID** to specify the hardware egress queue identifier used to handle all packets matching this IPv6 ACL rule. Valid range of Queue IDs is 0 to 6. This field is visible for a 'Permit' Action.
 - Use **Mirror Interface** to specify the specific egress interface where the matching traffic stream is copied in addition to being forwarded normally by the device. This field cannot be set if a Redirect Interface is already configured for the ACL rule. This field is visible for a 'Permit' Action.
 - Use **Redirect Interface** to specify the specific egress interface where the matching traffic stream is forced, bypassing any forwarding decision normally performed by the device. This field cannot be set if a Mirror Interface is already configured for the ACL rule. This field is visible for a 'Permit' Action.
 - Use **Match Every** to select true or false from the pull down menu. True signifies that all packets will match the selected IPv6 ACL and Rule and will be either permitted or denied. In this case, since all packets match the rule, the option of configuring other match criteria will not be offered. To configure specific match criteria for the rule, remove the rule and recreate it, or reconfigure 'Match Every' to 'False' for the other match criteria to be visible.
 - Use **Protocol** to configure IPv6 protocol:
 - Specify an integer ranging from 0 to 255 after selecting protocol keyword "other". This number represents the IP protocol.
 - Select name of a protocol from the existing list of Internet Protocol (IP), Transmission Control Protocol (TCP), User Datagram Protocol (UDP), Internet Control Message Protocol (ICMP) and Internet Group Management Protocol (IGMP).
 - Use **Source Prefix/Prefix Length** to specify IPv6 Prefix combined with IPv6 Prefix length of the network or host from which the packet is being sent. Prefix length can be in the range 0 to 128.

- Use **Source L4 Port** to specify a packet's source layer 4 port as a match condition for the selected IPv6 ACL rule. Source port information is optional. Source port information can be specified in two ways:
 - Select keyword “other” from the drop down menu and specify the number of the port in the range from 0 to 65535.
 - Select one of the keyword from the list: DOMAIN, ECHO, FTP, FTPDATA, HTTP, SMTP, SNMP, TELNET, TFTP, and WWW. Each of these values translates into its equivalent port number, which is used as both the start and end of the port range.
 - Use **Destination Prefix/Prefix Length** to enter up to 128-bit prefix combined with prefix length to be compared to a packet's destination IP Address as a match criteria for the selected IPv6 ACL rule. Prefix length can be in the range 0 to 128.
 - Use **Destination L4 Port** to specify a packet's destination layer 4 port as a match condition for the selected IPv6 ACL rule. Destination port information is optional. Destination port information can be specified in two ways:
 - Select keyword “other” from the drop down menu and specify the number of the port in the range from 0 to 65535.
 - Select one of the keyword from the list: DOMAIN, ECHO, FTP, FTPDATA, HTTP, SMTP, SNMP, TELNET, TFTP, and WWW. Each of these values translates into its equivalent port number, which is used as both the start and end of the port range.
 - **Flow** label is 20-bit number that is unique to an IPv6 packet, used by end stations to signify quality-of-service handling in routers. Flow label can specified within the range (0 to 1048575).
 - Use **IPv6 DSCP Service** to specify the IP DiffServ Code Point (DSCP) field. The DSCP is defined as the high-order six bits of the Service Type octet in the IPv6 header. This is an optional configuration. Enter an integer from 0 to 63. The IPv6 DSCP is selected by possibly selection one of the DSCP keyword from a drop-down menu. If a value is to be selected by specifying its numeric value, then select the *Other* option in the drop-down menu and a text box will appear where the numeric value of the DSCP can be entered.
 - **Rate Limit Conform Data Rate** — Specify the allowed transmission rate for frames on the interface
 - **Rate Limit Burst Size** — Specify the number of bytes allowed in a temporary traffic burst (Burst Rate).
 - **Time Range** — Select the name of the time range that will impose a time limitation on the ACL rule. If a time range with the specified name does not exist, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied immediately. If a time range with specified name exists, and the ACL containing this ACL rule is associated with an interface, the ACL rule is applied when the time-range with specified name becomes active. The ACL rule is removed when the time-range with specified name becomes inactive.
4. Click **APPLY** to add the ACL rule with the specified criteria.
 5. Use **DELETE** to select the check box of the rule you want to delete and click DELETE.

IP Binding Configuration

When an ACL is bound to an interface, all the rules that have been defined are applied to the selected interface. Use the IP Binding Configuration page to assign ACL lists to ACL Priorities and Interfaces.

To display the IP Binding Configuration page, click **Security > ACL > Advanced > IP Binding Configuration**.

The screenshot shows the 'IP Binding Configuration' page. The 'Binding Configuration' section has a purple header and contains the following fields:

- ACL ID:** 10 (dropdown menu)
- Direction:** Inbound (dropdown menu)
- Sequence Number:** 0 (input field)
- Range:** (1 to 4294967295)

Below these fields is a 'Port Selection Table' with three orange bars representing 'Unit 1', 'Unit 2', and 'LAG'. Each bar has a small arrow icon on the left.

The 'Interface Binding Status' section has a purple header and a table with the following data:

Interface	Direction	ACL Type	ACL ID/Name	Sequence Number
1/0/8	Inbound	IP ACL	101	1

To configure IP ACL interface bindings:

1. Select an existing IP ACL from the ACL ID menu.

The packet filtering direction for ACL is Inbound, which means the IP ACL rules are applied to traffic entering the port.
2. Specify an optional sequence number to indicate the order of this access list relative to other access lists already assigned to this interface and direction.

A low number indicates high precedence order. If a sequence number is already in use for this interface and direction, the specified access list replaces the currently attached access list using that sequence number. If the sequence number is not specified by the user, a sequence number that is one greater than the highest sequence number currently in use for this interface and direction will be used. The valid range is 1–4294967295.
3. Click the appropriate orange bar to expose the available ports or LAGs. The Port Selection Table specifies list of all available valid interfaces for ACL mapping. All non-routing physical interfaces and interfaces participating in LAGs are listed.
 - To add the selected ACL to a port or LAG, click the box directly below the port or LAG number so that an X appears in the box.
 - To remove the selected ACL from a port or LAG, click the box directly below the port or LAG number to clear the selection. An X in the box indicates that the ACL is applied to the interface.
4. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
5. Click **APPLY** to save any changes to the running configuration.

Field	Description
Interface	Displays selected interface.
Direction	Displays selected packet filtering direction for ACL.
ACL Type	Displays the type of ACL assigned to selected interface and direction.
ACL ID/Name	Displays the ACL Number (in the case of IP ACL) or ACL Name (in the case of named IP ACL and IPv6 ACL) identifying the ACL assigned to selected interface and direction.
Sequence Number	Displays the Sequence Number signifying the order of specified ACL relative to other ACLs assigned to selected interface and direction.

IP Binding Table

Use the IP Binding Table page to view or delete the IP ACL bindings.

To display the IP Binding Table, click **Security > ACL > Advanced > Binding Table**.

Interface	Direction	ACL Type	ACL ID/Name	Sequence Number
<input type="checkbox"/> 1/0/8	In Bound	IP ACL	101	1

The following table describes the information displayed in the **IP ACL Binding Table**.

To delete an IP ACL-to-interface binding, select the check box next to the interface and click **DELETE**.

Field	Description
Interface	Displays selected interface.
Direction	Displays selected packet filtering direction for ACL.
ACL Type	Displays the type of ACL assigned to selected interface and direction.
ACL ID/Name	Displays the ACL Number (in the case of IP ACL) or ACL Name (in the case of Named IP ACL and IPv6 ACL) identifying the ACL assigned to selected interface and direction.
Sequence Number	Displays the Sequence Number signifying the order of specified ACL relative to other ACLs assigned to selected interface and direction.

VLAN Binding Table

Use this page to bind ACLs to VLANs on the switch rather than to ports. At the bottom of the page, the table displays any currently-configured ACLs for the selected VLAN. You can also bind an ACL to a port

To display the VLAN Binding Table, click **Security > ACL > Advanced > VLAN Binding Table**.

ACL Vlan Binding Table					
VLAN Binding Configuration					
	VLAN ID	Direction	Sequence Number	ACL Type	ACL ID
<input type="checkbox"/>	<input type="text"/>		0 <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="checkbox"/>	400	In Bound	1	IP ACL	10

The following table describes the information displayed in the **ACL VLAN Binding Table**.

1. In the **VLAN ID** field, specify the VLAN to which an IP will be bound.
2. Use **Direction** to specify the packet filtering direction for ACL. Valid directions are Inbound.
3. Use **Sequence Number** to specify the order of the specified ACL relative to other ACLs assigned to selected interface and direction. A lower number indicates higher precedence order. If a sequence number is already in use for this VLAN and direction, the specified access list replaces the currently attached access list using that sequence number. If the sequence number is not specified by the user (i.e. the value is 0), a sequence number that is one greater than the highest sequence number currently in use for this VLAN and direction will be used. Valid range is (1 to 4294967295).
4. Use **ACL Type** to specify the type of ACL. Valid ACL Types include IP ACL, MAC ACL, and IPv6 ACL..
5. Use **ACL ID** to display all the ACLs configured, depending on the ACL Type selected.
6. Click **APPLY** to add the configured ACL-to-VLAN binding.
7. To delete a VLAN ACL-to-interface binding, select the check box next to the VLAN and click **DELETE**.

Monitoring the System

7

Use the features available from the Monitoring tab to view a variety of information about the switch and its ports and to configure how the switch monitors events. The **Monitoring** tab contains links to the following features:

- [Ports](#) on page 457
- [Logs](#) on page 468
- [Port Mirroring](#) on page 477
- [sFlow](#) on page 479

Ports

The pages available from the Ports link contain a variety of information about the number and type of traffic transmitted from and received on the switch. From the Ports link, you can access the following pages:

- [Port Statistics](#) on page 458
- [Port Detailed Statistics](#) on page 459
- [EAP Statistics](#) on page 466
- [Cable Test](#) on page 467

Port Statistics

The Port Statistics page displays a summary of per-port traffic statistics on the switch.

To access the Port Statistics page, click **Monitoring > Ports > Port Statistics**.

The screenshot shows the 'Port Statistics' page with a table of interface statistics. The table has columns for Interface, Total Packets received without Errors, Packets received with Errors, Broadcast Packets received, Packets transmitted without Errors, Transmit Packet Errors, Collision Frames, and Time since counters last cleared. The data for interfaces 1/0/1 through 1/0/7 is as follows:

Interface	Total Packets received without Errors	Packets received with Errors	Broadcast Packets received	Packets transmitted without Errors	Transmit Packet Errors	Collision Frames	Time since counters last cleared
1/0/1	226859	0	5583	44665	0	0	2 day 4 hr 38 min 28 sec
1/0/2	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec
1/0/3	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec
1/0/4	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec
1/0/5	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec
1/0/6	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec
1/0/7	0	0	0	0	0	0	2 day 4 hr 38 min 28 sec

The following table describes the per-port statistics displayed on the screen.

Use the buttons at the bottom of the page to perform the following actions:

- To clear all the counters for all ports on the switch, select the check box in the row heading and click **CLEAR**. The button resets all statistics for all ports to default values.
- To clear the counters for a specific port, select the check box associated with the port and click **CLEAR**.
- Click **REFRESH** to refresh the data on the screen and display the most current statistics.

Field	Description
Interface	This object indicates the ifIndex of the interface table entry associated with this port on an adapter.
Total Packets Received Without Errors	The total number of packets received that were without errors.
Packets Received With Error	The number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol.
Broadcast Packets Received	The total number of good packets received that were directed to the broadcast address. Note that this does not include multicast packets.
Packets Transmitted Without Errors	The number of frames that have been transmitted by this port to its segment.
Transmit Packet Errors	The number of outbound packets that could not be transmitted because of errors.

Field	Description
Collision Frames	The best estimate of the total number of collisions on this Ethernet segment.
Time Since Counters Last Cleared	The elapsed time, in days, hours, minutes, and seconds since the statistics for this port were last cleared.

Port Detailed Statistics

The Port Detailed Statistics page displays a variety of per-port traffic statistics.

To access the Port Detailed page, click **Monitoring > Ports > Port Detailed Statistics**. (Following figure show some, but not all, of the fields on the Port Detailed Statistics page.)

The screenshot shows the 'Port Detailed Statistics' page for interface 1/0/1. It includes configuration settings like STP Mode (Enable), Admin Mode (Enable), and Flow Control Mode (Disable). It also displays a detailed list of traffic statistics, including total packets and octets received, and a breakdown of packets and octets received in various size ranges (64, 65-127, 128-255, 256-511, 512-1023, 1024-1518, 1519-2047, 2048-4095, 4096-9216 octets).

Field	Value
Interface	1/0/1
MST ID	CST
ifIndex	1
Port Type	Normal
Port Channel ID	not a lag member
Port Role	
STP Mode	Enable
STP State	
Admin Mode	Enable
Flow Control Mode	Disable
LACP Mode	Enable
Physical Mode	Auto
Physical Status	1000 Mbps
Link Status	Link Up
Link Trap	Enable
Packets RX and TX 64 Octets	23471
Packets RX and TX 65-127 Octets	205514
Packets RX and TX 128-255 Octets	13332
Packets RX and TX 256-511 Octets	687
Packets RX and TX 512-1023 Octets	3705
Packets RX and TX 1024-1518 Octets	25087
Packets RX and TX 1519-2047 Octets	0
Packets RX and TX 2048-4095 Octets	0
Packets RX and TX 4096-9216 Octets	0
Octets Received	25347770
Packets Received 64 Octets	18683
Packets Received 65-127 Octets	196002
Packets Received 128-255 Octets	6941

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The following table describes the detailed port information displayed on the screen. To view information about a different port, select the port number from the Interface menu.

Use the buttons at the bottom of the page to perform the following actions:

- Click **CLEAR** to clear all the counters. This resets all statistics for this port to the default values.
- Click **REFRESH** to refresh the data on the screen and display the most current statistics.

Field	Description
ifIndex	This object indicates the ifIndex of the interface table entry associated with this port on an adapter.
Port Type	For normal ports this field will be 'normal.' Otherwise the possible values are: <ul style="list-style-type: none">• Mirrored - This port is a participating in port mirroring as a mirrored port. Look at the Port Mirroring screens for more information.• Probe - This port is a participating in port mirroring as the probe port. Look at the Port Mirroring screens for more information.• Trunk Member - The port is a member of a Link Aggregation trunk. Look at the Port Channel screens for more information.
Port Channel ID	If the port is a member of a port channel, the port channel's interface ID and name are shown. Otherwise "Disable" is shown.
Port Role	Each MST Bridge Port that is enabled is assigned a Port Role for each spanning tree. The port role will be one of the following values: Root Port, Designated Port, Alternate Port, Backup Port, Master Port or Disabled Port.
STP Mode	The Spanning Tree Protocol Administrative Mode associated with the port or Port Channel. The possible values are: <ul style="list-style-type: none">• Enable - Spanning tree is enabled for this port.• Disable - Spanning tree is disabled for this port.
STP State	The port's current state Spanning Tree state. This state controls what action a port takes on receipt of a frame. If the bridge detects a malfunctioning port it will place that port into the broken state. The other five states are defined in IEEE 802.1D: <ul style="list-style-type: none">• Disabled• Blocking• Listening• Learning• Forwarding• Broken
Admin Mode	The Port control administration state. The port must be enabled in order for it to be allowed into the network. The factory default is enabled.
LACP Mode	Indicates the Link Aggregation Control Protocol administration state. The mode must be enabled in order for the port to participate in Link Aggregation.

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Field	Description
Physical Mode	Indicates The port speed and duplex mode. In auto-negotiation mode the duplex mode and speed are set from the auto-negotiation process.
Physical Status	Indicates the port speed and duplex mode.
Link Status	Indicates whether the Link is up or down.
Link Trap	Indicates whether or not the port will send a trap when link status changes.
Packets RX and TX 64 Octets	The total number of packets (including bad packets) received or transmitted that were 64 octets in length (excluding framing bits but including FCS octets).
Packets RX and TX 65-127 Octets	The total number of packets (including bad packets) received or transmitted that were between 65 and 127 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 128-255 Octets	The total number of packets (including bad packets) received or transmitted that were between 128 and 255 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 256-511 Octets	The total number of packets (including bad packets) received or transmitted that were between 256 and 511 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 512-1023 Octets	The total number of packets (including bad packets) received or transmitted that were between 512 and 1023 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 1024-1518 Octets	The total number of packets (including bad packets) received or transmitted that were between 1024 and 1518 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 1519-2047 Octets	The total number of packets (including bad packets) received or transmitted that were between 1519 and 2047 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 2048-4095 Octets	The total number of packets (including bad packets) received or transmitted that were between 2048 and 4095 octets in length inclusive (excluding framing bits but including FCS octets).
Packets RX and TX 4096-9216 Octets	The total number of packets (including bad packets) received or transmitted that were between 4096 and 9216 octets in length inclusive (excluding framing bits but including FCS octets).
Octets Received	The total number of octets of data (including those in bad packets) received on the network (excluding framing bits but including FCS octets). This object can be used as a reasonable estimate of ethernet utilization. If greater precision is desired, the etherStatsPkts and etherStatsOctets objects should be sampled before and after a common interval.
Packets Received 64 Octets	The total number of packets (including bad packets) received that were 64 octets in length (excluding framing bits but including FCS octets).
Packets Received 65-127 Octets	The total number of packets (including bad packets) received that were between 65 and 127 octets in length inclusive (excluding framing bits but including FCS octets).

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Field	Description
Packets Received 128-255 Octets	The total number of packets (including bad packets) received that were between 128 and 255 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Received 256-511 Octets	The total number of packets (including bad packets) received that were between 256 and 511 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Received 512-1023 Octets	The total number of packets (including bad packets) received that were between 512 and 1023 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Received 1024-1518 Octets	The total number of packets (including bad packets) received that were between 1024 and 1518 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Received > 1518 Octets	The total number of packets received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.
Total Packets Received Without Errors	The total number of packets received that were without errors.
Unicast Packets Received	The number of subnetwork-unicast packets delivered to a higher-layer protocol.
Multicast Packets Received	The total number of good packets received that were directed to a multicast address. Note that this number does not include packets directed to the broadcast address.
Broadcast Packets Received	The total number of good packets received that were directed to the broadcast address. Note that this does not include multicast packets.
Total Packets Received with MAC Errors	The total number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol.
Jabbers Received	The total number of packets received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either a bad Frame Check Sequence (FCS) with an integral number of octets (FCS Error) or a bad FCS with a non-integral number of octets (Alignment Error). Note that this definition of jabber is different than the definition in IEEE-802.3 section 8.2.1.5 (10BASE5) and section 10.3.1.4 (10BASE2). These documents define jabber as the condition where any packet exceeds 20 ms. The allowed range to detect jabber is between 20 ms and 150 ms.
Fragments Received	The total number of packets received that were less than 64 octets in length with ERROR CRC (excluding framing bits but including FCS octets).
Undersize Received	The total number of packets received that were less than 64 octets in length with GOOD CRC (excluding framing bits but including FCS octets).
Alignment Errors	The total number of packets received that had a length (excluding framing bits, but including FCS octets) of between 64 and 1518 octets, inclusive, but had a bad Frame Check Sequence (FCS) with a non-integral number of octets.

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Field	Description
Rx FCS Errors	The total number of packets received that had a length (excluding framing bits, but including FCS octets) of between 64 and 1518 octets, inclusive, but had a bad Frame Check Sequence (FCS) with an integral number of octets
Overruns	The total number of frames discarded as this port was overloaded with incoming packets, and could not keep up with the inflow.
Total Received Packets Not Forwarded	A count of valid frames received which were discarded (i.e. filtered) by the forwarding process.
Local Traffic Frames	The total number of frames dropped in the forwarding process because the destination address was located off of this port.
802.3x Pause Frames Received	A count of MAC Control frames received on this interface with an opcode indicating the PAUSE operation. This counter does not increment when the interface is operating in half-duplex mode.
Unacceptable Frame Type	The number of frames discarded from this port due to being an unacceptable frame type.
VLAN Membership Mismatch	The number of frames discarded on this port due to ingress filtering.
VLAN Viable Discards	The number of frames discarded on this port when a lookup on a particular VLAN occurs while that entry in the VLAN table is being modified, or if the VLAN has not been configured.
Multicast Tree Viable Discards	The number of frames discarded when a lookup in the multicast tree for a VLAN occurs while that tree is being modified.
Reserved Address Discards	The number of frames discarded that are destined to an IEEE 802.1 reserved address and are not supported by the system.
Broadcast Storm Recovery	The number of frames discarded that are destined for FF:FF:FF:FF:FF:FF when Broadcast Storm Recovery is enabled.
CFI Discards	The number of frames discarded that have CFI bit set and the addresses in RIF are in non-canonical format.
Upstream Threshold	The number of frames discarded due to lack of cell descriptors available for that packet's priority level.
Received Packets Dropped including aborted	The number of packets without any errors that are dropped at the time of their receive.
Total Packets Transmitted (Octets)	The total number of octets of data (including those in bad packets) transmitted on the network (excluding framing bits but including FCS octets). This object can be used as a reasonable estimate of ethernet utilization. If greater precision is desired, the etherStatsPkts and etherStatsOctets objects should be sampled before and after a common interval.
Packets Transmitted 64 Octets	The total number of packets (including bad packets) received that were 64 octets in length (excluding framing bits but including FCS octets).
Packets Transmitted 65-127 Octets	The total number of packets (including bad packets) received that were between 65 and 127 octets in length inclusive (excluding framing bits but including FCS octets).

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Field	Description
Packets Transmitted 128-255 Octets	The total number of packets (including bad packets) received that were between 128 and 255 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Transmitted 256-511 Octets	The total number of packets (including bad packets) received that were between 256 and 511 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Transmitted 512-1023 Octets	The total number of packets (including bad packets) received that were between 512 and 1023 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Transmitted 1024-1518 Octets	The total number of packets (including bad packets) received that were between 1024 and 1518 octets in length inclusive (excluding framing bits but including FCS octets).
Packets Transmitted > 1518 Octets	The total number of packets transmitted that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed. This counter has a max increment rate of 815 counts per sec at 10 Mb/s.
Maximum Frame Size	The maximum ethernet frame size the interface supports or is configured, including ethernet header, CRC, and payload. (1518 to 9216). The default maximum frame size is 1518.
Total Packets Transmitted Successfully	The number of frames that have been transmitted by this port to its segment.
Unicast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to a subnetwork-unicast address, including those that were discarded or not sent.
Multicast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to a Multicast address, including those that were discarded or not sent.
Broadcast Packets Transmitted	The total number of packets that higher-level protocols requested be transmitted to the Broadcast address, including those that were discarded or not sent.
Total Transmit Errors	The sum of Single, Multiple, and Excessive Collisions.
Tx FCS Errors	The total number of packets transmitted that had a length (excluding framing bits, but including FCS octets) of between 64 and 1518 octets, inclusive, but had a bad Frame Check Sequence (FCS) with an integral number of octets
Underrun Errors	The total number of frames discarded because the transmit FIFO buffer became empty during frame transmission.
Total Transmit Packets Discarded	The sum of single collision frames discarded, multiple collision frames discarded, and excessive frames discarded.
Single Collision Frames	A count of the number of successfully transmitted frames on a particular interface for which transmission is inhibited by exactly one collision.

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Field	Description
Multiple Collision Frames	A count of the number of successfully transmitted frames on a particular interface for which transmission is inhibited by more than one collision.
Excessive Collision Frames	A count of frames for which transmission on a particular interface fails due to excessive collisions.
Port Membership Discards	The number of frames discarded on egress for this port due to egress filtering being enabled.
Dropped Transmit Frames	Number of transmit frames discarded at the selected port.
Dropped Receive Frames	Number of Receive frames discarded at the selected port.
STP BPDUs Received	Number of STP BPDUs received at the selected port.
STP BPDUs Transmitted	Number of STP BPDUs transmitted from the selected port.
RSTP BPDUs Received	Number of RSTP BPDUs received at the selected port.
RSTP BPDUs Transmitted	Number of RSTP BPDUs transmitted from the selected port.
MSTP BPDUs Received	Number of MSTP BPDUs received at the selected port.
MSTP BPDUs Transmitted	Number of MSTP BPDUs transmitted from the selected port.
802.3x Pause Frames Transmitted	A count of MAC Control frames transmitted on this interface with an opcode indicating the PAUSE operation. This counter does not increment when the interface is operating in half-duplex mode.
GVRP PDUs Received	The count of GVRP PDUs received in the GARP layer.
GVRP PDUs Transmitted	The count of GVRP PDUs transmitted from the GARP layer.
GVRP Failed Registrations	The number of times attempted GVRP registrations could not be completed.
GMRP PDUs Received	The count of GMRP PDUs received from the GARP layer.
GMRP PDUs Transmitted	The count of GMRP PDUs transmitted from the GARP layer.
GMRP Failed Registrations	The number of times attempted GMRP registrations could not be completed.
EAPOL Frames Received	The number of valid EAPOL frames of any type that have been received by this authenticator.
EAPOL Frames Transmitted	The number of EAPOL frames of any type that have been transmitted by this authenticator.
Time Since Counters Last Cleared	The elapsed time, in days, hours, minutes, and seconds since the statistics for this port were last cleared.

EAP Statistics

Use the EAP Statistics page to display information about EAP packets received on a specific port.

To display the EAP Statistics page, click **Monitoring > Ports > EAP Statistics**.

Ports	PAE Capabilities	EAPOL						EAP					
		Frames Received	Frames Transmitted	Start Frames Received	Logoff Frames Received	Last Frame Version	Last Frame Source	Invalid Frames Received	Length Error Frames Received	Response/ID Frames Received	Response Frames Received	Request/ID Frames Transmitted	Request Frames Transmitted
<input type="checkbox"/> 1/0/1	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/2	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/3	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/4	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/5	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/6	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/7	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0
<input type="checkbox"/> 1/0/8	Authenticator	0	0	0	0	0	00:00:00:00:00:00	0	0	0	0	0	0

The following table describes the EAP statistics displayed on the screen.

Use the buttons at the bottom of the page to perform the following actions:

- To clear all the EAP counters for all ports on the switch, select the check box in the row heading and click **CLEAR**. The button resets all statistics for all ports to default values.
- To clear the counters for a specific port, select the check box associated with the port and click **CLEAR**.
- Click **REFRESH** to refresh the data on the screen and display the most current statistics.

Field	Description
Port	Selects the port to be displayed. When the selection is changed, a screen refresh will occur causing all fields to be updated for the newly selected port. All physical interfaces are valid.
PAE Capabilities	This displays the PAE capabilities of the selected port
EAPOL Frames Received	This displays the number of valid EAPOL frames of any type that have been received by this authenticator.
EAPOL Frames Transmitted	This displays the number of EAPOL frames of any type that have been transmitted by this authenticator.
EAPOL Start Frames Received	This displays the number of EAPOL start frames that have been received by this authenticator.
EAPOL Logoff Frames Received	This displays the number of EAPOL logoff frames that have been received by this authenticator.

Field	Description
EAPOL Last Frame Version	This displays the protocol version number carried in the most recently received EAPOL frame.
EAPOL Last Frame Source	This displays the source MAC address carried in the most recently received EAPOL frame.
EAPOL Invalid Frames Transmitted	This displays the number of EAPOL frames that have been received by this authenticator in which the frame type is not recognized.
EAPOL Length Error Frames Received	This displays the number of EAPOL frames that have been received by this authenticator in which the frame type is not recognized.
EAP Response/ID Frames Received	This displays the number of EAP response/identity frames that have been received by this authenticator.
EAP Response Frames Received	This displays the number of valid EAP response frames (other than resp/id frames) that have been received by this authenticator.
EAP Request/ID Frames Transmitted	This displays the number of EAP request/identity frames that have been transmitted by this authenticator.
EAP Request Frames Transmitted	This displays the number of EAP request frames (other than request/identity frames) that have been transmitted by this authenticator.

Cable Test

To display the Cable Test page, click **Monitoring > Ports > Cable Test**.

Cable Test

1 2 All Go To Port

	Port	Cable Status	Cable Length	Failure Location
<input type="checkbox"/>	1/0/1	Normal	1m - 1m	
<input type="checkbox"/>	1/0/2	Cable status test failed		
<input type="checkbox"/>	1/0/3	No Cable		
<input type="checkbox"/>	1/0/4	No Cable		
<input type="checkbox"/>	1/0/5	No Cable		
<input type="checkbox"/>	1/0/6	No Cable		
<input type="checkbox"/>	1/0/7	No Cable		
<input type="checkbox"/>	1/0/8	No Cable		
<input type="checkbox"/>	1/0/9	No Cable		
<input type="checkbox"/>	1/0/10	No Cable		
<input type="checkbox"/>	1/0/11	No Cable		
<input type="checkbox"/>	1/0/12	Cable status test failed		
<input type="checkbox"/>	1/0/13	No Cable		

1. **Interface** - Indicates the interface to which the cable to be tested is connected.
2. Click **APPLY** to perform a cable test on the selected interface. The cable test may take up to 2 seconds to complete. If the port has an active link then the link is not taken down and the cable status is always “Normal”. The command returns a cable length estimate if this feature is supported by the PHY for the current link speed. Note that if the link is down and a cable is attached to a 10/100 Ethernet adapter then the cable status may be “Open” or “Short” because some Ethernet adapters leave unused wire pairs unterminated or grounded.

Field	Description
Cable Status	This displays the cable status as Normal, Open or Short. <ul style="list-style-type: none"> • Normal: the cable is working correctly. • Open: the cable is disconnected or there is a faulty connector. • Short: there is an electrical short in the cable. • Cable Test Failed: The cable status could not be determined. The cable may in fact be working.
Cable Length	The estimated length of the cable in meters. The length is displayed as a range between the shortest estimated length and the longest estimated length. Unknown is displayed if the cable length could not be determined. The Cable Length is only displayed if the cable status is Normal.
Failure Location	The estimated distance in meters from the end of the cable to the failure location. The failure location is only displayed if the cable status is Open or Short.

Logs

The switch may generate messages in response to events, faults, or errors occurring on the platform as well as changes in configuration or other occurrences. These messages are stored locally and can be forwarded to one or more centralized points of collection for monitoring purposes or long term archival storage. Local and remote configuration of the logging capability includes filtering of messages logged or forwarded based on severity and generating component.

The **Monitoring > Logs** tab contains links to the following folders:

- [Buffered Logs](#) on page 469
- [Command Log Configuration](#) on page 470
- [Console Log Configuration](#) on page 471
- [SysLog Configuration](#) on page 471
- [Trap Logs](#) on page 472
- [Event Logs](#) on page 474
- [Persistent Logs](#) on page 476

Buffered Logs

To access the Buffered Logs page, click **Monitoring > Logs > Buffered Logs**.

Buffered Logs

Admin Status: Disable Enable

Behavior: ▼

Message Log

Total number of Messages: 1292

Description
<14> JAN 03 23:40:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1882 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 23:40:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1881 %% DHCP option resolved : TFTP IP address 10.9.11.20
<14> JAN 03 23:30:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1752 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 23:30:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1751 %% DHCP option resolved : TFTP IP address 10.9.11.20
<14> JAN 03 23:20:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1750 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 23:20:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1749 %% DHCP option resolved : TFTP IP address 10.9.11.20
<13> JAN 03 23:20:01 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1748 %% Spanning Tree Topology Change: 0, Unit: 1
<13> JAN 03 23:20:01 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1747 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
<13> JAN 03 23:20:00 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1746 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
<13> JAN 03 23:19:59 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1745 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
<13> JAN 03 23:19:58 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1744 %% Spanning Tree Topology Change: 0, Unit: 1
<13> JAN 03 23:19:58 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1743 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
<14> JAN 03 23:10:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1742 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 23:10:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1741 %% DHCP option resolved : TFTP IP address 10.9.11.20
<14> JAN 03 23:00:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1740 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 23:00:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1739 %% DHCP option resolved : TFTP IP address 10.9.11.20
<14> JAN 03 22:50:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1738 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 22:50:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1737 %% DHCP option resolved : TFTP IP address 10.9.11.20
<14> JAN 03 22:40:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(2026) 1736 %% AutoInstall : Waiting for retry timeout
<14> JAN 03 22:40:43 10.27.34.52-1 AUTO_INST[-427012512]: auto_install_control.c(3523) 1735 %% DHCP option resolved : TFTP IP address 10.9.11.20
<13> JAN 03 22:36:00 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1734 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
<13> JAN 03 22:35:59 10.27.34.52-1 TRAPMGR[-1948147584]: traputil.c(614) 1733 %% Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22

Buffered Log Configuration

This log stores messages in memory based upon the settings for message component and severity. On stackable systems, this log exists only on the top of stack platform. Other platforms in the stack forward their messages to the top of stack log.

1. A log that is “Disabled” shall not log messages. A log that is “Enabled” shall log messages. Enable or Disable logging by selecting the corresponding radio button.
2. Behavior Indicates the behavior of the log when it is full. It can either wrap around or stop when the log space is filled.
3. Click **REFRESH** to refresh the web page to show the latest messages in the log.
4. Click **CLEAR** to clear the buffered log in the memory.

Message Log

This help message applies to the format of all logged messages which are displayed for the message log, persistent log or console log.

Format of the messages

Messages logged to a collector or relay via syslog have an identical format of either type:

If system is not stacked

- <15>Aug 24 05:34:05 STK0 MSTP[2110]: mspt_api.c(318) 237 %% Interface 12 transitioned to root state on message age timer expiry.

The above example indicates a message with severity 7(15 mod 8) (debug) on a system that is not stack and generated by component MSTP running in thread id 2110 on Aug 24 05:34:05 by line 318 of file mstp_api.c. This is the 237th message logged.

If the system is stacked

- <15>Aug 24 05:34:05 0.0.0.0-1 MSTP[2110]: mspt_api.c(318) 237 %% Interface 12 transitioned to root state on message age timer expiry.

The above example indicates a message with severity 7(15 mod 8) (debug) on a system that is stacked and generated by component MSTP running in thread id 2110 on Aug 24 05:34:05 by line 318 of file mstp_api.c. This is the 237th message logged with system IP 0.0.0.0 and task-id 1.

Format of the messages

- <15>Aug 24 05:34:05 STK0 MSTP[2110]: mspt_api.c(318) 237 %% Interface 12 transitioned to root state on message age timer expiry.

The above example indicates a user-level message (1) with severity 7 (debug) on a system that is not stack and generated by component MSTP running in thread id 2110 on Aug 24 05:34:05 by line 318 of file mstp_api.c. This is the 237th message logged. Messages logged to a collector or relay via syslog have an identical format to the above message.

- Total number of Messages: For the message log, only the latest 200 entries are displayed on the page

Command Log Configuration

To access the Command Log Configuration page, click **Monitoring > Logs > Command Log Configuration**.



1. Use **Admin Mode** to enable/disable the operation of the CLI Command logging by selecting the corresponding radio button.

Console Log Configuration

This allows logging to any serial device attached to the host.

To access the Console Log Configuration page, click **Monitoring > Logs > Console Log Configuration**.

The screenshot shows a web interface for 'Console Log Configuration'. It features a title bar with the text 'Console Log Configuration' and a help icon. Below the title bar, there are two rows of configuration options. The first row is labeled 'Admin Status' and contains two radio buttons: 'Disable' (which is unselected) and 'Enable' (which is selected). The second row is labeled 'Severity Filter' and contains a dropdown menu with 'Error' selected and a downward arrow icon.

1. A log that is “Disabled” shall not log messages. A log that is “Enabled” shall log messages. Enable or Disable logging by selecting the corresponding radio button.
2. **Severity Filter.** A log records messages equal to or above a configured severity threshold. Select the severity option by selecting the corresponding line on the pull-down entry field. These severity levels have been enumerated below:
 - Emergency (0) - system is unusable
 - Alert (1) - action must be taken immediately
 - Critical (2) - critical conditions
 - Error (3) - error conditions
 - Warning (4) - warning conditions
 - Notice(5) - normal but significant conditions
 - Informational(6) - informational messages
 - Debug(7) - debug-level messages

SysLog Configuration

To access the SysLog Configuration page, click **Monitoring > Logs > Sys Log Configuration**.

Syslog Configuration

:: Syslog Configuration ?

Admin Status Disable Enable

Local UDP Port (1 to 65535)

Messages Received 1752

Messages Relayed 0

Messages Ignored 0

:: Host Configuration ?

	Host Address	Status	Port	Severity Filter
<input type="checkbox"/>	<input style="width: 100%;" type="text"/>	<input type="checkbox"/>	<input style="width: 100%;" type="text"/>	<input type="text" value="All"/>

1. Use **Admin Status** to enable/disable logging to configured syslog hosts. Setting this to disable stops logging to all syslog hosts. Disable means no messages will be sent to any collector/relay. Enable means messages will be sent to configured collector/relays using the values configured for each collector/relay. Enable/Disable the operation of the syslog function by selecting the corresponding radio button.
2. Use **Local UDP Port** to specify the port on the local host from which syslog messages are sent. The default port is 514. Specify the local port in the text field.

Field	Description
Messages Relayed	The count of syslog messages relayed.
Messages Ignored	The count of syslog messages ignored.

Trap Logs

This screen lists the entries in the trap log. The information can be retrieved as a file by using System Utilities, Upload File from Switch.

To access the Trap Logs page, click **Monitoring > Logs > Trap Logs**.

Trap Logs

:: Trap Logs ?

Number of Traps Since Last Reset	376
Trap Log Capacity	256
Number of Traps Since Log Last Viewed	376

:: Trap Logs ?

Log	System Up Time	Trap
0	2 days 23:19:51	Spanning Tree Topology Change: 0, Unit: 1
1	2 days 23:19:51	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
2	2 days 23:19:50	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
3	2 days 23:19:49	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
4	2 days 23:19:48	Spanning Tree Topology Change: 0, Unit: 1
5	2 days 23:19:48	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
6	2 days 22:35:50	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
7	2 days 22:35:49	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
8	2 days 22:35:48	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
9	2 days 22:35:47	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
10	2 days 22:35:47	Spanning Tree Topology Change: 0, Unit: 1
11	2 days 22:35:47	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
12	2 days 19:15:17	Spanning Tree Topology Change: 0, Unit: 1
13	2 days 19:15:17	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
14	2 days 19:15:16	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
15	2 days 19:15:15	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
16	2 days 19:15:14	Spanning Tree Topology Change: 0, Unit: 1
17	2 days 19:15:14	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
18	2 days 19:10:49	Spanning Tree Topology Change: 0, Unit: 1
19	2 days 19:10:49	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
20	2 days 19:10:48	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22
21	2 days 19:10:47	Spanning Tree Topology Change Received: MSTID: 0 Unit: 1 Slot: 0 Port: 22

The following table describes the Trap Log information displayed on the screen.

The page also displays information about the traps that were sent.

Click **Clear Counters** to clear all the counters. This resets all statistics for the trap logs to the default values.

Field	Description
Number of Traps Since Last Reset	The number of traps that have occurred since the switch last reboot.
Trap Log Capacity	The maximum number of traps stored in the log. If the number of traps exceeds the capacity, the entries will overwrite the oldest entries.
Number of Traps since log last viewed	The number of traps that have occurred since the traps were last displayed. Displaying the traps by any method (terminal interface display, Web display, upload file from switch etc.) will cause this counter to be cleared to 0.
Log	The sequence number of this trap.
System Up Time	The time at which this trap occurred, expressed in days, hours, minutes and seconds since the last reboot of the switch.
Trap	Information identifying the trap.

Event Logs

This panel displays the event log, which contains error messages from the system. Event log is not cleared on a system reset.

To access the Event Log page, click **Monitoring > Logs > Event Logs**.

Event Logs

:: Event Logs ?

Entry	Type	Filename	Line	TaskID	Code	Time
1	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
2	EVENT>	unitmgr.c	5806	0	00000000	0 0 3 27
3	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
4	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
5	EVENT>	unitmgr.c	5806	0	00000000	0 0 31 42
6	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
7	EVENT>	unitmgr.c	5806	0	00000000	0 0 13 34
8	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
9	EVENT>	unitmgr.c	5806	0	00000000	0 0 2 4
10	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
11	EVENT>	unitmgr.c	5806	0	00000000	0 0 2 39
12	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
13	EVENT>	unitmgr.c	5806	0	00000000	0 0 5 36
14	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
15	EVENT>	unitmgr.c	5806	0	00000000	0 0 6 0
16	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
17	EVENT>	unitmgr.c	5806	0	00000000	0 0 2 47
18	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
19	EVENT>	unitmgr.c	5806	0	00000000	0 1 48 17
20	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
21	EVENT>	unitmgr.c	5806	0	00000000	0 0 12 10
22	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
23	EVENT>	unitmgr.c	5806	0	00000000	0 0 0 45
24	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
25	EVENT>	unitmgr.c	5806	0	00000000	0 0 1 48
26	EVENT>	bootos.c	220	0	AAAAAAAA	0 0 0 31
27	EVENT>	unitmgr.c	5806	0	00000000	0 0 3 40

The following table describes the Event Log information displayed on the screen.

Use the buttons at the bottom of the page to perform the following actions:

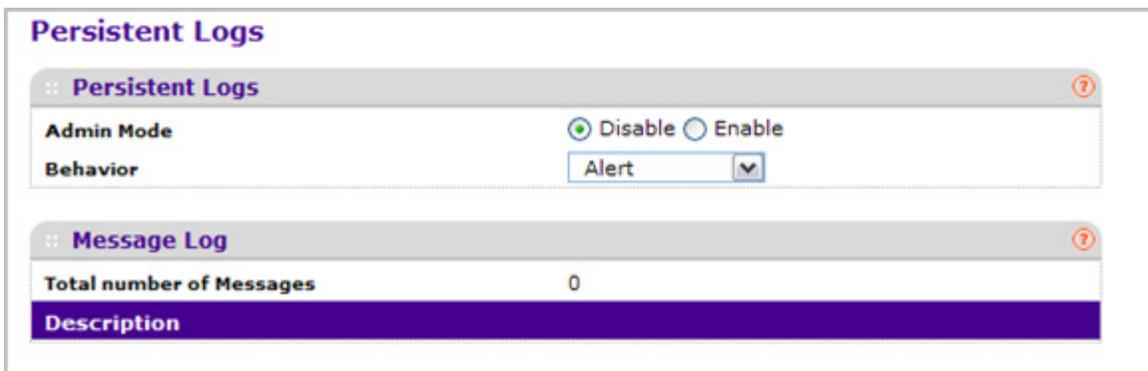
- Click **CLEAR** to clear the messages out of the Event Log.
- Click **REFRESH** to refresh the data on the screen and display the most current information.

Field	Description
Entry	The sequence number of the event.
Type	The type of the event.
File Name	The file in which the event originated.
Line	The line number of the event.
Task Id	The task ID of the event.
Code	The event code.
Time	The time this event occurred.

Persistent Logs

A persistent log is a log that is stored in persistent storage. Persistent storage survives across platform reboots. The first log type is the system startup log. The system startup log stores the first N messages received after system reboot. The second log type is the system operation log. The system operation log stores the last N messages received during system operation.

To access the Persistent Logs page, click **Monitoring > Logs > Persistent Logs**.



1. A log that is “Disabled” shall not log messages. A log that is “Enabled” shall log messages. Enable or Disable logging by selecting the corresponding line on the pull-down entry field.
2. **Behavior.** A log records messages equal to or above a configured severity threshold. Select the severity option by selecting the corresponding line on the pull-down entry field. These severity levels have been enumerated below:
 - Emergency (0) - system is unusable
 - Alert (1) - action must be taken immediately
 - Critical (2) - critical conditions

- Error (3) - error conditions
 - Warning (4) - warning conditions
 - Notice(5) - normal but significant conditions
 - Informational(6) - informational messages
 - Debug(7) - debug-level messages
3. Click **REFRESH** to refresh the web page to show the latest messages in the persistent log.

Format of the messages

- Total number of Messages: Number of persistent log messages displayed on the switch.
- <15>Aug 24 05:34:05 STK0 MSTP[2110]: mspt_api.c(318) 237 %% Interface 12 transitioned to root state on message age timer expiry

The above example indicates a user-level message (1) with severity 7 (debug) on a system that is not stack and generated by component MSTP running in thread id 2110 on Aug 24 05:34:05 by line 318 of file mspt_api.c. This is the 237th message logged. Messages logged to a collector or relay via syslog have an identical format to the above message.

Port Mirroring

The page under the Mirroring link allows you to view and configure port mirroring on the system.

Multiple Port Mirroring

Port mirroring selects the network traffic for analysis by a network analyzer. This is done for specific ports of the switch. As such, many switch ports are configured as source ports and one switch port is configured as a destination port. You have the ability to configure how traffic is mirrored on a source port. Packets that are received on the source port, that are transmitted on a port, or are both received and transmitted, can be mirrored to the destination port.

The packet that is copied to the destination port is in the same format as the original packet on the wire. This means that if the mirror is copying a received packet, the copied packet is VLAN tagged or untagged as it was received on the source port. If the mirror is copying a transmitted packet, the copied packet is VLAN tagged or untagged as it is being transmitted on the source port.

Use the Multiple Port Mirroring page to define port mirroring sessions.

To access the Multiple Port Mirroring page, click **Monitoring > Mirroring > Port Mirroring**.

To configure Port Mirroring:

1. Select the check box next to each port to configure as a source port.
2. Use **Source Port** to specify the configured port(s) as mirrored port(s). Traffic of the configured port(s) is sent to the probe port.
3. In the **Destination Port** field, specify the port to which port traffic is be copied. Use the unit/slot/port format to specify the port. You can configure only one destination port on the system. Acts as a probe port and will receive all the traffic from configured mirrored port(s). Default value is blank.
4. From the **Session Mode** menu, select the mode for port mirroring on the selected port:
 - **Enable** - Multiple Port Mirroring is active on the selected port.
 - **Disable** - Port mirroring is not active on the selected port, but the mirroring information is retained.
5. **Direction** - Specifies the direction of the Traffic to be mirrored from the configured mirrored port(s). Default value is Tx and Rx.
6. Click **APPLY** to apply the settings to the system. If the port is configured as a source port, the **Mirroring Port** field value is Mirrored.
7. To delete a mirrored port, select the check box next to the mirrored port, and then click **DELETE**.
8. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Field	Description
Mirroring Port	Indicates the port to be in a mirrored state.

sFlow

sFlow® is a standard for monitoring high-speed switched and routed networks. sFlow technology is built into network equipment and gives complete visibility into network activity, enabling effective management and control of network resources.

The sFlow monitoring system consists of an sFlow Agent (embedded in a switch or router or in a standalone probe) and a central sFlow Collector. The sFlow Agent uses sampling technology to capture traffic statistics from the device it is monitoring. sFlow datagrams are used to immediately forward the sampled traffic statistics to an sFlow Collector for analysis.

The sFlow Agent uses two forms of sampling: statistical packet-based sampling of switched or routed Packet Flows, and time-based sampling of counters.

From the sFlow link under the Monitoring tab, you can access the following pages:

- [Basic](#) on page 479
- [Advanced](#) on page 480

Basic

From the Basic link, you can access the following pages:

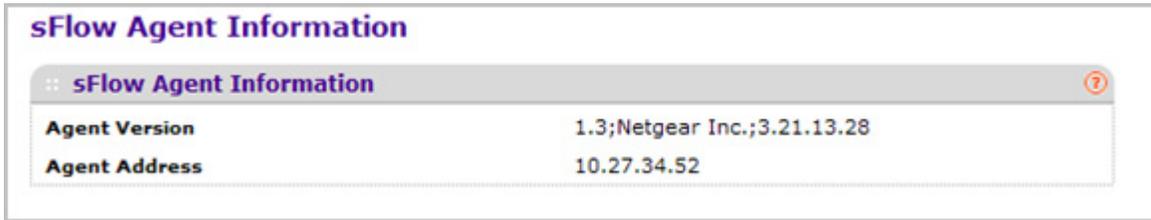
- [sFlow Agent](#) on page 479

sFlow Agent

Packet Flow Sampling and Counter Sampling are performed by sFlow Instances associated with individual Data Sources within the sFlow Agent. Packet Flow Sampling and Counter Sampling are designed as part of an integrated system. Both types of samples are combined in sFlow datagrams. Packet Flow Sampling will cause a steady, but random, stream of sFlow datagrams to be sent to the sFlow Collector. Counter samples may be taken opportunistically in order to fill these datagrams.

In order to perform Packet Flow Sampling, an sFlow Sampler Instance is configured with a Sampling Rate. The Packet Flow sampling process results in the generation of Packet Flow Records. In order to perform Counter Sampling, the sFlow Poller Instance is configured with a Polling Interval. The Counter Sampling process results in the generation of Counter Records. The sFlow Agent collects Counter Records and Packet Flow Records and sends them in the form of sFlow datagrams to sFlow Collectors.

To display the sFlow Agent page, click **Monitoring > sFlow > Basic > sFlow Agent**.



Field	Description
Agent Version	Uniquely identifies the version and implementation of this MIB. The version string must have the following structure: MIB Version;Organization;Software Revision where: <ul style="list-style-type: none"> • MIB Version: '1.3', the version of this MIB. • Organization: NETGEAR Inc. • Revision: 1.0
Agent Address	The IP address associated with this agent.

Click **REFRESH** to refresh the web page to show the latest sFlow agent information.

Advanced

From the Advanced link, you can access the following pages:

- [sFlow Agent](#) on page 479
- [sFlow Receiver Configuration](#) on page 481
- [sFlow Interface Configuration](#) on page 482

sFlow Receiver Configuration

Use the sFlow Receiver Configuration page to configure the sFlow Receiver.

To display the sFlow Receiver Configuration page, click **Monitoring > sFlow > Advanced > sFlow Receiver Configuration**.

sFlow Receiver Configuration							
Receiver Index	Receiver Owner	Receiver Timeout	Maximum Datagram Size	Receiver Address	Receiver Port	Datagram Version	
<input type="checkbox"/>							
<input type="checkbox"/> 1		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 2		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 3		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 4		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 5		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 6		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 7		0	1400	0.0.0.0	6343	5	
<input type="checkbox"/> 8		0	1400	0.0.0.0	6343	5	

- Receiver Index.** Selects the receiver for which data is to be displayed or configured. Allowed range is 1 to 8.
- Use **Receiver Owner** to specify the entity making use of this sFlowRcvrTable entry. The empty string indicates that the entry is currently unclaimed and the receiver configuration is reset to default values. An entity wishing to claim an sFlowRcvrTable entry must ensure that the entry is unclaimed before trying to claim it. The entry is claimed by setting the owner string. The entry must be claimed before any changes can be made to other sampler objects.
- Use **Receiver Timeout** to specify the time (in seconds) remaining before the sampler is released and stops sampling. A management entity wanting to maintain control of the sampler is responsible for setting a new value before the old one expires. Allowed range is 0 to 4294967295 secs. A value of zero sets the selected receiver configuration to its default values.
- Use **Maximum Datagram Size** to specify the maximum number of data bytes that can be sent in a single sample datagram. The manager should set this value to avoid fragmentation of the sFlow datagrams. Default Value: 1400. Allowed range is 200 to 9116.
- Use **Receiver Address** to specify the IP address of the sFlow collector. If set to 0.0.0.0, no sFlow datagrams will be sent.
- Use **Receiver Port** to specify the destination port for sFlow datagrams. Allowed range is 1 to 65535.

Field	Description
Receiver Datagram Version	The version of sFlow datagrams that should be sent.

sFlow Interface Configuration

sFlow agent collects statistical packet-based sampling of switched flows and sends them to the configured receivers. A data source configured to collect flow samples is called a sampler. sFlow agent also collects time-based sampling of network interface statistics and sends them to the configured sFlow receivers. A data source configured to collect counter samples is called a poller.

To display the sFlow Interface Configuration page, click **Monitoring > sFlow > Advanced > sFlow Interface Configuration**.

sFlow Interface Configuration						
sFlow Interface Configuration						
1 2 All		Go To Interface <input type="text"/> <input type="button" value="GO"/>				
	Interface	Poller		Sampler		
		Receiver Index	Poller Interval	Receiver Index	Sampling Rate	Maximum Header Size
<input type="checkbox"/>	1/0/1	0	0	0	0	128
<input type="checkbox"/>	1/0/2	0	0	0	0	128
<input type="checkbox"/>	1/0/3	0	0	0	0	128
<input type="checkbox"/>	1/0/4	0	0	0	0	128
<input type="checkbox"/>	1/0/5	0	0	0	0	128
<input type="checkbox"/>	1/0/6	0	0	0	0	128

- Interface** - The interface for this flow poller and sampler. This Agent will support Physical ports only.
- Use **Receiver Index** to specify the allowed range for the sFlow Receiver associated with this counter poller. Allowed range is 1 to 8.
- Use **Poller Interval** to specify the maximum number of seconds between successive samples of the counters associated with this data source. A sampling interval of 0 disables counter sampling. Allowed range is 0 to 86400 secs.
- Use **Receiver Index** to specify the sFlow Receiver for this flow sampler. If set to 0, the sampler configuration is set to default and the sampler is deleted. Only active receivers can be set. If a receiver expires then all samplers associated with the receiver will also expire. Allowed range is 1 to 8.
- Use **Sampling Rate** to specify the statistical sampling rate for packet sampling from this source. A sampling rate of 1 counts all packets. A sampling rate of 0 disables sampling. Allowed range is 1024 to 65536.
- Use **Maximum Header Size** to specify the maximum number of bytes that should be copied from a sampled packet. Allowed range is 20 to 256.

Use the features available from the Maintenance tab to help you manage the switch. The Maintenance tab contains links to the following features:

- [Save Configuration](#) on page 483
- [Reset](#) on page 485
- [Upload File From Switch](#) on page 487
- [Download File To Switch](#) on page 490
- [File Management](#) on page 495
- [Troubleshooting](#) on page 497

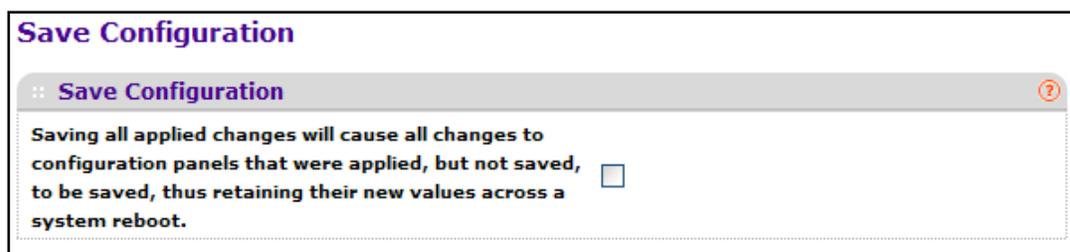
Save Configuration

The **Save Configuration** menu contains links to the following options:

- [Save Configuration](#) on page 483
- [Auto Install Configuration](#) on page 484

Save Configuration

To access the Save Configuration page, click **Maintenance > Save Config> Save Configuration**.



Select the check box and click the **APPLY** button to have configuration changes you have made saved across a system reboot. All changes submitted since the previous save or system reboot will be retained by the switch.

Auto Install Configuration

The AutoInstall feature enables the configuration of a switch automatically when the device is turned on and, during the boot process, no configuration file is found in device storage. By communicating with a DHCP server, AutoInstall obtains an IP address for the switch and an IP address for a TFTP server. AutoInstall attempts to download a configuration file from the TFTP server and install in on the switch.

- The DHCP server that the switch communicates with must provide the following information:
 - The IP address and subnet mask (option 1) to be assigned to the switch.
 - The IP address of a default gateway (option 3), if needed for IP communication.
 - The identification of the TFTP server from which to obtain the boot file. This is given by any of the following fields, in the priority shown (highest to lowest):
 - The sname field of the DHCP reply.
 - The hostname of the TFTP server (option 66). Either the TFTP address or name is specified—not both—in most network configurations. If a TFTP hostname is given, a DNS server is required to translate the name to an IP address.
 - The IP address of the TFTP server (option 150).
 - The address of the TFTP server supplied in the siaddr field.
 - The name of the configuration file (boot file or option 67) to be downloaded from the TFTP server. The boot file name must have a file type of *.cfg.
- The IP addresses of DNS name servers (option 6). The IP addresses of DNS name servers should be returned from the DHCP server only if the DNS server is in the same LAN as the switch performing AutoInstall. A DNS server is needed to resolve the IP address of the TFTP server if only the “sname” or option 66 values are returned to the switch.

After obtaining IP addresses for both the switch and the TFTP server, the AutoInstall feature attempts to download a host-specific configuration file using the boot file name specified by the DHCP server. If the switch fails to obtain the file, it will retry indefinitely.

To access the Auto Install Configuration page, click **Maintenance > Save Config > Auto Install Configuration**.

The screenshot shows the 'Auto Install Configuration' page with the following settings:

Setting	Value
AutoInstall Mode	Stop
AutoInstall Persistent Mode	Enabled
AutoSave Mode	Disabled
AutoInstall Retry Count	3 (1 to 3)
AutoInstall State	AutoInstall is completed.

To configure the auto install settings:

1. Use **Auto Install** to enable/disable start/stop auto install mode on the switch.
2. Select the **Auto Save** check box and click the **APPLY** button to have configuration changes you have made saved across a system reboot. All changes submitted since the previous save or system reboot will be retained by the switch.
3. Use **Auto Install Retry Count** to specify the number of times the unicast TFTP tries should be made for the DHCP specified file before falling back for broadcast TFTP tries.

Reset

The **Reset** menu contains links to the following options:

- [Device Reboot](#) on page 485
- [Factory Default](#) on page 486
- [Password Reset](#) on page 486

Device Reboot

Use the Device Reboot page to reboot ProSafe.

To access the Device Reboot page, click **Maintenance > Reset > Device Reboot**.



The screenshot shows the 'Device Reboot' configuration page. At the top, there is a title 'Device Reboot' in purple. Below the title is a grey header bar with the text 'Device Reboot' and a red question mark icon. The main content area contains a 'Reboot Unit No.' label followed by a dropdown menu set to 'All'. Below this are two radio button options: 'Save prior to reboot' (which is selected) and 'Don't save prior to reboot'.

To reboot the switch:

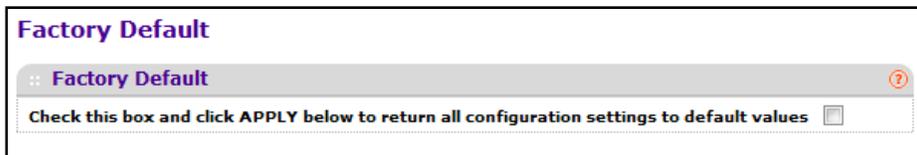
1. Use **Reboot Unit No** to select the unit to reset. Select all to run reset for all units.
2. Select the **Save prior to reboot** radio button and click the **APPLY** button to reboot the switch. Prior to reboot the unit, the current configuration will be saved first.
3. Select the **Don't save prior to reboot** radio button and click the **APPLY** button to reboot the switch. This option permits the user to reboot the unit without saving the current configuration.

Factory Default

Use the Factory Default page to reset the system configuration to the factory default values.

Note: If you reset the switch to the default configuration, the IP address is reset to 192.168.1.1, and the DHCP client is enabled. If you lose network connectivity after you reset the switch to the factory defaults, see [Web Access](#) on page 9.

To access the Factory Defaults page, click **Maintenance > Reset > Factory Default**.



To reset the switch to the factory default settings, select the check box and click the **APPLY** button to have all configuration parameters reset to their factory default values. All changes you have made will be lost, even if you have issued a save. You will be shown a confirmation screen after you select the button.

Password Reset

Use the Password Reset page to reset all user passwords to defaults.

To access the Password Reset page, click **Maintenance > Reset > Password Reset**.



Select the check box and click the **APPLY** button to have all user passwords reset to their factory default values. All changes you have made will be lost, even if you have issued a save.

Upload File From Switch

Use the File Upload page to upload configuration (ASCII), log (ASCII), and image (binary) files from the switch to the TFTP server.

The Upload menu contains links to the following options:

- [File Upload](#) on page 487
- [HTTP File Upload](#) on page 488
- [USB File Upload](#) on page 489

File Upload

To display the File Upload page, click **Maintenance > Upload > File Upload**.

To upload a file from the switch to the TFTP server:

1. Use **File Type** to specify what type of file you want to upload:
 - **Archive** - Specify archive (STK) code when you want to retrieve from the operational flash:
 - **Image1** - Specify the code image1 when you want to retrieve.
 - **Image2** - Specify the code image2 when you want to retrieve.
 - **CLI Banner** - Specify CLI Banner when you want retrieve the CLI banner file.
 - **Startup Configuration** - Specify configuration when you want to retrieve the stored configuration.
 - **Text Configuration** - Specify configuration in text mode when you want to retrieve the stored configuration.
 - **Script File** - Specify script file when you want to retrieve the stored configuration.
 - **Error Log** - Specify error log to retrieve the system error (persistent) log, sometimes referred to as the event log.
 - **Buffered Log** - Specify buffered log to retrieve the system buffered (in-memory) log.
 - **Trap Log** - Specify trap log to retrieve the system trap records.

- **Tech Support** - Specify Tech Support to retrieve the switch information needed for trouble-shooting.

The factory default is Archive.

2. Use **Transfer Mode** to specify what protocol to use to transfer the file:
 - **TFTP** - Trivial File Transfer Protocol
 - **SFTP** - Secure File Transfer Program
 - **SCP** - Secure Copy
3. Use **Server Address Type** to specify either IPv4 or IPv6 to indicate the format of the Server Address field. The factory default is IPv4.
4. Use **Server Address** to enter the IP address of the server in accordance with the format indicated by the Server Address Type. The factory default is the IPv4 address 0.0.0.0.
5. Use **Remote File Name** to enter the name of the file you want to download from the server. You may enter up to 32 characters. The factory default is blank.
6. Use **User Name** to enter the user name for remote login to SFTP/SCP server where the file will be sent. This field is visible only when SFTP or SCP transfer modes are selected.
7. Use **Password** to enter the password for remote login to SFTP/SCP server where the file will be sent. This field is visible only when SFTP or SCP transfer modes are selected.
8. The last row of the table is used to display information about the progress of the file transfer.

HTTP File Upload

To display the HTTP File Upload page, click **Maintenance > Upload > HTTP File Upload**.



The screenshot shows a web interface for 'HTTP File Upload'. At the top, there is a title bar with the text 'HTTP File Upload' and a help icon. Below the title bar, there are two dropdown menus. The first is labeled 'File Type' and has 'Archive' selected. The second is labeled 'Image Name' and has 'image1' selected.

1. Use **File Type** to specify what type of file you want to upload:
 - **Archive** - Specify archive (STK) code when you want to retrieve from the operational flash:
 - **Image1** - Specify the code image1 when you want to retrieve.
 - **Image2** - Specify the code image2 when you want to retrieve.
 - **CLI Banner** - Specify CLI Banner when you want retrieve the CLI banner file.
 - **Startup Configuration** - Specify configuration when you want to retrieve the stored configuration.
 - **Text Configuration** - Specify configuration in text mode when you want to retrieve the stored configuration.
 - **Script File** - Specify script file when you want to retrieve the stored configuration.

- **Error Log** - Specify error log to retrieve the system error (persistent) log, sometimes referred to as the event log.
- **Trap Log** - Specify trap log to retrieve the system trap records.
- **Buffered Log** - Specify buffered log to retrieve the system buffered (in-memory) log.
- **Tech Support** - Specify Tech Support to retrieve the switch information needed for troubleshooting.

The factory default is Archive.

2. Use **Local File Name** to specify the local script file name you want to upload.

USB File Upload

Use this menu to upload a file from the switch to USB device.

To display the HTTP File Upload page, click **Maintenance > Upload > USB File Upload**.

1. Use **File Type** to specify what type of file you want to upload:
 - **Archive** - Specify archive (STK) code when you want to retrieve from the operational flash:
 - **Image1** - Specify the code image1 when you want to retrieve.
 - **Image2** - Specify the code image2 when you want to retrieve.
 - **Text Configuration** to specify configuration in text mode when you want to retrieve the stored configuration. The factory default is **Archive**.
2. Use **USB File** to give a name along with path for the file you want to upload. You may enter up to 32 characters. The factory default is blank.
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.
4. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Download File To Switch

The switch supports system file downloads from a remote system to the switch by using either TFTP or HTTP.

The Download menu contains links to the following options:

- *File Download* on page 490
- *HTTP File Download* on page 492
- *USB File Download* on page 494

File Download

To display the File Download page, click **Maintenance** > **Download** > **File Download**.

1. Use **File Type** to specify what type of file you want to transfer.
 - **Archive** - Specify archive (STK) code when you want to upgrade the operational flash:
 - **Image1** - Specify the code image1 you want to download.
 - **Image2** - Specify the code image2 you want to download.
 - **CLI Banner** - Specify CLI Banner when you want a banner to be displayed before the login prompt.
 - **Configuration** - Specify configuration when you want to update the switch's configuration. If the file has errors the update will be stopped.
 - **Text Configuration** - Specify configuration in text mode when you want to update the switch's configuration. If the file has errors the update will be stopped.
 - Use **Config Script** to specify script configuration file.
 - Use **SSH-1 RSA Key File** to specify SSH-1 Rivest-Shamir-Adleman (RSA) Key File.
 - Use **SSH-2 RSA Key PEM File** to specify SSH-2 Rivest-Shamir-Adleman (RSA) Key File (PEM Encoded).
 - Use **SSH-2 DSA Key PEM File** to specify SSH-2 Digital Signature Algorithm (DSA) Key File (PEM Encoded).

- Use **SSL Trusted Root Certificate PEM File** to specify SSL Trusted Root Certificate File (PEM Encoded).
- Use **SSL Server Certificate PEM File** to specify SSL Server Certificate File (PEM Encoded).
- Use **SSL DH Weak Encryption Parameter PEM File** to specify SSL Diffie-Hellman Weak Encryption Parameter File (PEM Encoded).
- Use **SSL DH Strong Encryption Parameter PEM File** to specify SSL Diffie-Hellman Strong Encryption Parameter File (PEM Encoded).

The factory default is Image1.

Note: To download SSH key files, SSH must be administratively disabled and there can be no active SSH sessions.

Note: To download SSL PEM files SSL must be administratively disabled and there can be no active SSH sessions.

2. Use **Transfer Mode** to specify what protocol to use to transfer the file:
 - **TFTP** - Trivial File Transfer Protocol
 - **SFTP** - Secure File Transfer Program
 - **SCP** - Secure Copy
3. Use **Server Address Type** to specify either IPv4 or IPv6 to indicate the format of the TFTP/SFTP/SCP Server Address field. The factory default is IPv4.
4. Use **Server Address** to enter the IP address of the server in accordance with the format indicated by the Server Address Type. The factory default is the IPv4 address 0.0.0.0.
5. Use **Remote File Name** to enter the name of the file you want to download from the server. You may enter up to 32 characters. The factory default is blank.
6. Use **User Name** to enter the user name for remote login to SFTP/SCP server where the file resides. This field is visible only when SFTP or SCP transfer modes are selected.
7. Use **Password** to enter the password for remote login to SFTP/SCP server where the file resides. This field is visible only when SFTP or SCP transfer modes are selected.
8. The last row of the table is used to display information about the progress of the file transfer. The screen will refresh automatically until the file transfer completes.

HTTP File Download

Use the HTTP File Download page to download files of various types to the switch using an HTTP session (for example, via your Web browser).

To display this page, click **Maintenance** > **Download** > **HTTP File Download**.

The screenshot shows a web browser window titled "HTTP File Download". Inside the window, there are three input fields: "File Type" with a dropdown menu currently showing "Archive", "Image Name" with a dropdown menu showing "image1", and "Select File" with a "Choose File" button and the text "No file chosen".

To download a file to the switch by using HTTP:

1. Use **File Type** to specify what type of file you want to transfer:
 - **Archive** - Specify archive (STK) code when you want to upgrade the operational flash:
 - **Image1** - Specify the code image1 you want to download.
 - **Image2** - Specify the code image2 you want to download.
 - **CLI Banner** - Specify CLI Banner when you want a banner to be displayed before the login prompt.
 - **Configuration** - Specify configuration when you want to update the switch's configuration. If the file has errors the update will be stopped.
 - **Text Configuration** - Specify configuration in text mode when you want to update the switch's configuration. If the file has errors the update will be stopped.
 - Use **Config Script** to specify script configuration file.
 - Use **SSH-1 RSA Key File** to specify SSH-1 Rivest-Shamir-Adleman (RSA) Key File.
 - Use **SSH-2 RSA Key PEM File** to specify SSH-2 Rivest-Shamir-Adleman (RSA) Key File (PEM Encoded)
 - Use **SSH-2 DSA Key PEM File** to specify SSH-2 Digital Signature Algorithm (DSA) Key File (PEM Encoded)
 - Use **SSL Trusted Root Certificate PEM File** to specify SSL Trusted Root Certificate File (PEM Encoded)
 - Use **SSL Server Certificate PEM File** to specify SSL Server Certificate File (PEM Encoded)
 - Use **SSL DH Weak Encryption Parameter PEM File** to specify SSL Diffie-Hellman Weak Encryption Parameter File (PEM Encoded)
 - Use **SSL DH Strong Encryption Parameter PEM File** to specify SSL Diffie-Hellman Strong Encryption Parameter File (PEM Encoded)

The factory default is Archive.

2. If you are downloading a GSM7352Sv1 or GSM7352Sv2 image (Archive), select the image on the switch to overwrite. This field is only visible when Archive is selected as the File Type.

Note: It is recommended that you not overwrite the active image. The system will display a warning that you are trying to overwrite the active image.

3. Click **BROWSE** to open a file upload window to locate the file you want to download.
4. Click **CANCEL** to cancel the operation on the screen and reset the data on the screen to the latest value of the switch.
5. Click the **APPLY** button to initiate the file download.

Note: After a file transfer is started, please wait until the page refreshes. When the page refreshes, the *Select File* option will be blanked out. This indicates that the file transfer is done.

Note: To download SSH key files SSH must be administratively disabled and there can be no active SSH sessions.

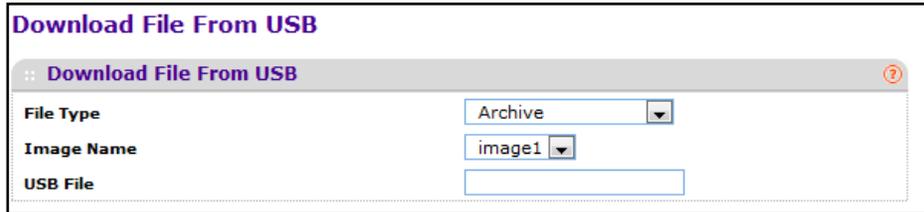
Note: To download SSL PEM files SSL must be administratively disabled and there can be no active SSH sessions.

6. Use **Select File** to browse/give name along with path for the file you want to download. You may enter up to 80 characters. The factory default is blank.
7. **Download Status** - Displays the status during transfer file to the switch.

USB File Download

Use this menu to download a file from the switch to USB device.

To display the HTTP File Upload page, click **Maintenance > Download > USB File Upload**.



The screenshot shows a web-based configuration window titled "Download File From USB". The window has a header bar with the title and a help icon. Below the header, there are three labeled fields: "File Type" with a dropdown menu showing "Archive", "Image Name" with a dropdown menu showing "image1", and "USB File" with an empty text input field.

1. Use **File Type** to specify what type of file you want to upload:
 - **Archive** - Specify archive (STK) code when you want to retrieve from the operational flash:
 - **Image1** - Specify the code image1 when you want to retrieve.
 - **Image2** - Specify the code image2 when you want to retrieve.
 - **Text Configuration** to specify configuration in text mode when you want to retrieve the stored configuration. The factory default is **Archive**.
2. Use **USB File** to give a name along with path for the file you want to upload. You may enter up to 32 characters. The factory default is blank.
3. Click **CANCEL** to cancel the configuration on the screen and reset the data on the screen to the latest value of the switch.

Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

File Management

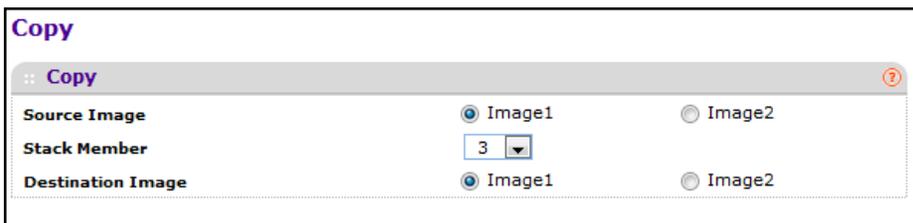
The system maintains two versions of the ProSafe software in permanent storage. One image is the active image, and the second image is the backup image. The active image is loaded during subsequent switch restarts. This feature reduces switch down time when upgrading or downgrading the ProSafe software.

The **File Management** menu contains links to the following options:

- [Copy](#) on page 495
- [Dual Image Configuration](#) on page 496

Copy

To display the Copy page, click **Maintenance > File Management > Copy**.



The screenshot shows the 'Copy' configuration page. It has a title bar with 'Copy' and a help icon. Below the title bar, there are three rows of configuration options:

Source Image	<input checked="" type="radio"/> Image1	<input type="radio"/> Image2
Stack Member	3	
Destination Image	<input checked="" type="radio"/> Image1	<input type="radio"/> Image2

1. Use **Source Image** to select the image1 or image2 as source image when copy occurs.
2. Use **Stack member** to select the destination unit to which you are going to copy from master.
3. Use **Destination Image** to select the image1 or image2 as destination image when copy occurs.

Dual Image Configuration

The Dual Image feature allows switch to retain two images in permanent storage. The user designates one of these images as the active image to be loaded during subsequent switch restarts. This feature reduces switch down time when upgrading / downgrading the image.

To display the Dual Image Configuration page, click **Maintenance > File Management > Dual Image Configuration**.

Dual Image Configuration						
:: Dual Image Configuration						
	Unit	Image Name	Active Image	Next Active Image	Image Description	Version
<input type="checkbox"/>				<input type="text"/>	<input type="text"/>	
<input type="checkbox"/>	3	image1	False	False		7.26.11.14
<input type="checkbox"/>	3	image2	True	True		7.24.13.12

To configure Dual Image settings:

1. Use **Unit** to select the unit whose code image you want to activate, update, or delete.
2. Use **Image Description** to specify the description for the image that you have selected.
3. Use **Next Active Image** to make the selected image the next active image for subsequent reboots.
4. Use **Update Bootcode** to update the bootloader with the selected image.
5. Click **DELETE** to delete the selected image from permanent storage on the switch.
6. Click **APPLY** to send the updated configuration to the switch. Configuration changes take effect immediately.

Note: After activating an image, you must perform a system reset of the switch in order to run the new code.

Field	Description
Image Name	This displays the image name for the selected unit.
Active Image	Displays the current active image of the selected unit.
Version	Displays the version of the image1 code file.

Troubleshooting

The **Troubleshooting** menu contains links to the following options:

- [Ping IPv4](#) on page 497
- [Ping IPv6](#) on page 498
- [Traceroute IPv4](#) on page 499
- [Traceroute IPv6](#) on page 500

Ping IPv4

Use this screen to tell the switch to send a Ping request to a specified IP address. You can use this to check whether the switch can communicate with a particular IP station. Once you click the APPLY button, the switch will send specified number of ping requests and the results will be displayed.

If a reply to the ping is not received, you will see:

- Tx = Count, Rx = 0 Min/Max/Avg RTT = 0/0/0 msec

If a reply to the ping is received, you will see:

- Received response for Seq Num 0 Rtt xyz usec
- Received response for Seq Num 1 Rtt abc usec
- Received response for Seq Num 2 Rtt def usec
- Tx = Count, Rx = Count Min/Max/Avg RTT = xyz/abc/def msec.

To access the Ping IPv4 page, click **Maintenance > Troubleshooting > Ping IPv4**.

Ping Ipv4

Ping Details ⓘ

IP Address/Host Name (Max 255 characters/x.x.x.x)

Count (1 to 15)

Interval(secs) (1 to 60)

Datagram Size (0 to 65507)

Ping

To configure the settings and ping a host on the network:

1. Use **IP Address/Host Name** to enter the IP address or Hostname of the station you want the switch to ping. The initial value is blank. The IP Address or Hostname you enter is not retained across a power cycle.
2. Optionally, configure the following settings:

- **Count** - Enter the number of echo requests you want to send. The initial value is default value. The Count you enter is not retained across a power cycle.
 - **Interval (secs)** - Enter the Interval between ping packets in seconds. initial value is default value. The Interval you enter is not retained across a power cycle.
 - **Datagram Size** - Enter the Size of ping packet. initial value is default value. The Size you enter is not retained across a power cycle.
3. **PING** displays the result after the switch sends a Ping request to the specified address.
 4. Click **CANCEL** to cancel the operation on the screen and reset the data on the screen to the latest value of the switch.
 5. Click **APPLY** to send the ping. The switch sends the number of pings specified in the **Count** field, and the results are displayed below the configurable data in the **Ping** area.

Ping IPv6

This screen is used to send a Ping request to a specified Hostname or IPv6 address. You can use this to check whether the switch can communicate with a particular IPv6 station. Once you click the **APPLY** button, the switch will send three pings and the results will be displayed below the configurable data. The output will be Send count=3, Receive count=n from (IPv6 Address). Average round trip time = n ms.

To access the Ping IPv6 page, click **Maintenance** > **Troubleshooting** > **Ping IPv6**.

The screenshot shows the 'Ping IPv6' configuration interface. At the top, there is a title bar with the text 'Ping IPv6' and a question mark icon. Below the title bar, the interface is divided into several sections. The first section is labeled 'Ping' and contains a dropdown menu currently set to 'Global'. The second section is labeled 'IPv6 Address/Host Name' and features a text input field. Below the input field, there is a placeholder text: '(xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx/ Max 255 characters)'. The third section is labeled 'Datagram Size' and includes a text input field with the value '64' and a range indicator '(48 to 2048)'. The final section is labeled 'Result' and contains a large, empty rectangular area intended for displaying the ping results.

1. Use **Ping** to select either global IPv6 Address, Hostname, or Link Local Address to ping.
2. Use **IPv6 Address/Hostname** to enter the IPv6 address or Hostname of the station you want the switch to ping. The initial value is blank. The IPv6 Address or Hostname you enter is not retained across a power cycle.
3. Use **Datagram Size** to enter the datagram size. The valid range is (48 to 2048).
4. **Result** - Displays the result after the switch send a Ping IPv6 request to the specified IPv6 address.

Traceroute IPv4

Use this screen to tell the switch to send a TraceRoute request to a specified IP address or Hostname. You can use this to discover the paths packets take to a remote destination. Once you click the **APPLY** button, the switch will send traceroute and the results will be displayed below the configurable data.

If a reply to the traceroute is received, you will see:

- 1 x.y.z.w 9869 usec 9775 usec 10584 usec
- 2 0.0.0.0 0 usec * 0 usec * 0 usec *
- 3 0.0.0.0 0 usec * 0 usec * 0 usec *
- Hop Count = w Last TTL = z Test attempt = x Test Success = y.

To display the Traceroute IPv4 page, click **Maintenance > Troubleshooting > Traceroute IPv4**.

TraceRoute IPv4

:: TraceRoute IPv4 ?

IP Address/Hostname (Max 255 Characters/x.x.x.x)

Probes Per Hop (1 to 10)

Max TTL (1 to 255)

Init TTL (1 to 255)

MaxFail (0 to 255)

Interval (1 to 60)

Port (1 to 65535)

Size (0 to 65507)

:: Results ?

To configure the Traceroute settings and send probe packets to discover the route to a host on the network:

1. Use **IP Address/Hostname** to enter the IP address or Hostname of the station you want the switch to discover path. The initial value is blank. The IP Address or Hostname you enter is not retained across a power cycle.
2. Optionally, configure the following settings:
 - **Probes Per Hop** - Enter the number of probes per hop. The initial value is default. The Probes per Hop you enter is not retained across a power cycle.
 - **MaxTTL** - Enter the maximum TTL for the destination. The initial value is default value. The MaxTTL you enter is not retained across a power cycle.

- **InitTTL** - Enter the initial TTL to be used. The initial value is default value. The InitTTL you enter is not retained across a power cycle.
 - **MaxFail** - Enter the maximum Failures allowed in the session. The initial value is default value. The MaxFail you enter is not retained across a power cycle.
 - **Interval(secs)** - Enter the Time between probes in seconds. The initial value is default value. The Interval you enter is not retained across a power cycle.
 - **Port** - Enter the UDP Dest port in probe packets. The initial value is default value. The port you enter is not retained across a power cycle.
 - **Size** - Enter the Size of probe packets. The initial value is default value. The Size you enter is not retained across a power cycle.
3. Click **CANCEL** to cancel the operation on the screen and reset the data on the screen to the latest value of the switch.
 4. Click **APPLY** to initiate the traceroute. The results display in the TraceRoute area.

Traceroute IPv6

Use this screen to tell the switch to send a TraceRoute request to a specified IP address or Hostname. You can use this to discover the paths packets take to a remote destination. Once you click the **APPLY** button, the switch will send traceroute and the results will be displayed below the configurable data.

If a reply to the traceroute is received, you will see:

- 1 a:b:c:d:e:f:g 9869 usec 9775 usec 10584 usec
- 2 0:0:0:0:0:0:0:0 0 usec * 0 usec * 0 usec *
- Hop Count = w Last TTL = z Test attempt = x Test Success = y.

To display the Traceroute IPv6 page, click **Maintenance > Troubleshooting > Traceroute IPv6**.

The screenshot shows a web interface for configuring a traceroute. At the top, there's a title 'Traceroute IPv6' with a question mark icon. Below that is a sub-header ':: Traceroute IPv6' also with a question mark icon. There are two input fields: 'IPv6 Address/Host Name' which is currently empty, and 'Port' which has the value '33434' and a range '(1 to 65535)' next to it. Below the input fields is another section header ':: Results' with a question mark icon.

1. Use **IPv6 Address/Hostname** to enter the IPv6 address or Hostname of the station you want the switch to discover path. The initial value is blank. The IPv6 Address or Hostname you enter is not retained across a power cycle.
2. Use **Port** to enter the UDP Dest port in probe packets. The initial value is default value. The port you enter is not retained across a power cycle.
3. Click **APPLY** to initiate the traceroute.

Help

9

Use the features available from the Help tab to connect to online resources for assistance.

The Help tab contains a links to the following:

- *Online Help* on page 501
- *Registration* on page 503

Online Help

The Online Help includes the following pages:

- *Support* on page 501
- *User Guide* on page 502

Support

Use the Support page to connect to the Online Support site at netgear.com.

To access the Support page, click **Help** > **Online Help** > **Support**.

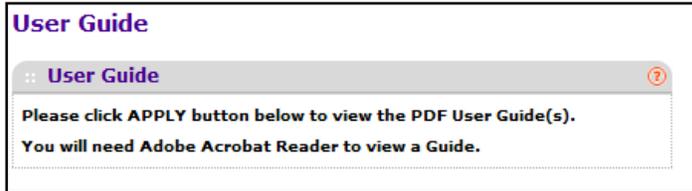


To connect to the NETGEAR support site for ProSafe, click **APPLY**.

User Guide

Use the User Guide page to access the *Web Management User Guide* (the guide you are now reading) that is available on the NETGEAR Website.

To access the User Guide page, click **Help > Online Help > User Guide**.



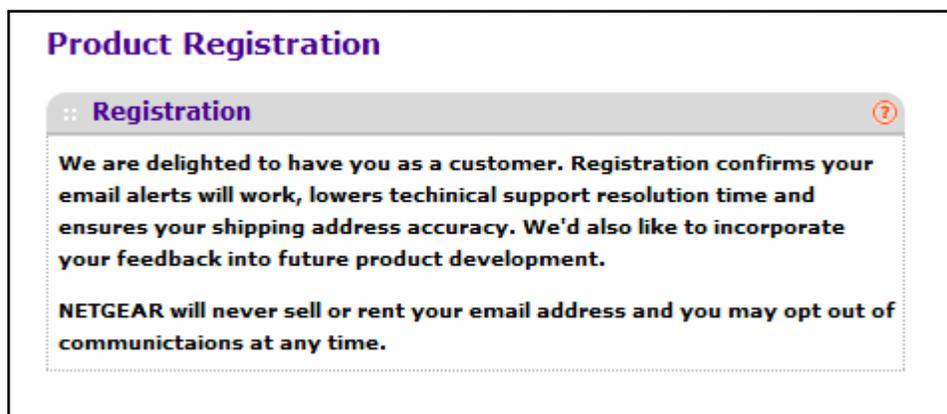
To access to the User Guide that is available online, click **APPLY**.

Registration

Use the Registration page to register your ProSafe M5300 switch. Completing the registration confirms your e-mail address, lowers technical support resolution time, and ensures your shipping address accuracy. NETGEAR, Inc. would also like to incorporate your feedback into future product development.

Note: NETGEAR will never sell or rent your e-mail address, and you may opt out of communications at any time.

To access the Registration page, click **Help > Registration**.



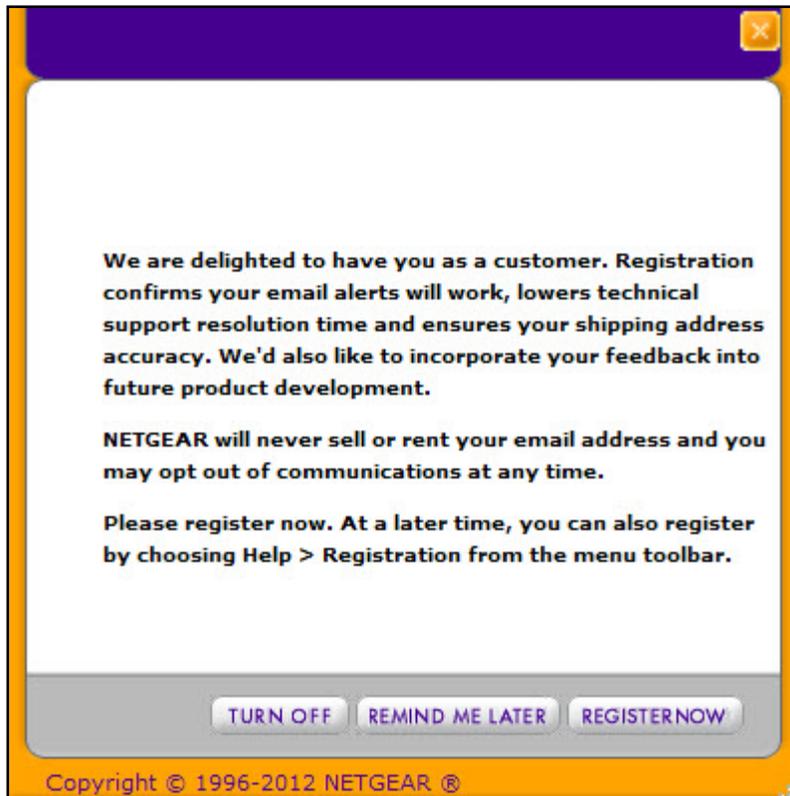
To register the switch, click **Register**. The switch attempts to contact the NETGEAR Registration Server.

For the product registration process to proceed, the administrative system running the browser must meet the following requirements:

- The administrative system must have Internet access.
- The browser must allow pop up windows.
- If the browser is Microsoft® Internet Explorer, ActiveX must be enabled.

If the switch successfully contacts the Registration Server, the NETGEAR Product Registration page opens in a new browser window. The product serial number and model number fields are pre populated. After you provide some basic information and click **Register**, the registration process is complete.

If you have not registered the product or have not disabled the registration reminders, the following pop-up window appears each time a user successfully logs on to the switch:



The registration pop-up window includes the following buttons:

- **TURN OFF.** Use this button to turn off the Product Registration feature and to prevent the registration reminder pop-up window from appearing on subsequent successful login sessions.
- **REMIND ME LATER.** The pop-up window is closed without taking any action, and the registration reminder pop-up appears on next successful login.
- **REGISTER NOW.** The NETGEAR Registration Server is contacted to initiate the registration process.

Default Settings



This appendix describes the default settings for many of the ProSafe M5300 Managed Switch software features.

Table 3. Default Settings

Feature	Default
IP address	192.168.1.1
Subnet mask	255.255.0.0
Default gateway	0.0.0.0
Protocol	DHCP
Management VLAN ID	1
Minimum password length	Eight characters
IPv6 management mode	Enabled
SNTP client	Enabled
SNTP server	Not configured
Global logging	Enabled
CLI command logging	Disabled
Console logging	Enabled (Severity level: debug and above)
RAM logging	Enabled (Severity level: debug and above)
Persistent (FLASH) logging	Disabled
DNS	Enabled (No servers configured)
SNMP	Enabled (SNMPv1/SNMPv2, SNMPv3)
SNMP Traps	Enabled
Auto Install	Enabled
Auto Save	Disabled
sFlow	Enabled

Table 3. Default Settings (continued)

Feature	Default
ISDP	Enabled (Versions 1 and 2)
RMON	Enabled
TACACS+	Not configured
RADIUS	Not configured
SSH/SSL	Disabled
Telnet	Enabled
Denial of Service Protection	Disabled
Captive Portal	Disabled
Dot1x Authentication (IEEE 802.1X)	Disabled
MAC-Based Port Security	All ports are unlocked
Access Control Lists (ACL)	None configured
IP Source Guard (IPSG)	Disabled
DHCP Snooping	Disabled
Dynamic ARP Inspection	Disabled
Protected Ports	None
Private Groups	None
Flow Control Support (IEEE 802.3x)	Enabled
Head of Line Blocking Prevention	Disabled
Maximum Frame Size	1518 bytes
Auto-MDI/MDIX Support	Enabled
Auto Negotiation	Enabled
Advertised Port Speed	Maximum Capacity
Broadcast Storm Control	Enabled
Port Mirroring	Disabled
LLDP	Enabled
LLDP-MED	Disabled
MAC Table Address Aging	300 seconds (Dynamic Addresses)
DHCP Layer 2 Relay	Disabled

Table 3. Default Settings (continued)

Feature	Default
Default VLAN ID	1
Default VLAN Name	Default
GVRP	Disabled
GARP Timers	Leave: 60 centiseconds Leave All: 1000 centiseconds Join: 20 centiseconds
Voice VLAN	Disabled
Guest VLAN	Disabled
RADIUS-assigned VLANs	Disabled
Double VLANs	Disabled
Spanning Tree Protocol (STP)	Enabled
STP Operation Mode	IEEE 802.1s Multiple Spanning Tree
Optional STP Features	Disabled
STP Bridge Priority	32768
Multiple Spanning Tree	Enabled
Link Aggregation	No Link Aggregation Groups (LAGs) configured
LACP System Priority	1
Routing Mode	Disabled
IP Helper and UDP Relay	Enabled
Tunnel and Loopback Interfaces	None
DiffServ	Enabled
Auto VoIP	Enabled
Auto VoIP Traffic Class	6
Bridge Multicast Filtering	Disabled
MLD Snooping	Disabled
IGMP Snooping	Disabled
IGMP Snooping Querier	Disabled
GMRP	Disabled

Configuration Examples

B

This appendix contains information about how to configure the following features:

- *Virtual Local Area Networks (VLANs)* on page 509
- *Access Control Lists (ACLs)* on page 511
- *Differentiated Services (DiffServ)* on page 514
- *802.1X* on page 518
- *MSTP* on page 521

Virtual Local Area Networks (VLANs)

A local area network (LAN) can generally be defined as a broadcast domain. Hubs, bridges, or switches in the same physical segment or segments connect all end node devices. End nodes can communicate with each other without the need for a router. Routers connect LANs together, routing the traffic to the appropriate port.

A virtual LAN (VLAN) is a local area network with a definition that maps workstations on some basis other than geographic location (for example, by department, type of user, or primary application). To enable traffic to flow between VLANs, traffic must go through a router, just as if the VLANs were on two separate LANs.

A VLAN is a group of PCs, servers, and other network resources that behave as if they were connected to a single network segment—even though they might not be. For example, all marketing personnel might be spread throughout a building. Yet if they are all assigned to a single VLAN, they can share resources and bandwidth as if they were connected to the same segment. The resources of other departments can be invisible to the marketing VLAN members, accessible to all, or accessible only to specified individuals, depending on how the IT manager has set up the VLANs.

VLANs have a number of advantages:

- It is easy to do network segmentation. Users that communicate most frequently with each other can be grouped into common VLANs, regardless of physical location. Each group's traffic is contained largely within the VLAN, reducing extraneous traffic and improving the efficiency of the whole network.

- They are easy to manage. The addition of nodes, as well as moves and other changes, can be dealt with quickly and conveniently from a management interface rather than from the wiring closet.
- They provide increased performance. VLANs free up bandwidth by limiting node-to-node and broadcast traffic throughout the network.
- They ensure enhanced network security. VLANs create virtual boundaries that can be crossed only through a router. So standard, router-based security measures can be used to restrict access to each VLAN.

Packets received by the switch are treated in the following way:

- When an untagged packet enters a port, it is automatically tagged with the port's default VLAN ID tag number. Each port has a default VLAN ID setting that is user configurable (the default setting is 1). The default VLAN ID setting for each port can be changed in the Port PVID Configuration screen. See "Port PVID Configuration" on page 3-103.
- When a tagged packet enters a port, the tag for that packet is unaffected by the default VLAN ID setting. The packet proceeds to the VLAN specified by its VLAN ID tag number.
- If the port through which the packet entered does not have membership with the VLAN specified by the VLAN ID tag, the packet is dropped.
- If the port is a member of the VLAN specified by the packet's VLAN ID, the packet can be sent to other ports with the same VLAN ID.
- Packets leaving the switch are either tagged or untagged, depending on the setting for that port's VLAN membership properties. A U for a given port means that packets leaving the switch from that port are untagged. Inversely, a T for a given port means that packets leaving the switch from that port are tagged with the VLAN ID that is associated with the port.

The example given in this section comprises numerous steps to illustrate a wide range of configurations to help provide an understanding of tagged VLANs.

VLAN Example Configuration

This example demonstrates several scenarios of VLAN use and describes how the switch handles tagged and untagged traffic.

In this example, you create two new VLANs, change the port membership for default VLAN 1, and assign port members to the two new VLANs:

1. In the Basic VLAN Configuration screen (see [VLAN Configuration](#) on page 120), create the following VLANs:
 - A VLAN with VLAN ID 10.
 - A VLAN with VLAN ID 20.
2. In the VLAN Membership screen (see [VLAN Configuration](#) on page 120) specify the VLAN membership as follows:
 - For the default VLAN with VLAN ID 1, specify the following members: port 7 (U) and port 8 (U).

- For the VLAN with VLAN ID 10, specify the following members: port 1 (U), port 2 (U), and port 3 (T).
 - For the VLAN with VLAN ID 20, specify the following members: port 4 (U), port 5 (T), and port 6 (U).
3. In the Port PVID Configuration screen (see “Port PVID Configuration” on page 3-103), specify the PVID for ports g1 and g4 so that packets entering these ports are tagged with the port VLAN ID:
- Port g1: PVID 10
 - Port g4: PVID 20
4. With the VLAN configuration that you set up, the following situations produce results as described:
- If an untagged packet enters port 1, the switch tags it with VLAN ID 10. The packet has access to port 2 and port 3. The outgoing packet is stripped of its tag to leave port 2 as an untagged packet. For port 3, the outgoing packet leaves as a tagged packet with VLAN ID 10.
 - If a tagged packet with VLAN ID 10 enters port 3, the packet has access to port 1 and port 2. If the packet leaves port 1 or port 2, it is stripped of its tag to leave the switch as an untagged packet.
 - If an untagged packet enters port 4, the switch tags it with VLAN ID 20. The packet has access to port 5 and port 6. The outgoing packet is stripped of its tag to become an untagged packet as it leaves port 6. For port 5, the outgoing packet leaves as a tagged packet with VLAN ID 20.

Access Control Lists (ACLs)

ACLs ensure that only authorized users have access to specific resources while blocking off any unwarranted attempts to reach network resources.

ACLs are used to provide traffic flow control, restrict contents of routing updates, decide which types of traffic are forwarded or blocked, and provide security for the network. ACLs are normally used in firewall routers that are positioned between the internal network and an external network, such as the Internet. They can also be used on a router positioned between two parts of the network to control the traffic entering or exiting a specific part of the internal network. The added packet processing required by the ACL feature does not affect switch performance. That is, ACL processing occurs at wire speed.

Access lists are a sequential collection of permit and deny conditions. This collection of conditions, known as the filtering criteria, is applied to each packet that is processed by the switch or the router. The forwarding or dropping of a packet is based on whether or not the packet matches the specified criteria.

Traffic filtering requires the following two basic steps:

1. Create an access list definition.

The access list definition includes rules that specify whether traffic matching the criteria is forwarded normally or discarded. Additionally, you can assign traffic that matches the

criteria to a particular queue or redirect the traffic to a particular port. A default *deny all* rule is the last rule of every list.

2. APPLY the access list to an interface in the inbound direction.

ProSafe allow ACLs to be bound to physical ports and LAGs. The switch software supports MAC ACLs and IP ACLs.

MAC ACL Example Configuration

The following example shows how to create a MAC-based ACL that permits Ethernet traffic from the Sales department on specified ports and denies all other traffic on those ports.

1. From the MAC ACL screen, create an ACL with the name Sales_ACL for the Sales department of your network (See [MAC ACL](#) on page 437).

By default, this ACL will be bound on the inbound direction, which means the switch will examine traffic as it enters the port.

2. From the MAC Rules screen, create a rule for the Sales_ACL with the following settings:
 - ID: 1
 - Action: Permit
 - Assign Queue ID: 0
 - Match Every: False
 - CoS: 0
 - Destination MAC: 01:02:1A:BC:DE:EF
 - Destination MAC Mask: 00:00:00:00:FF:FF
 - EtherType User Value:
 - Source MAC: 02:02:1A:BC:DE:EF
 - Source MAC Mask: 00:00:00:00:FF:FF
 - VLAN ID: 2

For more information about MAC ACL rules, see [MAC Rules](#) on page 438.

3. From the MAC Binding Configuration screen, assign the Sales_ACL to the interface gigabit ports 6, 7, and 8, and then click **APPLY** (See [MAC Binding Configuration](#) on page 440).

You can assign an optional sequence number to indicate the order of this access list relative to other access lists if any are already assigned to this interface and direction.

4. The MAC Binding Table displays the interface and MAC ACL binding information (See [MAC Binding Table](#) on page 441).

The ACL named Sales_ACL looks for Ethernet frames with destination and source MAC addresses and MAC masks defined in the rule. Also, the frame must be tagged with VLAN ID 2, which is the Sales department VLAN. The CoS value of the frame must be 0, which is the default value for Ethernet frames. Frames that match this criteria are permitted on interfaces 6, 7, and 8 and are assigned to the hardware egress queue 0, which is the default queue. All other traffic is explicitly denied on these interfaces. To allow additional traffic to enter these

ports, you must add a new *permit* rule with the desired match criteria and bind the rule to interfaces 6, 7, and 8.

Standard IP ACL Example Configuration

The following example shows how to create an IP-based ACL that prevents any IP traffic from the Finance department from being allowed on the ports that are associated with other departments. Traffic from the Finance department is identified by each packet's network IP address.

1. From the IP ACL screen, create a new IP ACL with an IP ACL ID of 1 (See [IP ACL](#) on page 442).
2. From the IP Rules screen, create a rule for IP ACL 1 with the following settings:
 - Rule ID: 1
 - Action: Deny
 - Assign Queue ID: 0 (optional: 0 is the default value)
 - Match Every: False
 - Source IP Address: 192.168.187.0
 - Source IP Mask: 255.255.255.0

For additional information about IP ACL rules, see [IP Rules](#) on page 443.

3. Click **ADD**.
4. From the IP Rules screen, create a second rule for IP ACL 1 with the following settings:
 - Rule ID: 2
 - Action: Permit
 - Match Every: True
5. Click **ADD**.
6. From the IP Binding Configuration page, assign ACL ID 1 to the interface gigabit ports 2, 3, and 4, and assign a sequence number of 1 (See [IP Binding Configuration](#) on page 453).

By default, this IP ACL is bound on the inbound direction, so it examines traffic as it enters the switch.

7. Click **APPLY**.
8. Use the IP Binding Table screen to view the interfaces and IP ACL binding information (See [MAC Binding Table](#) on page 441).

The IP ACL in this example matches all packets with the source IP address and subnet mask of the Finance department's network and deny it on the Ethernet interfaces 2, 3, and 4 of the switch. The second rule permits all non-Finance traffic on the ports. The second rule is required because there is an explicit *deny all* rule as the lowest priority rule.

Differentiated Services (DiffServ)

Standard IP-based networks are designed to provide *best effort* data delivery service. *Best effort* service implies that the network deliver the data in a timely fashion, although there is no guarantee that it will. During times of congestion, packets may be delayed, sent sporadically, or dropped. For typical Internet applications, such as e-mail and file transfer, a slight degradation in service is acceptable and in many cases unnoticeable. However, any degradation of service has undesirable effects on applications with strict timing requirements, such as voice or multimedia.

Quality of Service (QoS) can provide consistent, predictable data delivery by distinguishing between packets that have strict timing requirements from those that are more tolerant of delay. Packets with strict timing requirements are given special treatment in a QoS-capable network. With this in mind, all elements of the network must be QoS-capable. If one node is unable to meet the necessary timing requirements, this creates a deficiency in the network path and the performance of the entire packet flow is compromised.

There are two basic types of QoS:

- **Integrated Services:** network resources are apportioned based on request and are reserved (resource reservation) according to network management policy (RSVP, for example).
- **Differentiated Services:** network resources are apportioned based on traffic classification and priority, giving preferential treatment to data with strict timing requirements.

managed switch switches support DiffServ.

The DiffServ feature contains a number of conceptual QoS building blocks you can use to construct a differentiated service network. Use these same blocks in different ways to build other types of QoS architectures.

There are 3 key QoS building blocks needed to configure DiffServ:

- Class
- Policy
- Service (i.e., the assignment of a policy to a directional interface)

Class

You can classify incoming packets at layers 2, 3 and 4 by inspecting the following information for a packet:

- Source/destination MAC address
- EtherType
- Class of Service (802.1p priority) value (first/only VLAN tag)
- VLAN ID range (first/only VLAN tag)
- Secondary 802.1p priority value (second/inner VLAN tag)
- Secondary VLAN ID range (second/inner VLAN tag)

- IP Service Type octet (also known as: ToS bits, Precedence value, DSCP value)
- Layer 4 protocol (TCP, UDP etc.)
- Layer 4 source/destination ports
- Source/destination IP address

From a DiffServ point of view, there are two types of classes:

- DiffServ traffic classes
- DiffServ service levels/forwarding classes

DiffServ Traffic Classes

With DiffServ, you define which traffic classes to track on an ingress interface. You can define simple BA classifiers (DSCP) and a wide variety of multi-field (MF) classifiers:

- Layer 2; Layers 3, 4 (IP only)
- Protocol-based
- Address-based

You can combine these classifiers with logical AND or OR operations to build complex MF-classifiers (by specifying a class type of *all* or *any*, respectively). That is, within a single class, multiple match criteria are grouped together as an AND expression or a sequential OR expression, depending on the defined class type. Only classes of the same type can be nested; class nesting does not allow for the negation (i.e., *exclude* option) of the referenced class.

To configure DiffServ, you must define service levels, namely the forwarding classes/PHBs identified by a given DSCP value, on the egress interface. These service levels are defined by configuring BA classes for each.

Creating Policies

Use DiffServ policies to associate a collection of classes that you configure with one or more QoS policy statements. The result of this association is referred to as a policy.

From a DiffServ perspective, there are two types of policies:

- **Traffic Conditioning Policy:** a policy applied to a DiffServ traffic class
- **Service Provisioning Policy:** a policy applied to a DiffServ service level

You must manually configure the various statements and rules used in the traffic conditioning and service provisioning policies to achieve the desired Traffic Conditioning Specification (TCS) and the Service Level Specification (SLS) operation, respectively.

Traffic Conditioning Policy

Traffic conditioning pertains to actions performed on incoming traffic. There are several distinct QoS actions associated with traffic conditioning:

- **Dropping** - Drop a packet upon arrival. This is useful for emulating access control list operation using DiffServ, especially when DiffServ and ACL cannot co-exist on the same interface.
- **Marking IP DSCP or IP Precedence** - Marking/re-marking the DiffServ code point in a packet with the DSCP value representing the service level associated with a particular DiffServ traffic class. Alternatively, the IP Precedence value of the packet can be marked/re-marked.
- **Marking CoS (802.1p)** - Sets the three-bit priority field in the first/only 802.1p header to a specified value when packets are transmitted for the traffic class. An 802.1p header is inserted if it does not already exist. This is useful for assigning a layer 2 priority level based on a DiffServ forwarding class (i.e., DSCP or IP Precedence value) definition to convey some QoS characteristics to downstream switches which do not routinely look at the DSCP value in the IP header.
- **Policing** - A method of constraining incoming traffic associated with a particular class so that it conforms to the terms of the TCS. Special treatment can be applied to out-of-profile packets that are either in excess of the conformance specification or are non-conformant. The DiffServ feature supports the following types of traffic policing treatments (actions):
 - drop - The packet is dropped
 - mark cos - The 802.1p user priority bits are (re)marked and forwarded
 - mark dscp - The packet DSCP is (re)marked and forwarded
 - mark prec - The packet IP Precedence is (re)marked and forwarded
 - send: the packet is forwarded without DiffServ modification

Color Mode Awareness - Policing in the DiffServ feature uses either *color blind* or *color aware* mode. Color blind mode ignores the coloration (marking) of the incoming packet. Color aware mode takes into consideration the current packet marking when determining the policing outcome. An auxiliary traffic class is used in conjunction with the policing definition to specify a value for one of the 802.1p, Secondary 802.1p, IP DSCP, or IP Precedence fields designating the incoming color value to be used as the conforming color. The color of exceeding traffic may be optionally specified as well.

- **Counting** - Updating octet and packet statistics to keep track of data handling along traffic paths within DiffServ. In this DiffServ feature, counters are not explicitly configured by the user, but are designed into the system based on the DiffServ policy being created. See the Statistics section of this document for more details.
- **Assigning QoS Queue** - Directs traffic stream to the specified QoS queue. This allows a traffic classifier to specify which one of the supported hardware queues are used for handling packets belonging to the class.
- **Redirecting** - Forces classified traffic stream to a specified egress port (physical or LAG). This can occur in addition to any marking or policing action. It may also be specified along with a QoS queue assignment.

DiffServ Example Configuration

To create a DiffServ Class/Policy and attach it to a switch interface, follow these steps:

1. From the QoS Class Configuration screen, create a new class with the following settings:
 - Class Name: Class1
 - Class Type: All

For more information about this screen, see [Class Configuration](#) on page 343.

2. Click the Class1 hyperlink to view the DiffServ Class Configuration screen for this class.
3. Configure the following settings for Class1:
 - Protocol Type: UDP
 - Source IP Address: 192.12.1.0
 - Source Mask: 255.255.255.0
 - Source L4 Port: Other, and enter 4567 as the source port value
 - Destination IP Address: 192.12.2.0
 - Destination Mask: 255.255.255.0
 - Destination L4 Port: Other, and enter 4568 as the destination port value

For more information about this screen, see [Class Configuration](#) on page 343.

4. Click **APPLY**.
5. From the Policy Configuration screen, create a new policy with the following settings:
 - Policy Selector: Policy1
 - Member Class: Class1

For more information about this screen, see [Policy Configuration](#) on page 348.

6. Click **ADD** to add the new policy.
7. Click the Policy1 hyperlink to view the Policy Class Configuration screen for this policy.
8. Configure the Policy attributes as follows:
 - Assign Queue: 3
 - Policy Attribute: Simple Policy
 - Color Mode: Color Blind
 - Committed Rate: 1000000 Kbps
 - Committed Burst Size: 128 KB
 - Confirm Action: Send
 - Violate Action: Drop

For more information about this screen, see [Class Configuration](#) on page 343.

9. From the Service Configuration screen, select the check box next to interfaces g7 and g8 to attach the policy to these interfaces, and then click **APPLY** (See [Service Interface Configuration](#) on page 351).

All UDP packet flows destined to the 192.12.2.0 network with an IP source address from the 192.12.1.0 network that have a Layer 4 Source port of 4567 and Destination port of 4568 from this switch on ports 7 and 8 are assigned to hardware queue 3.

On this network, traffic from streaming applications uses UDP port 4567 as the source and 4568 as the destination. This real-time traffic is time sensitive, so it is assigned to a high-priority hardware queue. By default, data traffic uses hardware queue 0, which is designated as a best-effort queue.

Also the *confirmed action* on this flow is to send the packets with a committed rate of 1000000 Kbps and burst size of 128 KB. Packets that violate the committed rate and burst size are dropped.

802.1X

Local Area Networks (LANs) are often deployed in environments that permit unauthorized devices to be physically attached to the LAN infrastructure, or permit unauthorized users to attempt to access the LAN through equipment already attached. In such environments, it may be desirable to restrict access to the services offered by the LAN to those users and devices that are permitted to use those services.

Port-based network access control makes use of the physical characteristics of LAN infrastructures in order to provide a means of authenticating and authorizing devices attached to a LAN port that has point-to-point connection characteristics and of preventing access to that port in cases in which the authentication and authorization process fails. In this context, a port is a single point of attachment to the LAN, such as ports of MAC bridges and associations between stations or access points in IEEE 802.11 Wireless LANs.

The IEEE 802.11 standard describes an architectural framework within which authentication and consequent actions take place. It also establishes the requirements for a protocol between the authenticator (the system that passes an authentication request to the authentication server) and the supplicant (the system that requests authentication), as well as between the authenticator and the authentication server.

The managed switch switches support a guest VLAN, which allows unauthenticated users to have limited access to the network resources.

Note: You can use QoS features to provide rate limiting on the guest VLAN to limit the network resources the guest VLAN provides.

Another 802.1X feature is the ability to configure a port to Enable/Disable EAPoL packet forwarding support. You can disable or enable the forwarding of EAPoL when 802.1X is disabled on the device.

The ports of an 802.1X authenticator switch provide the means in which it can offer services to other systems reachable via the LAN. Port-based network access control allows the

operation of a switch's ports to be controlled in order to ensure that access to its services is only permitted by systems that are authorized to do so.

Port access control provides a means of preventing unauthorized access by supplicants to the services offered by a system. Control over the access to a switch and the LAN to which it is connected can be desirable in order to restrict access to publicly accessible bridge ports or to restrict access to departmental LANs.

Access control is achieved by enforcing authentication of supplicants that are attached to an authenticator's controlled ports. The result of the authentication process determines whether the supplicant is authorized to access services on that controlled port.

A Port Access Entity (PAE) is able to adopt one of two distinct roles within an access control interaction:

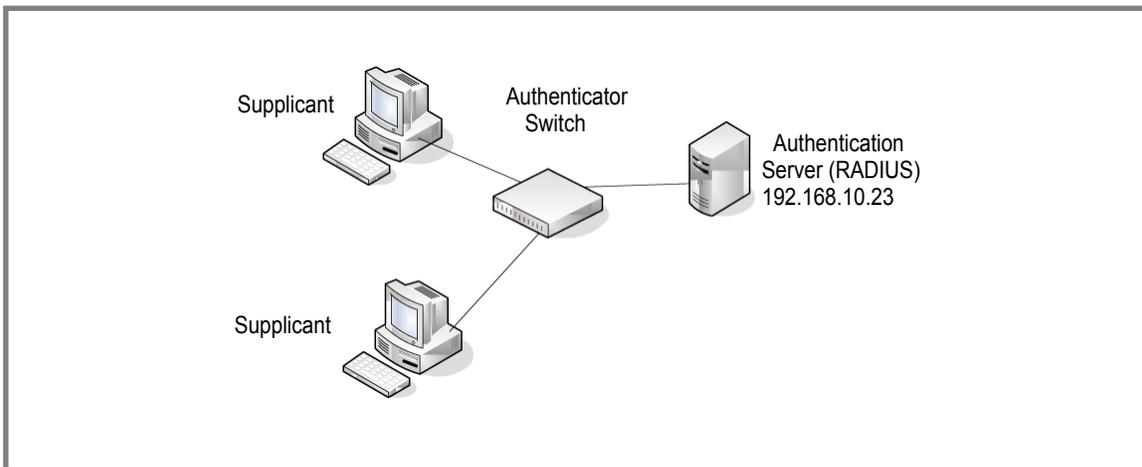
1. **Authenticator:** A Port that enforces authentication before allowing access to services available via that Port.
2. **Supplicant:** A Port that attempts to access services offered by the Authenticator.

Additionally, there exists a third role:

3. **Authentication server:** Performs the authentication function necessary to check the credentials of the Supplicant on behalf of the Authenticator.

All three roles are required in order to complete an authentication exchange.

managed switch switches support the Authenticator role only, in which the PAE is responsible for communicating with the Supplicant. The Authenticator PAE is also responsible for submitting the information received from the Supplicant to the Authentication Server in order for the credentials to be checked, which will determine the authorization state of the Port. The Authenticator PAE controls the authorized/unauthorized state of the controlled Port depending on the outcome of the RADIUS-based authentication process.



802.1X Example Configuration

This example shows how to configure the switch so that 802.1X-based authentication is required on the ports in a corporate conference room (1/0/5 - 1/0/8). These ports are available to visitors and need to be authenticated before granting access to the network. The authentication is handled by an external RADIUS server. When the visitor is successfully authenticated, traffic is automatically assigned to the guest VLAN. This example assumes that a VLAN has been configured with a VLAN ID of 150 and VLAN Name of Guest.

1. From the Port Authentication screen, select ports 1/0/5, 1/0/6, 1/0/7 and 1/0/8.
2. From the Port Control menu, select Unauthorized.

The Port Control setting for all other ports where authentication is not needed should Authorized. When the Port Control setting is Authorized, the port is unconditionally put in a force-Authorized state and does not require any authentication. When the Port Control setting is Auto, the authenticator PAE sets the controlled port mode

3. In the Guest VLAN field for ports 1/0/5 - 1/0/8, enter 150 to assign these ports to the guest VLAN.

You can configure additional settings to control access to the network through the ports. See [Port Security Configuration](#) on page 399 for information about the settings.

4. Click **APPLY**.
5. From the 802.1X Configuration screen, set the Port Based Authentication State and Guest VLAN Mode to Enable, and then click **APPLY** (See [802.1X Configuration](#) on page 387).

This example uses the default values for the port authentication settings, but there are several additional settings that you can configure. For example, the EAPOL Flood Mode field allows you to enable the forwarding of EAPoL frames when 802.1X is disabled on the device.

6. From the RADIUS Server Configuration screen, configure a RADIUS server with the following settings:
 - Server Address: 192.168.10.23
 - Secret Configured: Yes
 - Secret: secret123
 - Active: Primary

For more information, see [RADIUS](#) on page 359.

7. Click **ADD**.
8. From the Authentication List screen, configure the default List to use RADIUS as the first authentication method (See [Authentication List Configuration](#) on page 366).

This example enables 802.1X-based port security on ProSafe and prompts the hosts connected on ports g5-g8 for an 802.1X-based authentication. The switch passes the authentication information to the configured RADIUS server.

MSTP

Spanning Tree Protocol (STP) runs on bridged networks to help eliminate loops. If a bridge loop occurs, the network can become flooded with traffic. IEEE 802.1s Multiple Spanning Tree Protocol (MSTP) supports multiple instances of Spanning Tree to efficiently channel VLAN traffic over different interfaces. Each instance of the Spanning Tree behaves in the manner specified in IEEE 802.1w, Rapid Spanning Tree, with slight modifications in the working but not the end effect (chief among the effects is the rapid transitioning of the port to the Forwarding state).

The difference between the RSTP and the traditional STP (IEEE 802.1D) is the ability to configure and recognize full duplex connectivity and ports that are connected to end stations, resulting in rapid transitioning of the port to the Forwarding state and the suppression of Topology Change Notification. These features are represented by the parameters *pointtopoint* and *edgeport*. MSTP is compatible to both RSTP and STP. It behaves appropriately to STP and RSTP bridges.

A MSTP bridge can be configured to behave entirely as a RSTP bridge or a STP bridge. So, an IEEE 802.1s bridge inherently also supports IEEE 802.1w and IEEE 802.1D.

The MSTP algorithm and protocol provides simple and full connectivity for frames assigned to any given VLAN throughout a Bridged LAN comprising arbitrarily interconnected networking devices, each operating MSTP, STP or RSTP. MSTP allows frames assigned to different VLANs to follow separate paths, each based on an independent Multiple Spanning Tree Instance (MSTI), within Multiple Spanning Tree (MST) Regions composed of LANs and or MSTP Bridges. These Regions and the other Bridges and LANs are connected into a single Common Spanning Tree (CST). [IEEE DRAFT P802.1s/D13]

MSTP connects all Bridges and LANs with a single Common and Internal Spanning Tree (CIST). The CIST supports the automatic determination of each MST region, choosing its maximum possible extent. The connectivity calculated for the CIST provides the CST for interconnecting these Regions, and an Internal Spanning Tree (IST) within each Region. MSTP ensures that frames with a given VLAN ID are assigned to one and only one of the MSTIs or the IST within the Region, that the assignment is consistent among all the networking devices in the Region and that the stable connectivity of each MSTI and IST at the boundary of the Region matches that of the CST. The stable active topology of the Bridged LAN with respect to frames consistently classified as belonging to any given VLAN thus simply and fully connects all LANs and networking devices throughout the network, though frames belonging to different VLANs can take different paths within any Region, per IEEE DRAFT P802.1s/D13.

All bridges, whether they use STP, RSTP or MSTP, send information in configuration messages via Bridge Protocol Data Units (BPDUs) to assign port roles that determine each port's participation in a fully and simply connected active topology based on one or more spanning trees. The information communicated is known as the spanning tree priority vector. The BPDUs structure for each of these different protocols is different. A MSTP bridge will transmit the appropriate BPDU depending on the received type of BPDU from a particular port.

An MST Region comprises of one or more MSTP Bridges with the same MST Configuration Identifier, using the same MSTIs, and which have no Bridges attached that cannot receive and transmit MSTP BPDUs. The MST Configuration Identifier has the following components:

1. Configuration Identifier Format Selector
2. Configuration Name
3. Configuration Revision Level
4. Configuration Digest: 16-byte signature of type HMAC-MD5 created from the MST Configuration Table (a VLAN ID to MSTID mapping)

As there are Multiple Instances of Spanning Tree, there is a MSTP state maintained on a per-port, per-instance basis (or on a per port per VLAN basis: as any VLAN can be in one and only one MSTI or CIST). For example, port A can be forwarding for instance 1 while discarding for instance 2. The port states have changed since IEEE 802.1D specification.

To support multiple spanning trees, a MSTP bridge has to be configured with an unambiguous assignment of VLAN IDs (VIDs) to spanning trees. This is achieved by:

1. Ensuring that the allocation of VIDs to FIDs is unambiguous.
2. Ensuring that each FID supported by the Bridge is allocated to exactly one Spanning Tree Instance.

The combination of VID to FID and then FID to MSTI allocation defines a mapping of VIDs to spanning tree instances, represented by the MST Configuration Table.

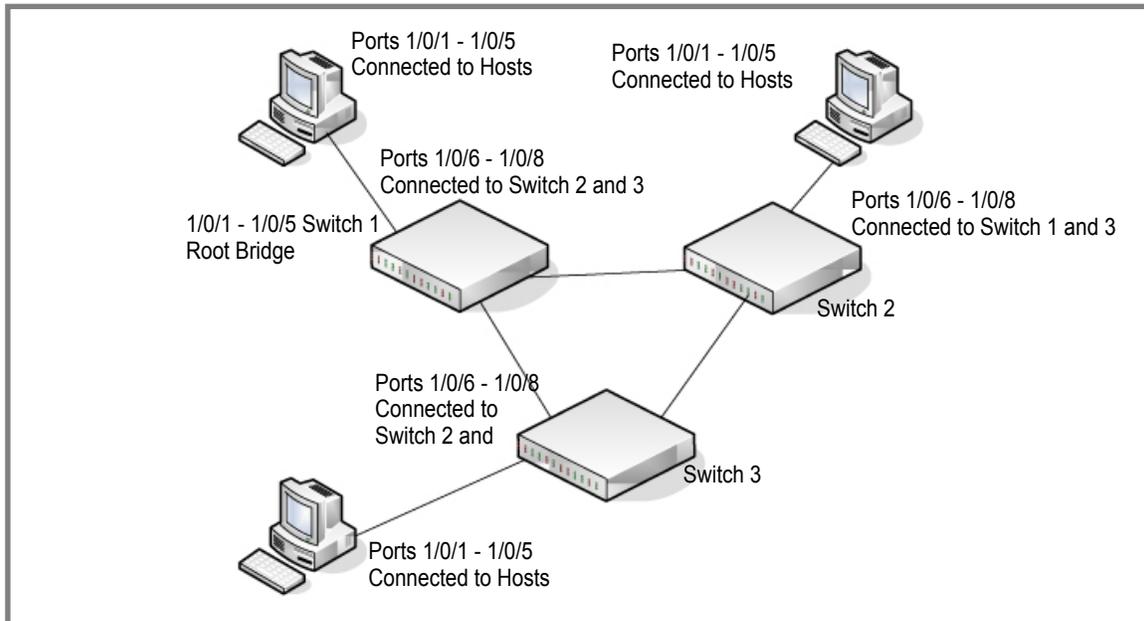
With this allocation we ensure that every VLAN is assigned to one and only one MSTI. The CIST is also an instance of spanning tree with a MSTID of 0.

An instance may occur that has no VIDs allocated to it, but every VLAN must be allocated to one of the other instances of spanning tree.

The portion of the active topology of the network that connects any two bridges in the same MST Region traverses only MST bridges and LANs in that region, and never Bridges of any kind outside the Region, in other words connectivity within the region is independent of external connectivity.

MSTP Example Configuration

This example shows how to create an MSTP instance from the GSM7352Sv1 or GSM7352Sv2 switch. The example network has three different ProSafe that serve different locations in the network. In this example, ports 1/0/1-1/0/5 are connected to host stations, so those links are not subject to network loops. Ports 1/0/6 - 1/0/8 are connected across switches 1, 2 and 3.



Perform the following procedures on each switch to configure MSTP:

1. Use the VLAN Configuration screen to create VLANs 300 and 500 (see [VLAN Configuration](#) on page 120).
2. Use the VLAN Membership screen to include ports 1/0/1 - 1/0/8 as tagged (T) or untagged (U) members of VLAN 300 and VLAN 500 (see [VLAN Configuration](#) on page 120).
3. From the STP Configuration screen, enable the Spanning Tree State option (see [STP Configuration](#) on page 143).

Use the default values for the rest of the STP configuration settings. By default, the STP Operation Mode is MSTP and the Configuration Name is the switch MAC address.

4. From the CST Configuration screen, set the Bridge Priority value for each of the three switches to force Switch 1 to be the root bridge:
 - Switch 1: 4096
 - Switch 2: 12288
 - Switch 3: 20480

Note: Bridge priority values are multiples of 4096.

If you do not specify a root bridge and all switches have the same Bridge Priority value, the switch with the lowest MAC address is elected as the root bridge (see [CST Configuration](#) on page 146).

5. From the CST Port Configuration screen, select ports 1/0/1 - 1/0/8 and select Enable from the STP Status menu (see [CST Port Configuration](#) on page 148).
6. Click **APPLY**.
7. Select ports 1/0/1 - 1/0/5 (edge ports), and select Enable from the Fast Link menu.

Since the edge ports are not at risk for network loops, ports with Fast Link enabled transition directly to the Forwarding state.

8. Click **APPLY**.

You can use the CST Port Status screen to view spanning tree information about each port.

9. From the MST Configuration screen, create a MST instances with the following settings:
 - MST ID: 1
 - Priority: Use the default (32768)
 - VLAN ID: 300

For more information, see [MST Configuration](#) on page 151.

10. Click **ADD**.

11. Create a second MST instance with the following settings

- MST ID: 2
- Priority: 49152
- VLAN ID: 500

12. Click **ADD**.

In this example, assume that Switch 1 has become the Root bridge for the MST instance 1, and Switch 2 has become the Root bridge for MST instance 2. Switch 3 has hosts in the Sales department (ports 1/0/1, 1/0/2, and 1/0/3) and in the HR department (ports 1/0/4 and 1/0/5). Switches 1 and 2 also have hosts in the Sales and Human Resources departments. The hosts connected from Switch 2 use VLAN 500, MST instance 2 to communicate with the hosts on Switch 3 directly. Likewise, hosts of Switch 1 use VLAN 300, MST instance 1 to communicate with the hosts on Switch 3 directly.

The hosts use different instances of MSTP to effectively use the links across the switch. The same concept can be extended to other switches and more instances of MSTP.

Notification of Compliance



NETGEAR Wired Products

Regulatory Compliance Information

This section includes user requirements for operating this product in accordance with National laws for usage of radio spectrum and operation of radio devices. Failure of the end-user to comply with the applicable requirements may result in unlawful operation and adverse action against the end-user by the applicable National regulatory authority.

This product's firmware limits operation to only the channels allowed in a particular Region or Country. Therefore, all options described in this user's guide may not be available in your version of the product.

FCC Requirements for Operation in the United States

FCC Information to User

This product does not contain any user serviceable components and is to be used with approved antennas only. Any product changes or modifications will invalidate all applicable regulatory certifications and approvals

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

FCC Guidelines for Human Exposure

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance of 20 cm between the radiator and your body.

This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

FCC Declaration Of Conformity

We, NETGEAR, Inc., 350 East Plumeria Drive, San Jose, CA 95134, declare under our sole responsibility that the ProSafe M5300 Switch complies with Part 15 of FCC Rules.

Operation is subject to the following two conditions:

- This device may not cause harmful interference, and

- This device must accept any interference received, including interference that may cause undesired operation.

FCC Radio Frequency Interference Warnings & Instructions

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following methods:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an electrical outlet on a circuit different from that which the radio receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Modifications made to the product, unless expressly approved by NETGEAR, Inc., could void the user's right to operate the equipment.

Canadian Department of Communications Radio Interference Regulations

This digital apparatus, ProSafe M5300 Switch, does not exceed the Class B limits for radio-noise emissions from digital apparatus as set out in the Radio Interference Regulations of the Canadian Department of Communications.

This Class [B] digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe [B] est conforme à la norme NMB-003 du Canada

European Union

The ProSafe M5300 Switch complies with essential requirements of EU EMC Directive 2004/108/EC and Low Voltage Directive 2006/95/EC as supported by applying the following test methods and standards:

- EN55022: 2006 / A1: 2007
- EN55024: 1998 / A1: 2001 / A2 : 2003
- EN60950-1: 2005 2nd Edition
- EN 61000-3-2:2006
- EN 61000-3-3:1995 w/A1: 2001+A2: 2005

GPL License Agreement

GPL may be included in this product; to view the GPL license agreement go to

<ftp://downloads.netgear.com/files/GPLnotice.pdf>

For GNU General Public License (GPL) related information, visit

http://support.netgear.com/app/answers/detail/a_id/2649

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