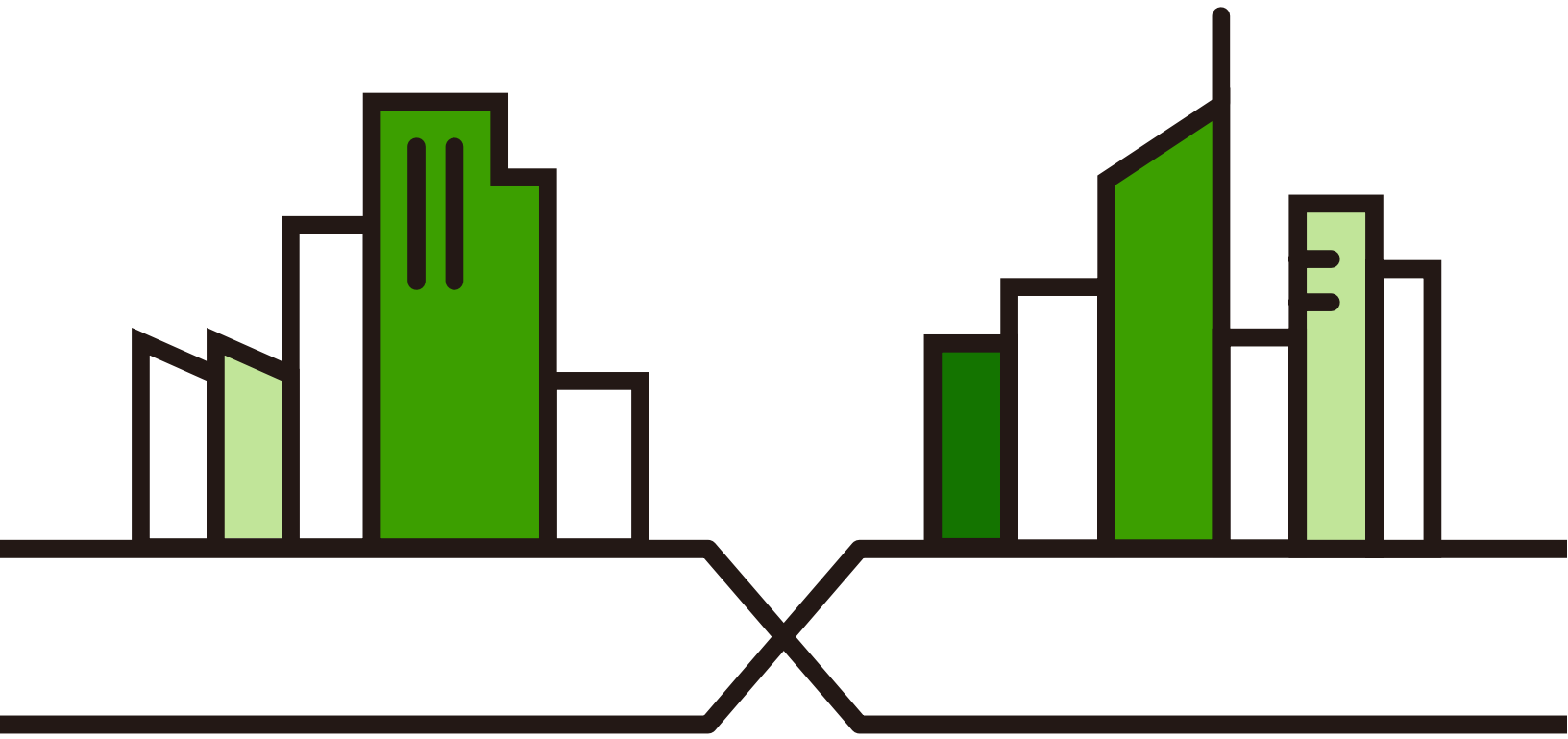
ZYXEL NETWORKS

User's Guide

Switch Series

Default Login Details	
LAN IP Address	https://setup.zyxel or https://DHCP-assigned IP or https://192.168.1.1
User Name	admin
Password	On the bottom label on the Switch or Local Credential Password (Cloud Mode)

FaOS Version 2.00 Edition 2, 06/2025



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IMPORTANT!

READ CAREFULLY BEFORE USE.

KEEP THIS GUIDE FOR FUTURE REFERENCE.

This User's Guide is for the platform version listed on the cover. Screenshots and graphics in this book may differ slightly from your product due to differences in your product firmware or your computer operating system. Every effort has been made to ensure that the information in this manual is accurate.

Related Documentation

- Quick Start Guide

  The Quick Start Guide shows how to connect the Switch.

- Web Configurator Online Help

  Click the help link for a description of the fields in the Switch menus.

- Nebula Control Center (NCC) User's Guide

  Go to ***nebula.zyxel.com*** or ***support.zyxel.com*** to get this User's Guide on how to configure the Switch using Nebula.

- More Information
  Go to ***https://community.zyxel.com/en*** for product discussions.
  Go to ***support.zyxel.com*** to find other information on the Switch.

Document Conventions

Warnings and Notes

These are how warnings and notes are shown in this guide.

Warnings tell you about things that could harm you or your device.

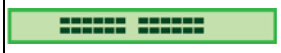
Note: Notes tell you other important information (for example, other things you may need to configure or helpful tips) or recommendations.

Syntax Conventions

- All models may be referred to as the “Switch” in this guide.
- Product labels are all in **bold** font.

Icons Used in Figures

Figures in this user guide may use the following generic icons. The Switch icon is not an exact representation of your device.

Switch 	Generic Router	Wireless Router / Access Point
Generic Switch	Smart TV	Desktop
Laptop	IP Camera	Printer
Server		

Accessibility and Compatibility

Introduction

This User's Guide complies with the accessibility requirements set out in EAA (European Accessibility Act) (EU) 2019/882.

Accessibility makes this User's Guide usable for people with disabilities, including those with visual, auditory, motor, and cognitive impairments. Compatibility ensures this User's Guide works well with a wide range of devices, software, and assistive technologies.

Accessibility Feature – Screen Reader Support

The visually impaired may use screen readers, such as NVDA to read contents.

To use the screen reader, do the following:

1. Open your screen reader software.
2. Navigate to this User's Guide; the screen reader should automatically start reading the contents.
3. Use the keyboard shortcuts to navigate through this User's Guide (refer to the screen reader documentation).

Accessibility Feature – Keyboard Navigation

Keyboard navigation allows you to read the contents in this User's Guide without a mouse. Use the following keys.

- **Tab** key: navigate between interactive elements (for example, buttons, links, fields).
- **Enter** key: select or activate the highlighted item.
- Arrow keys: move between options in menus or lists.
- **Esc** (Escape) key: close pop-up windows or cancel actions.

How to Access Support Services

We offer the following ways to contact our Zyxel support team.

Email Support: support.zyxel.com

Send a detailed description of your issue, including any error messages, screenshots, or steps you have already taken to resolve the problem. The response time is typically within 24 hours.

User Forums and Community Support: *https://community.zyxel.com/en*

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PART I
User's Guide

CHAPTER 1
Getting to Know Your Switch

1.1 Introduction

This User's Guide is for the platform version listed on the cover. This chapter introduces the main features and applications of the Switch that support FaOS 2.00 and above.

With its built-in Web Configurator, including the Zyxel One Network (ZON) Neighbor Management feature, viewing, managing and configuring the Switch and its neighboring devices is easy. The Switch can also be managed through Telnet, any terminal emulator program on the console port, or third-party SNMP management.

The Zyxel One Network (ZON) Utility is a utility tool that can assist you to set up and maintain network devices in a more simple and efficient way. You can download the ZON Utility at www.zyxel.com and install it on a computer.

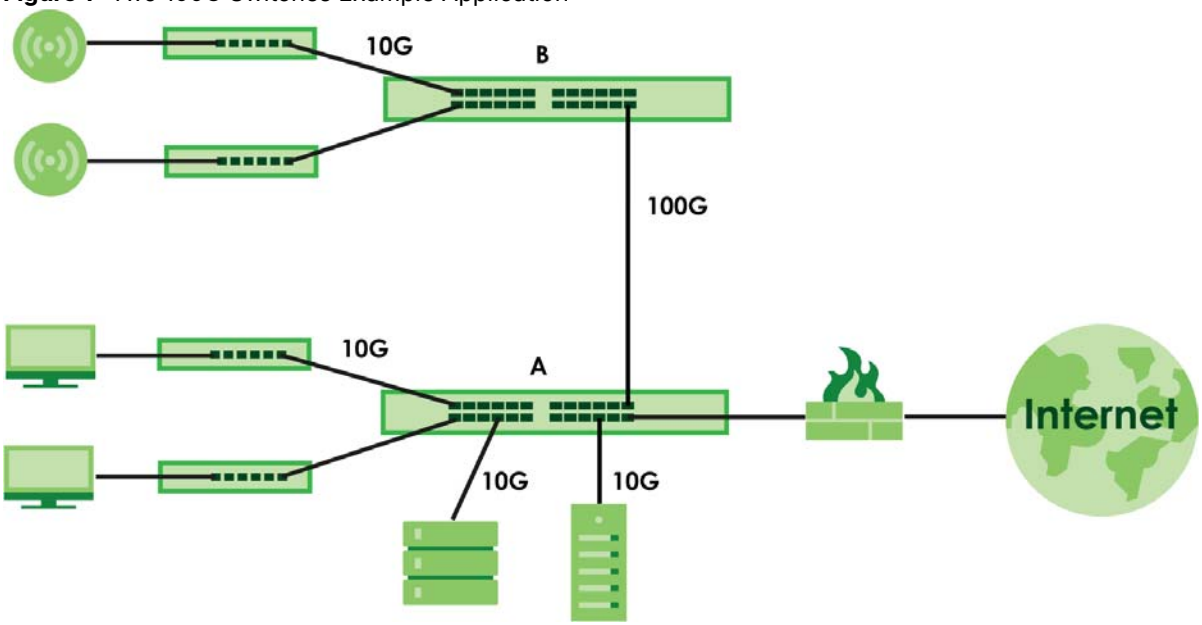
All models are referred to as the "Switch" in this guide.

1.2 Overview

The Switch supports NebulaFlex for hybrid mode which can set the Switch to operate in either standalone or Nebula cloud management mode. When the Switch is in standalone mode, it can be configured and managed by the Web Configurator. When the Switch is in Nebula cloud management mode, it can be managed and provisioned by the Zyxel Nebula Control Center (NCC).

In this example, there are two 100G Switches. A 100G port on one Switch (**A**) is connected to a 100G port on the other Switch (**B**). This connection provides a 100G uplink, suitable for high-speed data transmission in campus and enterprise network environments.

Figure 1 Two 100G Switches Example Application



1.2.1 License Option (XS1935 Series)

At the time of writing, the Switch license unlocks advanced features with additional access Layer-3 functions as shown in the following table.

Note: Once a license is activated, the license is permanently bound to the Switch and cannot be transferred. Please confirm the correct Switch before activation.

Note: The license services requires FaOS 2.00 firmware on your Switch.

Table 1 Switch License

LICENSE NAME	UNLOCKED SERVICES	MENU LOCATION
Access L3 License	IP Address table (up to 1,024 entries)	MONITOR > IP Table
	MAC Address table (up to 32,000 entries)	MONITOR > MAC Table
	SNMP (Simple Network Management Protocol) Trap	SYSTEM > SNMP > SNMP Trap Group SYSTEM > SNMP > SNMP Trap Port
	Auto PD (powered device) Recovery	PORT > Auto PD Recovery
	Flex Link (primary/backup link)	PORT > Flex Link
	OAM (Operations, Administration and Maintenance)	PORT > OAM
	Asymmetric Flow Control	PORT > Port Setup > Port Setup: Flow Control
	BPDU (Bridge Protocol Data Units) Control	PORT > Port Setup > Port Setup: BPDU Ctrl SYSTEM > Switch Setup: Bridge Control Protocol Transparency
	ZULD (Zyxel Unidirectional Link Detection)	PORT > ZULD
	MAC Pinning	SWITCHING > MAC Pinning
	IGMP Snooping Smart Forward	SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping: IGMP Snooping Smart Forward Active
	IPv6 Multicast	SWITCHING > Multicast > IPv6 Multicast
	MLD Snooping Proxy	SWITCHING > Multicast > IPv6 Multicast > MLD Snooping-proxy
	MVR (Multicast VLAN Registration) configuration	SWITCHING > Multicast > MVR
	Diffserv (Differentiated Services)	SWITCHING > QoS > Diffserv
	sFlow (sampled Flow) agent	SWITCHING > sFlow
	MRSTP (Multiple Rapid Spanning Tree Protocol)	SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status
	Subnet / Protocol / MAC Based VLANs	SWITCHING > VLAN > Subnet Based VLAN Setup SWITCHING > VLAN > Protocol Based VLAN Setup SWITCHING > VLAN > MAC Based VLAN Setup
	802.1Q Static VLANs (up to 4,094 entries)	SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit
	VLAN Isolation / Mapping / Stacking	SWITCHING > VLAN Isolation SWITCHING > VLAN Mapping SWITCHING > VLAN Stacking
	Selective QinQ	SWITCHING > VLAN Stacking > Selective QinQ
	DHCP Server Guard	NETWORKING > DHCP > DHCP Server Guard
	IPv4 Static Route (up to 64 entries)	NETWORKING > Static Routing > IPv4 Static Route > Add/Edit

Table 1 Switch License (continued)

LICENSE NAME	UNLOCKED SERVICES	MENU LOCATION
	IPv6 Static Route (up to 64 entries)	NETWORKING > Static Routing > IPv6 Static Route > Add/Edit
	Multiple TACACS+ (Terminal Access Controller Access Control System) Server	SECURITY > AAA > TACACS+ Server Setup
	TACACS+ Authentication	SECURITY > AAA > TACACS+ Server Setup: Authentication Server
	TACACS+ Accounting	SECURITY > AAA > TACACS+ Server Setup: Accounting Server
	IPv4 Classifier (up to 256 entries)	SECURITY > ACL > Classifier > Classifier Setup > Add/Edit
	Policy Rule (up to 384 entries)	SECURITY > ACL > Policy Rule > Add/Edit
	Anti-Arpscan (Address Resolution Protocol scan)	SECURITY > Anti-Arpscan
	BPDU (Bridge Protocol Data Units) Guard	SECURITY > BPDU Guard
	Errdisable (Error-Disable)	SECURITY > Errdisable
	IPv4 / IPv6 Source Guard	SECURITY > IPv4 Source Guard SECURITY > IPv6 Source Guard
	ARP (Address Resolution Protocol) Freeze	SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding: ARP Freeze
	ARP Inspection	SECURITY > IPv4 Source Guard > ARP Inspection
	MAC Authentication per VLAN	SECURITY > Port Authentication > MAC Authentication: Trusted-VLAN List
	Compound Authentication	SECURITY > Port Authentication > Compound Authentication Mode
	MAC Freeze	SECURITY > Port Security
	Auto Configuration file download	MAINTENANCE > Configuration > Auto Configuration
	DHCP Client Option 60	MAINTENANCE > Configuration > Auto Configuration: Mode is DHCP
	Networked AV Mode	Networked AV mode switch
	CLI (Command Line Interface) configuration Note: This management method is supported using telnet or SSH.	See the CLI Reference Guide
	IPv6 NS (Neighbor Solicitation) Tracking	See the CLI Reference Guide

Table 2 Services With Access L3 License Comparison

SERVICES	WITHOUT ACCESS L3 LICENSE	WITH ACCESS L3 LICENSE
IPv4 Address table	up to 512 entries	up to 1,024 entries
MAC Address table	up to 16,000 entries	up to 32,000 entries
802.1Q Static VLANs	up to 1,024 entries	up to 4,094 entries
IPv4 Static Route	up to 32 entries	up to 64 entries
IPv6 Static Route	up to 32 entries	up to 64 entries
IPv4 ACL	up to 128 entries	up to 256 entries

Table 2 Services With Access L3 License Comparison (continued)

SERVICES	WITHOUT ACCESS L3 LICENSE	WITH ACCESS L3 LICENSE
IPv4 Classifier	up to 128 entries	up to 256 entries
Policy Rule	up to 256 entries	up to 384 entries

1.2.2 Multi-Gigabit

Depending on your Switch model, a 10 Gigabit port supports speeds of 10G if the connected device supports 10G and a Cat 6a (up to 100 m) or Cat 6 cable (up to 50 m) is used. The speed drops to 1G if these criteria are not met; it drops to 100M if a Cat 5 cable is used (up to 100 m).

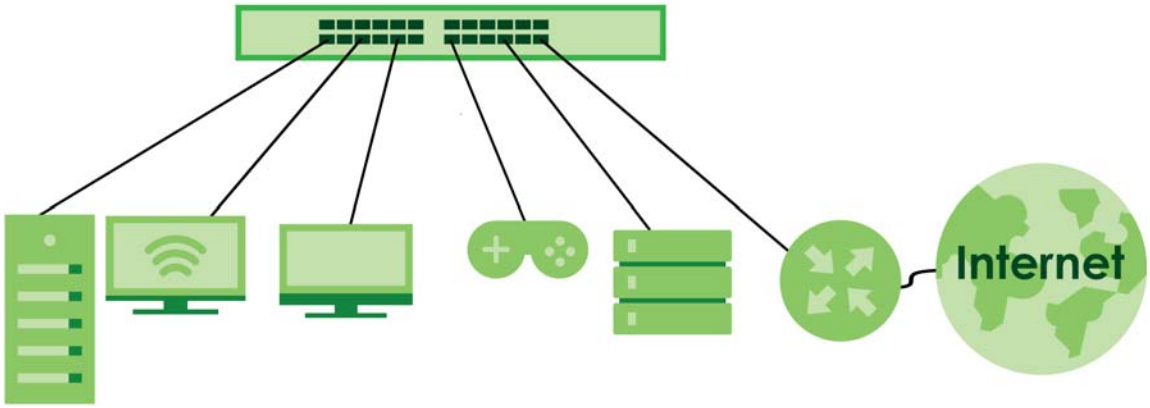
Depending on your Switch model, a 2.5 Gigabit port supports speeds of 2.5G if the connected device supports 2.5G and a Cat 5e (up to 100 m) is used. The speed drops to 1G if these criteria are not met.

If a network device such as a 5G network card, gaming computer, server, Network Attached Storage (NAS) or Access Point (AP) only supports 1 Gigabit or 2.5 Gigabit or 5 Gigabit connectivity, then the maximum speed potential of these devices is never reached.

In addition, at the time of writing, most existing cabling is Cat 5e or Cat 6, further limiting maximum speed or distance potential.

Multi-Gigabit (IEEE 802.3bz) solves these problems by additionally supporting 1 Gigabit, 2.5 Gigabit and 5 Gigabit Ethernet connections over Cat 5e and higher Ethernet cables. Multi-Gigabit ports are also backward compatible with 100 Mbps and 1 Gigabit ports.

Figure 2 Multi-Gigabit Application



See the following table for the cables required and distance limitation to attain the corresponding speed.

Table 3 Cable Types

CABLE	TRANSMISSION SPEED	MAXIMUM DISTANCE	BANDWIDTH CAPACITY
Category 5	100M	100 m	100 MHz
Category 5e or better	1G / 2.5G / 5G*	100 m	100 MHz
Category 6	5G / 10G	100 m / 55 m	250 MHz
Category 6a	10G	100 m	500 MHz
Category 7	10G	100 m	600 MHz

Table 3 Cable Types (continued)

CABLE	TRANSMISSION SPEED	MAXIMUM DISTANCE	BANDWIDTH CAPACITY
* A high quality Category 5e cable can support 5 Gbps and up to 100 m with no electromagnetic interference.			
Note: Use shielded cables to protect against electromagnetic interference (EMI) and crosstalk.			

Note: Make sure to select the correct speed for the port in **PORT** > **Port Setup** > **Port Setup**.

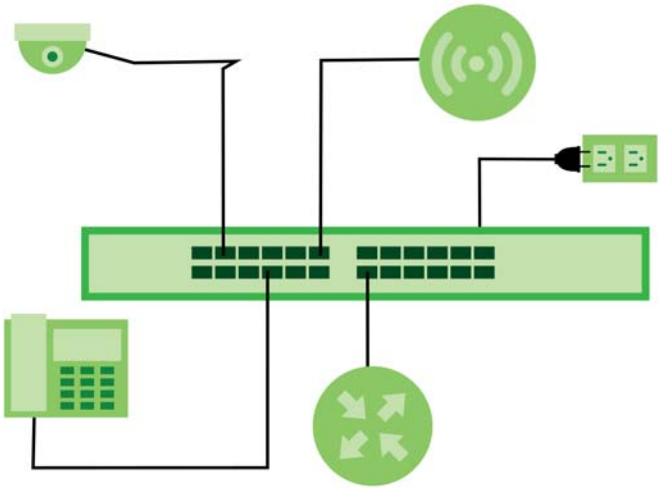
1.3 Example Applications

This section shows a few examples of using the Switch in various network environments. Note that the Switch in the figure is just an example Switch and not your actual Switch.

1.3.1 PoE Example Application

The following example figure shows a Switch supplying PoE (Power over Ethernet) to Powered Devices (PDs) such as an IP camera, a wireless router, an IP telephone and a general outdoor router that are not within reach of a power outlet.

Figure 3 PoE Example Application

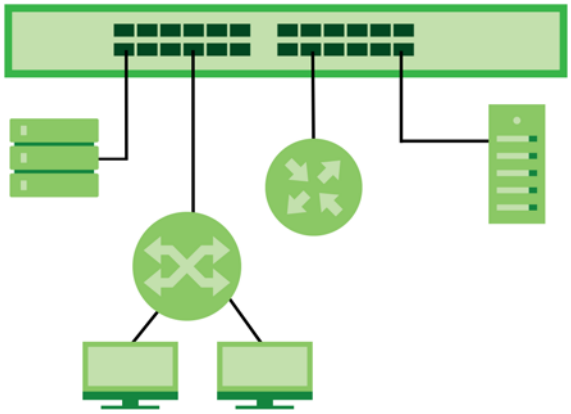


1.3.2 Backbone Example Application

The Switch is an ideal solution for small to medium-size networks where rapid growth can be expected in the near future. The Switch can be used standalone for a group of heavy traffic users. You can connect computers and servers directly to the Switch's port or connect other switches to the Switch.

In this example, all computers can share high-speed applications on the server. To expand the network, simply add more networking devices such as switches, routers, computers, print servers, and so on.

Figure 4 Backbone Application

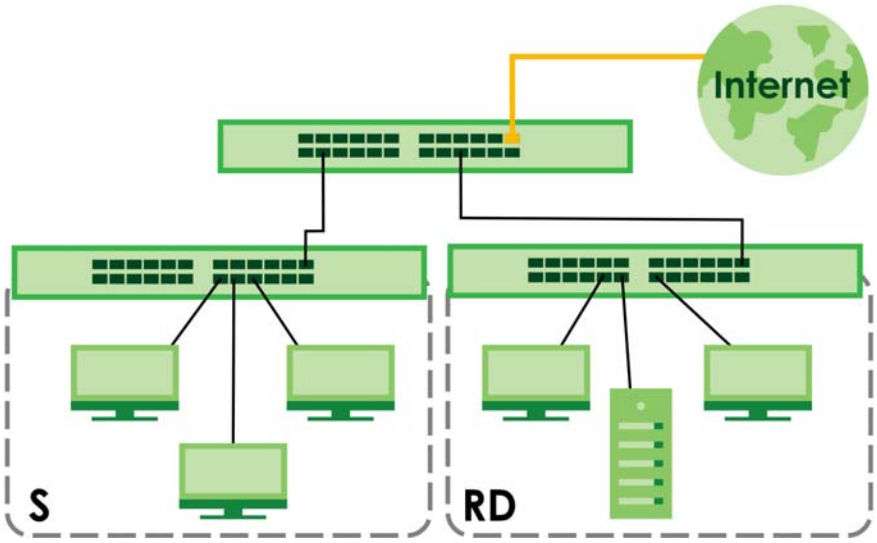


1.3.3 Bridging with Fiber Optic Uplink Example Application

In this example, the Switch connects different company departments (**RD** and Sales (**S**)) to the corporate backbone. It can alleviate bandwidth contention and eliminate server and network bottlenecks. All users that need high bandwidth can connect to high-speed department servers through the Switch. You can provide a super-fast uplink connection by using a Gigabit Ethernet or SFP port on the Switch.

Moreover, the Switch eases supervision and maintenance by allowing network managers to centralize multiple servers at a single location.

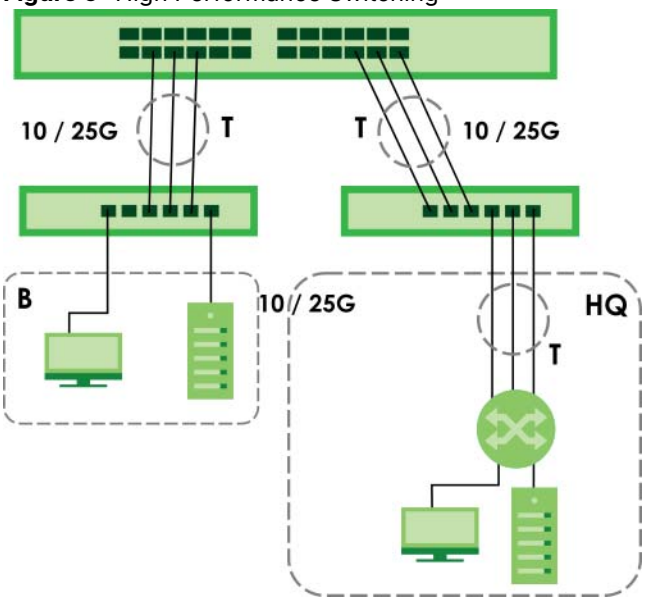
Figure 5 Bridging with Fiber Optic Uplink Example Application



1.3.4 High Performance Switching Example

The Switch is ideal for connecting two geographically dispersed networks that need high bandwidth. In this example, a company uses the 10 or 25 Gigabit uplink ports to connect the headquarters (**HQ**) to a branch office (**B**) network. Within the headquarters network, a company can use trunking to group several physical ports into one logical higher-capacity link. Trunking (**T**) can be used if for example, it is cheaper to use multiple lower-speed links than to under-utilize a high-speed, but more costly, single-port link.

Figure 6 High Performance Switching



1.3.5 IEEE 802.1Q VLAN Application Examples

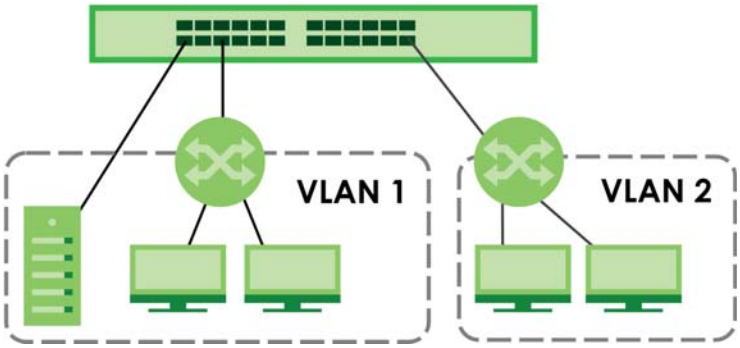
A VLAN (Virtual Local Area Network) allows a physical network to be partitioned into multiple logical networks. Stations on a logical network belong to one or more groups. With VLAN, a station cannot directly talk to or hear from stations that are not in the same groups unless such traffic first goes through a router.

1.3.5.1 Tag-based VLAN Example

Ports in the same VLAN group share the same frame broadcast domain thereby increase network performance through reduced broadcast traffic. VLAN groups can be modified at any time by adding, moving or changing ports without any re-cabling.

Shared resources such as a server can be used by all ports in the same VLAN as the server. In the following figure only ports that need access to the server need to be part of VLAN 1. Ports can belong to other VLAN groups too.

Figure 7 Shared Server Using VLAN Example



1.3.6 IPv6 Support

IPv6 (Internet Protocol version 6), is designed to enhance IP address size and features. The increase in IPv6 address size to 128 bits (from the 32-bit IPv4 address) allows up to 3.4 x 10^{38} IP addresses. At the time of writing, the Switch supports the following features.

- Static address assignment and stateless auto-configuration
- Neighbor Discovery Protocol (a protocol used to discover other IPv6 devices in a network)
- Remote Management using ping, SNMP, SSH, telnet, HTTP and FTP services
- ICMPv6 to report errors encountered in packet processing and perform diagnostic functions, such as "ping"
- IPv4/IPv6 dual stack; the Switch can run IPv4 and IPv6 at the same time
- DHCPv6 client and relay
- Multicast Listener Discovery (MLD) snooping and proxy

1.4 Ways to Manage the Switch

Use any of the following methods to manage the Switch.

- NCC (Zyxel Nebula Control Center). With the NCC, you can remotely manage and monitor the Switch through a cloud-based network management system. See the NCC User's Guide for detailed information on how to access the NCC, manage your Switch through the NCC, and configure Nebula managed devices.
- Web Configurator. This is recommended for everyday management of the Switch using a (supported) web browser. See Web Configurator.
- Command Line Interface. Line commands offer an alternative to the Web Configurator and in some cases are necessary to configure advanced features. See the CLI Reference Guide.
- FTP. Use File Transfer Protocol for firmware upgrades and configuration backup or restore. See FTP Command Line.
- SNMP. The Switch can be monitored and/or managed by an SNMP manager. See About SNMP.
- Cluster Management. Cluster Management allows you to manage multiple switches through one switch, called the cluster manager. See Cluster Management Overview.
- ZON Utility. ZON Utility is a program designed to help you deploy and perform initial setup on a network more efficiently. See Zyxel One Network (ZON) Utility.

Note: Telnet and SNMP management are disabled by default.

1.5 Management Modes

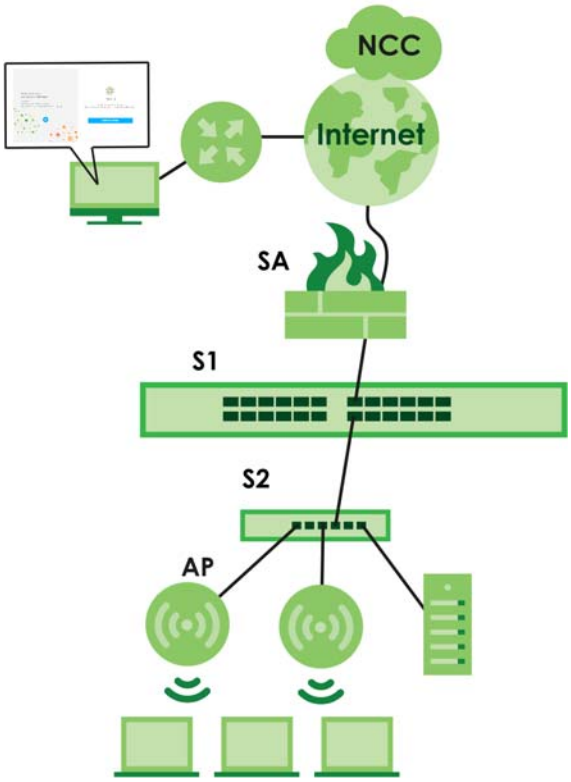
The Switch can operate in either standalone or Nebula cloud management mode. When the Switch is in standalone mode, it can be configured and managed by the Web Configurator. When the Switch is in Nebula cloud management mode, it can be managed and provisioned by the Zyxel Nebula Control Center (NCC).

Use the DHCP-assigned IP address or 192.168.1.1 to access the Web Configurator. To know the IP address, use the NCC, the ZON utility, or the console port if available. You can also use the domain name “setup.zyxel” to access the Web Configurator when you are directly connected to the Switch.

Note: Make sure your computer can connect to a DNS server through the Switch.

Use the Web Configurator to configure and manage the Switch directly in standalone mode or use Nebula Control Center (NCC) to configure and manage the Switch in cloud mode. The Nebula Control Center (NCC) is an alternative cloud-based network management system that allows you to remotely manage and monitor the Zyxel Nebula Security Appliances (**SA**), Ethernet Switches (**S1** and **S2**), and Access Points (**AP**). You may also access the Web Configurator in cloud mode.

Figure 8 NCC Example Network Topology



Nebula Cloud Management

To have Nebula manage the Switch, you must first register it at the Nebula web portal at https://nebula.zyxel.com, and ensure that **Nebula Control Center (NCC) Discovery** is enabled in **SYSTEM** > **Cloud Management** in the Switch Web Configurator.

Note: Avoid changing the default timezone on a cloud-managed Switch. Doing so may prevent the Switch status from being displayed correctly on Nebula Control Center (NCC).

Note: See the Switch’s datasheet for the feature differences between standalone and Nebula cloud management modes. You can find the Switch’s datasheet at the Zyxel website.

See the NCC User’s Guide for how to configure the Switch using Nebula.

1.5.1 Mode Changing

This section describes how to change the Switch's management mode. Refer to the Switch's standalone mode User's Guide for LED descriptions, including **CLOUD** LED behavior.

From Standalone to Nebula Cloud Management

To manage your Switch through Nebula, connect the Switch to the Internet, and register it to a site and organization at the Nebula web portal (*https://nebula.zyxel.com*).

See the following steps or the Switch Quick Start Guide for registering the Switch.

Go to the NCC to Register the Switch

1 Go to the Nebula web portal in one of three ways.

- Enter *https://nebula.zyxel.com* in a supported web browser. See the Nebula User's Guide for more information about supported browsers.
- Click **Visit Nebula** in the Switch's login page.
- Click the **Nebula Control Center** icon in the upper right of the Switch's Web Configurator.

2 Click **Get Started** in the Nebula web portal. Enter your Zyxel Account information. You will be redirected to another screen where you can sign up for a Zyxel Account if you do not have one.

3 Create an organization and a site (using the Nebula setup wizard) or select an existing site.

4 Register the Switch by entering its Registration MAC address and serial number and assign it to the site. The serial number and Registration MAC address can be found in the **DASHBOARD** screen or the device back label on the Switch.

Use the Zyxel Nebula Mobile App to Register the Switch

1 Download and open the Zyxel Nebula Mobile app in your mobile device (see Nebula Center Control Discovery to download the app). Click **Start** on the first page. Click **Create account** to create a Zyxel Account or enter your existing account information to log in.

2 Create an organization and site, or select an existing site using the Zyxel Nebula Mobile app.

3 Select a site and scan the Switch's QR code or manually enter the information to add it to the site. You can find the QR code:

- On a label on the Switch or
- On its box or
- In the Web Configurator at **SYSTEM** > **Cloud Management**.

See Section 2.4 on page 18 for more information about the **CLOUD** LED or Section Table 29 on page 115 for more information about the **Cloud Control Status** field in the **DASHBOARD** screen to see if the Switch goes into Nebula cloud management mode successfully.

Local Credentials Password

The Switch goes into Cloud mode automatically after it can access the Nebula web portal and is successfully registered there. Its login password and settings are then overwritten with what you have configured in the Nebula web portal. To access the Web Configurator when the Switch is in Cloud mode, use the Local credentials password to login.

Note: The **Local credentials**: **Password** can be found in **Site-wide** > **Configure** > **Site settings** > **Device configuration** in the NCC portal. See the NCC User's Guide for more information.

Figure 9 Site-wide > Configure > Site settings: Device configuration: Local credentials

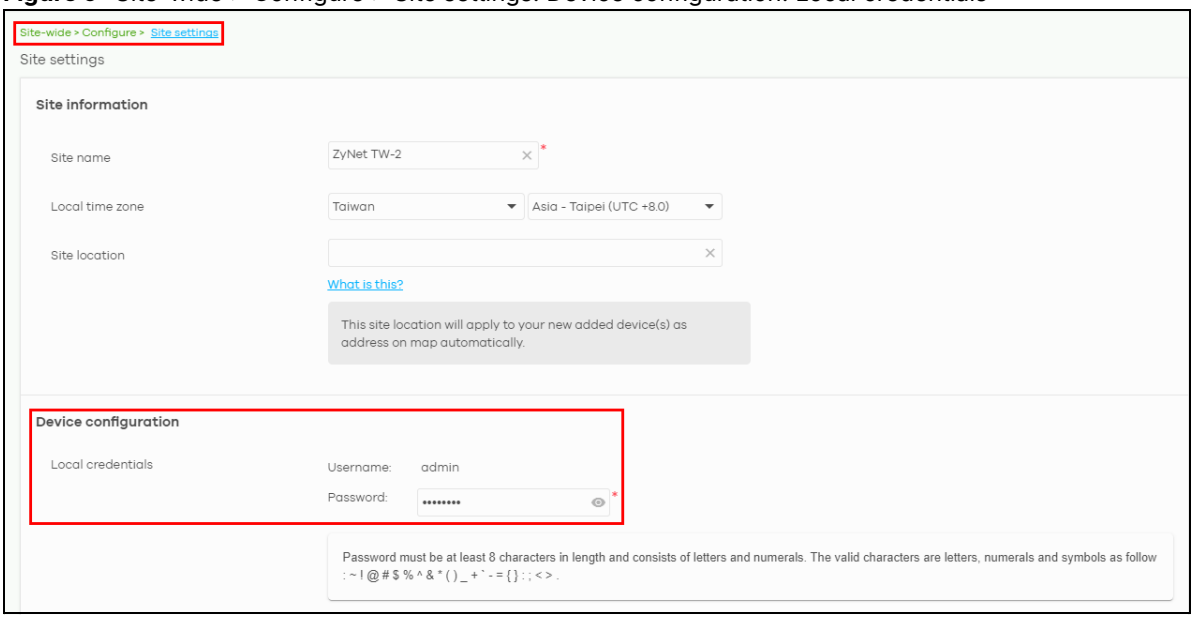


Table 4 Management Method Comparison

MODE	ACCESS	LOGIN USER NAME	LOGIN PASSWORD	LOGIN IP ADDRESS/URL/ DOMAIN NAME
Cloud mode	NCC (Nebula Control Center) portal	Zyxel Account email	Zyxel Account password	https://nebula.zyxel.com
	Web Configurator (Local GUI)	admin	Local credentials password	https://setup.zyxel OR https://DHCP-assigned IP OR a configured static IP address

Table 4 Management Method Comparison (continued)

MODE	ACCESS	LOGIN USER NAME	LOGIN PASSWORD	LOGIN IP ADDRESS/URL/ DOMAIN NAME
You can configure the Switch using both the NCC and the Web Configurator. Note: The latest configuration made in either the NCC or the Web Configurator will be applied to the Switch. Settings are pushed from the NCC to the Switch, but not from the Switch to the NCC. • The settings you configure in the NCC will appear in the Web Configurator settings and will be applied to the Switch. • The settings you configure in the Web Configurator will not appear in the NCC settings, but will be applied to the Switch. To avoid inconsistency, we recommend you use NCC to configure the Switch. Only use the Web Configurator for advanced settings not available in the NCC or for troubleshooting if you cannot access the NCC.				
Standalone mode	Web Configurator	admin	On the label on the back of the Switch	https://setup.zyxel OR https://DHCP-assigned IP OR https://192.168.1.1

The Switch is a smart managed switch supporting Multi-Gigabit ports. The Switch provides SFP+ slots for uplink. By integrating static route functions, the Switch performs wire-speed layer-3 routing in addition to layer-2 switching.

The Switch supports NebulaFlex for hybrid mode which can set the Switch to operate in either standalone or Nebula cloud management mode. When the Switch is in standalone mode, it can be configured and managed by the Web Configurator. When the Switch is in Nebula cloud management mode, it can be managed and provisioned by the Zyxel Nebula Control Center (NCC).

From Nebula-managed to Standalone Mode

To return to direct management standalone mode, remove (unregister) the Switch from the inventory in the Nebula web portal.

Note: When you change the Switch's management mode from Cloud mode to standalone mode, the Switch will reboot and restore its factory-default settings.

To unregister the Switch:

1 Go to the Nebula Control Center (*https://nebula.zyxel.com*).

2 Go to the **Organization-wide** > **License & inventory** > **Devices** screen.

3 Select the Switch you want to remove (unregister) from the organization.

4 Click **Actions**, then click **Remove from organization**.

It will take a while for the Switch to reboot and reset to factory default.

1.5.2 ZON Utility

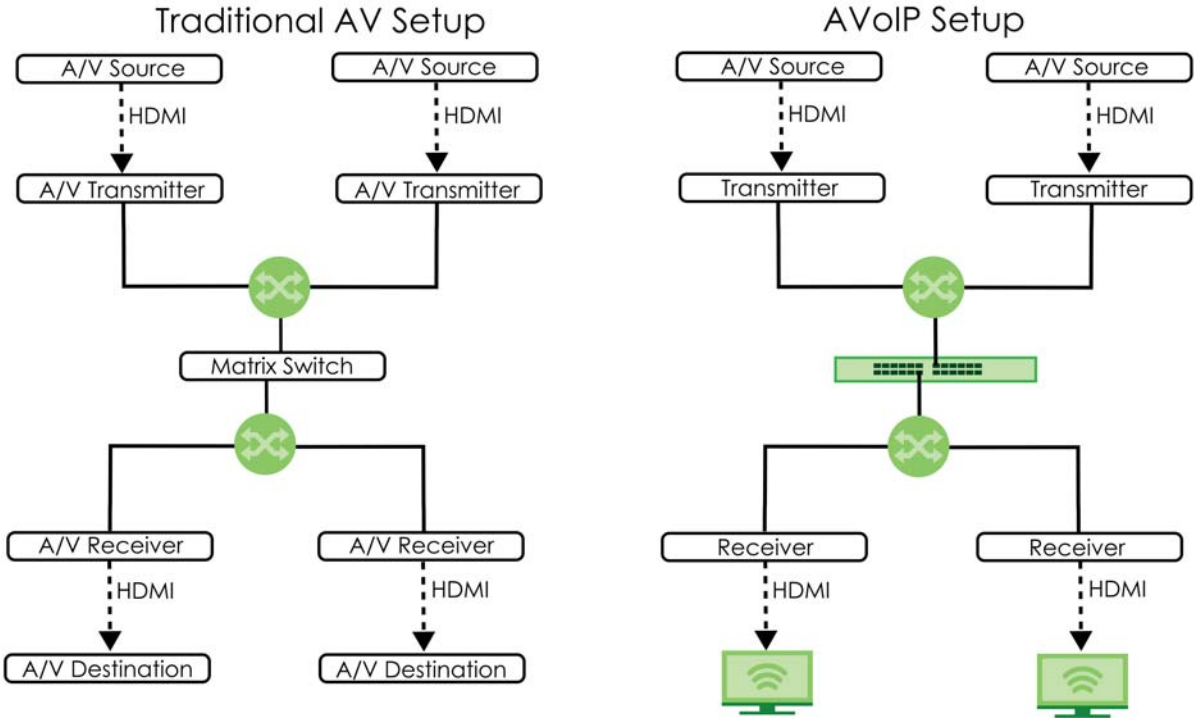
With its built-in Web Configurator, including the Neighbor Management feature (Neighbor Overview), viewing, managing and configuring the Switch and its neighboring devices is simplified.

In addition, Zyxel offers a proprietary software program called Zyxel One Network (ZON) Utility, it is a utility tool that assists you to set up and maintain network devices in a more simple and efficient way. You can download the ZON Utility at *www.zyxel.com* and install it on a PC (Windows operation system). For more information on ZON Utility see Zyxel One Network (ZON) Utility.

1.5.3 Web Configurator Networked AV Mode

Aside from the Web Configurator in Standard mode, you can switch to Networked AV mode that is specifically designed to simplify configuration and management of the Switch for AVoIP (Audio-Video over Internet Protocol) application. In AV over IP, the AV transmitter is the transmitter, the AV receiver is the receiver, and the matrix switch is a standard IP Switch. See Networked AV Mode Wizard for details on using the Setup Wizard screen for configuring the Switch's Networked AV mode's basic and advanced settings.

Figure 10 Comparison Between Traditional AV and AVoIP Setups



1.5.4 PoE

The Switch is a Power Sourcing Equipment (PSE) because it provides a source of power through its Ethernet ports. Each device that receives power through an Ethernet port is a Powered Device (PD).

The Switch can adjust the power supplied to each PD according to the PoE standard the PD supports. PoE standards are:

- IEEE 802.3af Power over Ethernet (PoE)
- IEEE 802.3at Power over Ethernet (PoE) +
- IEEE 802.3bt Power over Ethernet (PoE) ++

Table 5 PoE Standards

PoE FEATURES	PoE	PoE+	PoE++	PoE++
IEEE Standard	IEEE 802.3af	IEEE 802.3at	IEEE 802.3bt	IEEE 802.3bt
PoE Type	Type 1	Type 2	Type 3	Type 4
Switch Port Power				
IEEE Power Classification	Class 0, 1, 2, 3	Class 4	Class 5, 6	Class 7, 8
Maximum Power Per Port	15.4 W	30 W	60 W	90 W
Port Voltage Range	44 – 57 V	50 – 57 V	50 – 57 V	52.2 – 57 V
Cables				
Twisted Pairs Used	2-pair	2-pair	4-pair	4-pair
Supported Cables	Cat3 or better	Cat5 or better	Cat5 or better	Cat5 or better

1.6 Good Habits for Managing the Switch

Do the following regularly to make the Switch more secure and to manage the Switch more effectively.

- Change the Web Configurator login password. Use a password that is not easy to guess and that consists of different types of characters, such as numbers and letters.
- Write down the password and put it in a safe place.
- Back up the configuration (and make sure you know how to restore it). Restoring an earlier working configuration may be useful if the device becomes unstable or even crashes. If you forget your password, you will have to reset the Switch to its factory default settings. If you backed up an earlier configuration file, you would not have to totally re-configure the Switch. You could simply restore your last configuration.

PART II
Technical Reference

CHAPTER 2
Web Configurator

2.1 Overview

This section introduces the configuration and functions of the Web Configurator.

The Web Configurator is an HTML-based management interface that allows easy system setup and management through a web browser. Use a web browser that supports HTML5, such as Microsoft Edge, Mozilla Firefox, or Google Chrome. The recommended minimum screen resolution is 1024 by 768 pixels.

Note: In Cloud mode, the settings you configure in the Web Configurator will apply to the Switch but will not appear in the Nebula settings. The settings you configure in Nebula will overwrite the Web Configurator settings. It is the latest settings that will apply to the Switch.

Note: To avoid inconsistency, we recommend you use Nebula to configure the Switch and only use the Web Configurator for troubleshooting.

2.2 System Login

1 Start your web browser.

2 The Switch is a DHCP client by default. Type “https://DHCP-assigned IP” in the **Location** or **Address** field. Press [ENTER].

Note: You can always use the domain name “setup.zyxel” to access the Web Configurator whether the Switch is using a DHCP-assigned IP or static IP address. This requires your computer to be directly connected to the Switch. Make sure your computer can connect to a DNS server through the Switch.

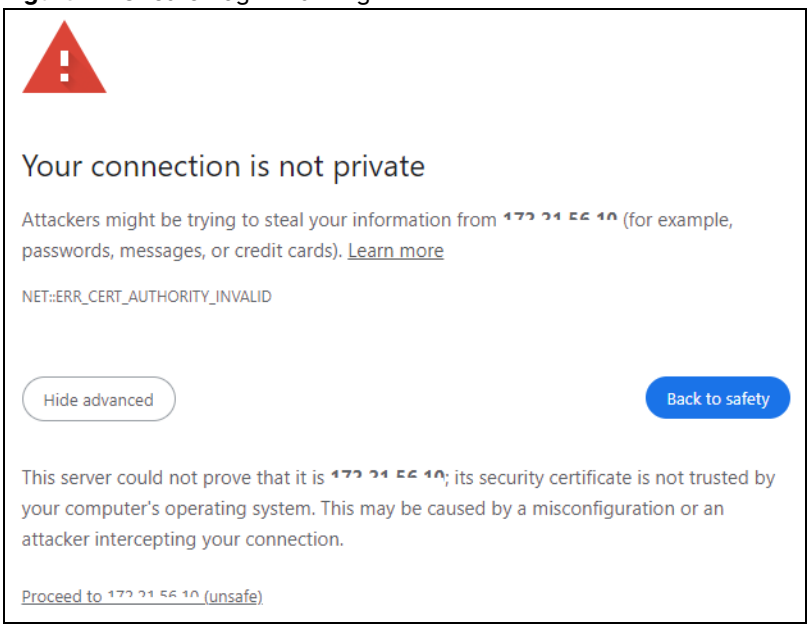
If the Switch is not connected to a DHCP server, type “https://static IP address” of the Switch (for example, the default management IP address is 192.168.1.1 through an in-band (non-**MGMT**) port and 192.168.0.1 through the **MGMT** port) in the **Location** or **Address** field. Press [ENTER]. Your computer must be in the same subnet in order to access this website address.

Also, you can use the ZON Utility to check your Switch’s IP address. See Section 2.3 on page 55 for more information on the ZON utility.

3 If a “Your connection is not private” screen appears, click **Advanced** and **Proceed to DHCP-assigned IP (unsafe)** to go to the **Login** screen. This screen appears as the Zyxel Device uses a certificate for the HTTPS connection. See Certificates for information on using an HTTPS certificate verified by a third party to create secure HTTPS connections between your computer and the Switch.

Note: If you see this warning page, it indicates that your browser has failed to verify the Secure Sockets Layer (SSL) certificate, which opens an encrypted connection. You can ignore this message and proceed to the login IP address.

Figure 11 Unsafe Login Warning



The **Login** screen appears.

Figure 12 Web Configurator: Login (Standalone mode)

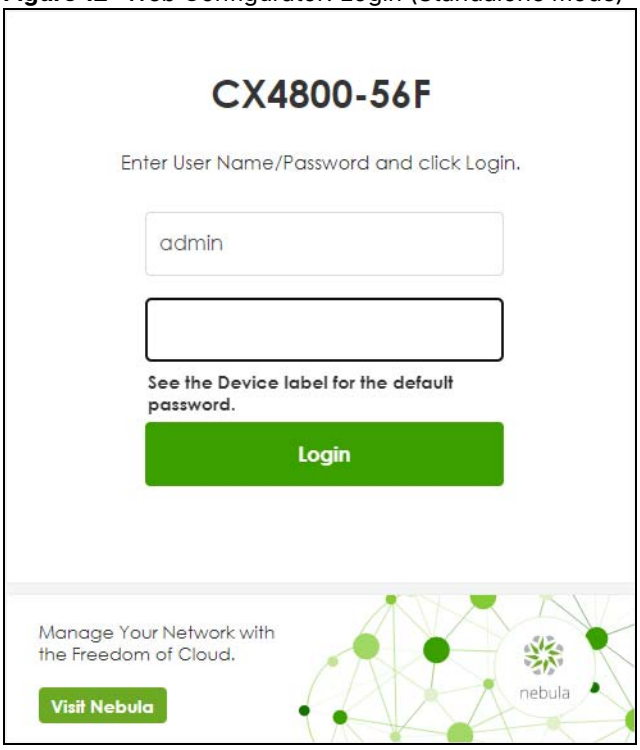
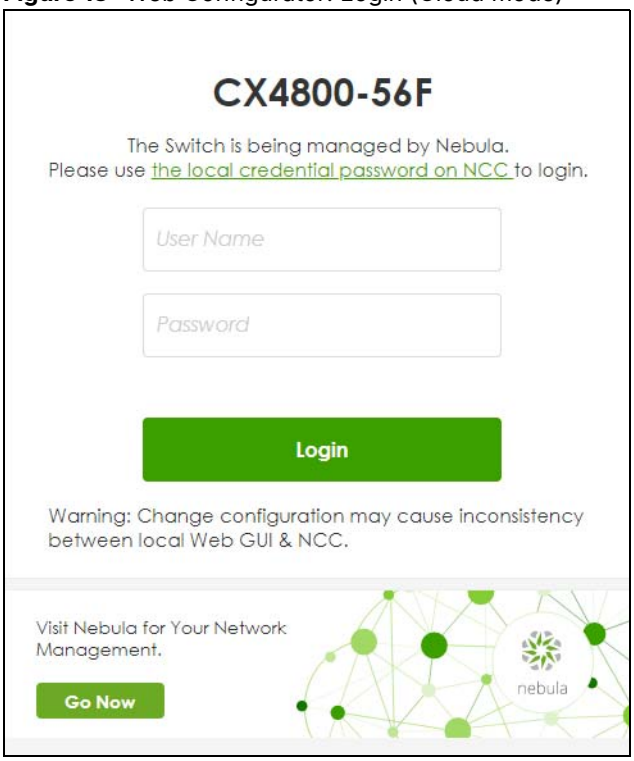


Figure 13 Web Configurator: Login (Cloud mode)



4 In Standalone mode, click the **Visit Nebula** button if you want to open the Zyxel Nebula Control Center (NCC) login page in a new tab or window. In Cloud mode, click the **Go Now** button. The NCC is a cloud-based network management system that allows you to remotely manage and monitor the Switch. See Mode Changing for information on changing your Switch to Nebula Cloud management.

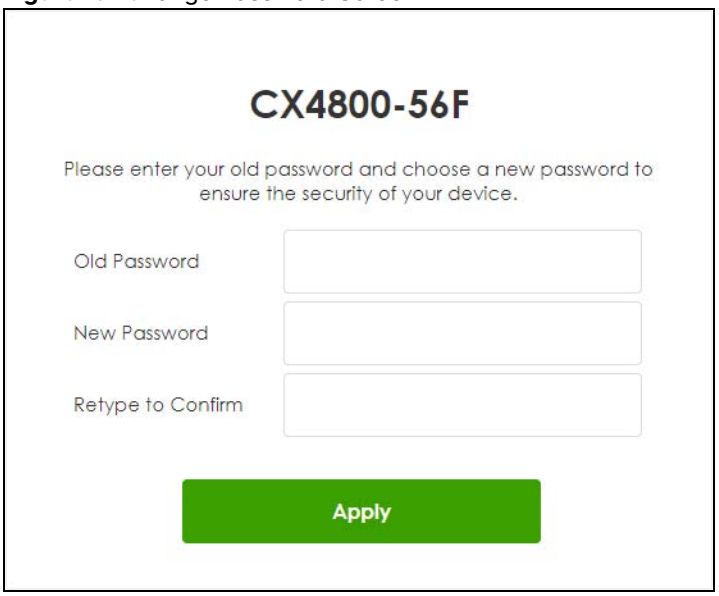
Figure 14 Visit Nebula

5 Alternatively, click **Login** to log into the Web Configurator to manage the Switch directly.
In Standalone mode, the default user name is **admin** and associated default password is on the label on the bottom of the Switch.
In Cloud mode, use the **Local credentials: password** to login. The **Local credentials: Password** can be found in **Site-wide** > **Configure** > **Site settings** > **Device configuration** in the NCC portal. See the NCC User's Guide for more information.

In Standalone mode, the change password screen appears the first time you log in using the default password.

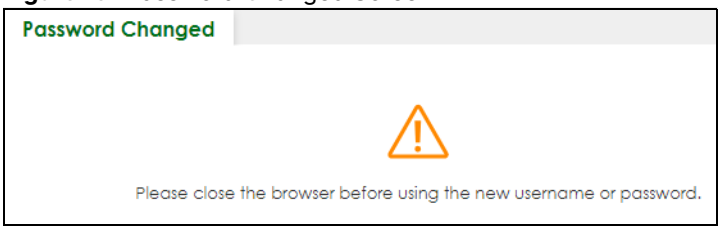
Note: The allowed string length is 4 to 32 for the new password and should not contain [?], [|], ['], ["], [,], [[ ], [ ]], or [space].

Figure 15 Change Password Screen



6 After setting the new password, close and restart your web browser. Enter the 'https://DHCP-assigned IP' in the URL field and press [ENTER]. When the login screen appears, enter the user name (default: 'admin') and new password.

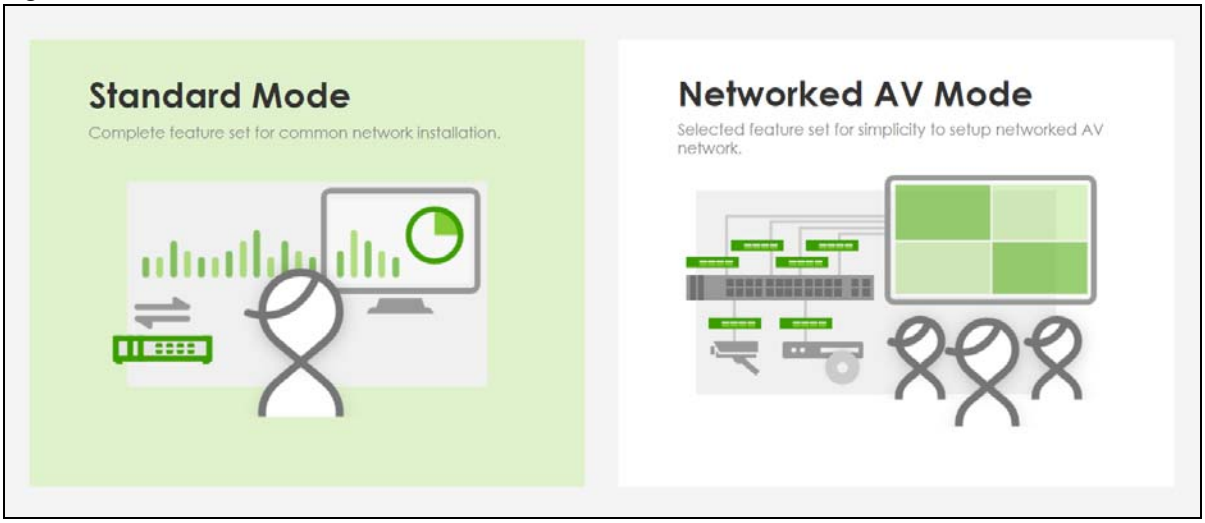
Figure 16 Password Changed Screen



When in Standalone mode, the **Select Mode** screen appears.

Note: For the XS1935 Series, the **Networked AV Mode** requires an Access L3 license.

Figure 17 Select Mode



Note: Select the Web Configurator in **Networked AV Mode**, to view Web Configurator menus to monitor and maintain AVoIP (Audio-Visual over Internet Protocol) devices. Switching between the modes just presents a different interface without changing any settings.

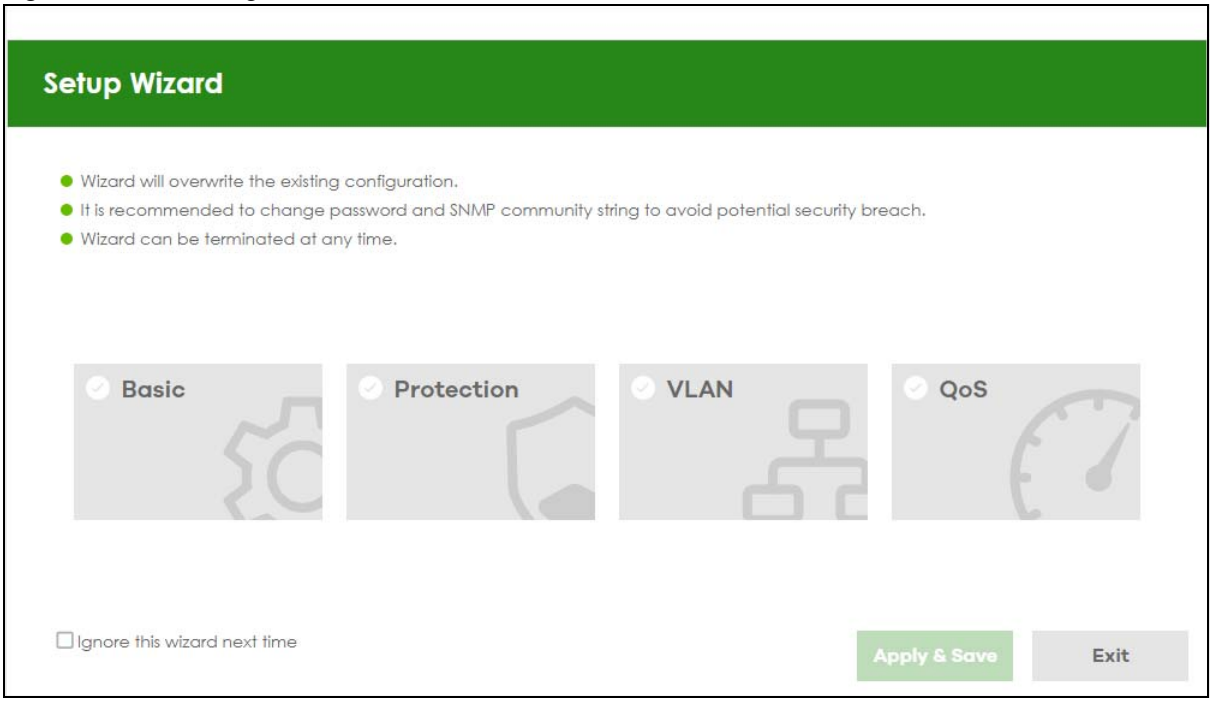
7 Depending on your Switch model, the **Setup Wizard** screen will appear after selecting the **Networked AV Mode**. You can use the **Setup Wizard** screen in Standard mode to configure the Switch's IP, login password, SNMP community, link aggregation, and view a summary of the settings. You can use the **Setup Wizard** screen in Networked AV mode to configure the Switch's Networked AV mode's basic or advanced settings. When you finish configuring the settings, you can click the **Apply & Save** button to make the settings take effect, and save your configuration into the Switch's non-volatile memory at once. Check the screens to see if the settings are applied.

- Use the **Basic Settings** to configure networked AV operation on management VLAN. Such as the Switches' IP address, DNS server, system password, SNMP community, accept or skip the default Networked AV mode settings, and view a summary of the basic settings.
- Use the **Advanced Settings** for networks that wants to separate networked AV VLAN from management VLAN, specify which ports connect to AVoIP application, and for setting link aggregation across switches.

Once you click the **Finish** button, the settings configured in the **Setup Wizard** screen will overwrite the existing settings.

Otherwise, click the **Exit** button. You can select the **Ignore this wizard next time** checkbox and click **Apply & Save** if you do not want the **Setup Wizard** screen to appear the next time you log in. If you want to open the **Setup Wizard** screen later, click the **Wizard** icon in the upper right hand corner of the Web Configurator.

Figure 18 Web Configurator: Wizard (Standard Mode)



8 If you did not change the default SNMP community values and enabled **SNMP** in **SECURITY** > **Access Control** > **Service Access Control**, a warning screen displays each time you log into the Web Configurator. Click **SNMP** to open a screen where you can change the SNMP community string, see Configure SNMP for more information. Otherwise, click **Ignore** to close it.

SNMP Setting

Figure 19 Web Configurator: Warning

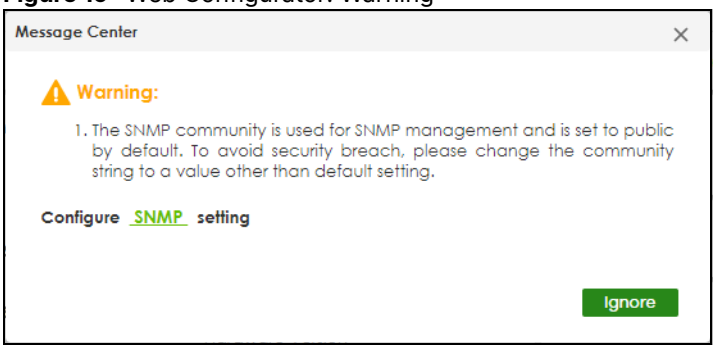
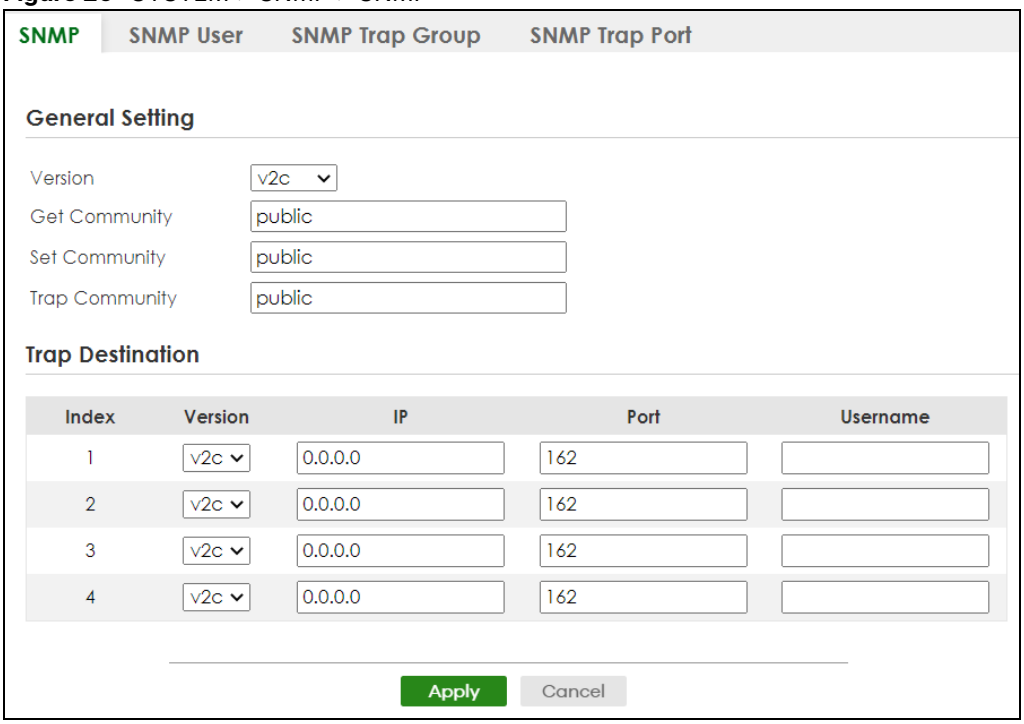
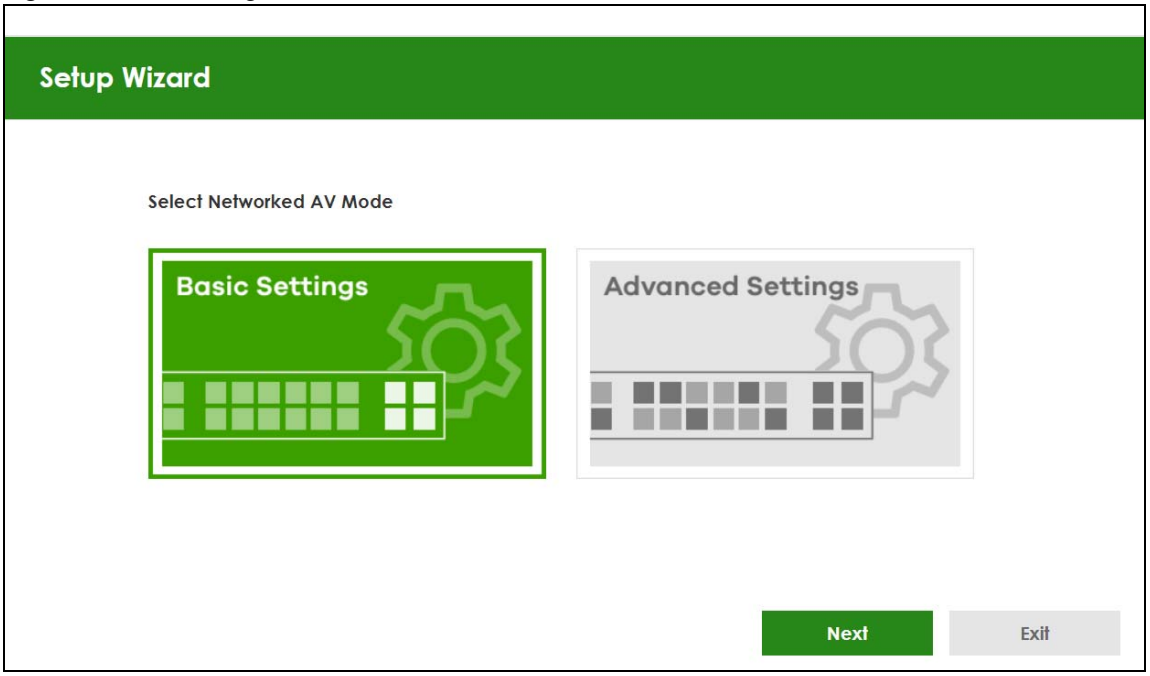


Figure 20 SYSTEM > SNMP > SNMP



Otherwise, click the **Exit** button. If you want to open the **Setup Wizard** screen later, click the **Wizard** icon in the upper right hand corner of the Web Configurator in Networked AV mode.

Figure 21 Web Configurator: Wizard



2.3 Zyxel One Network (ZON) Utility

ZON Utility is a program designed to help you deploy and manage a network more efficiently. It detects devices automatically and allows you to do basic settings on devices in the network without having to be near it.

The ZON Utility issues requests through Zyxel Discovery Protocol (ZDP) and in response to the query, the device responds back with basic information including IP address, firmware version, location, system and model name in the same broadcast domain. The information is then displayed in the ZON Utility screen and you can perform tasks like basic configuration of the devices and batch firmware upgrade in it. You can download the ZON Utility at *https://www.zyxel.com/global/en/form/zon-utility-download* and unzip it first before installing it in a computer (Windows operating system).

2.3.1 Requirements

Before installing the ZON Utility in your computer, please make sure it meets the requirements listed below.

Operating System

At the time of writing, the ZON Utility is compatible with:

- Windows 7 (both 32-bit / 64-bit versions)
- Windows 8 (both 32-bit / 64-bit versions)
- Windows 8.1 (both 32-bit / 64-bit versions)
- Windows 10 (both 32-bit / 64-bit versions)
- Windows 11 (64-bit version)

Hardware

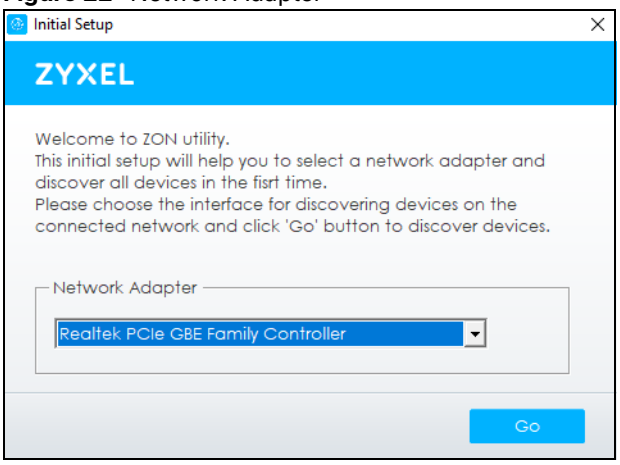
Here are the minimum hardware requirements to use the ZON Utility on your computer.

- Core i3 processor
- 2 GB RAM
- 100 MB free hard disk
- WXGA (Wide XGA 1280 by 800)

2.3.2 Run the ZON Utility

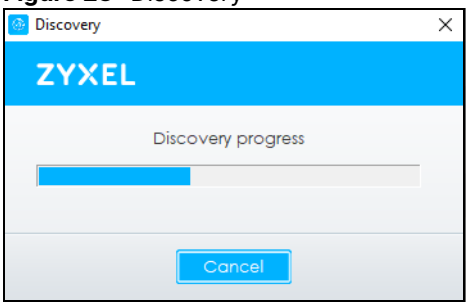
1. Double-click the ZON Utility to run it.
2. Select a network adapter to which your supported devices are connected.

Figure 22 Network Adapter



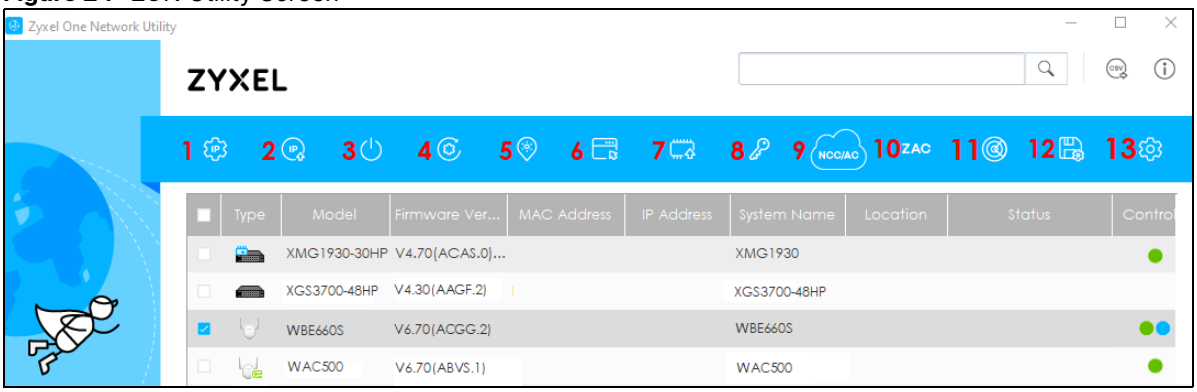
3 Click the **Go** button for the ZON Utility to discover all supported devices in your network.

Figure 23 Discovery



4 The ZON Utility screen shows the devices discovered.

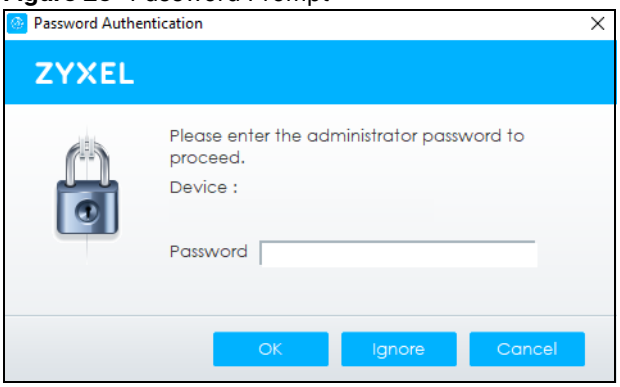
Figure 24 ZON Utility Screen



5 Select a device and then use the icons to perform actions. Some functions may not be available for your devices.

Note: You must know the selected device admin password before taking actions on the device using the ZON Utility icons.

Figure 25 Password Prompt



The following table describes the icons numbered from left to right in the ZON Utility screen.

Table 6 ZON Utility Icons

ICON	DESCRIPTION
1 IP Configuration	Change the selected device's IP address.
2 Renew IP Address	Update a DHCP-assigned dynamic IP address.
3 Reboot Device	Use this icon to restart the selected devices. This may be useful when troubleshooting or upgrading new firmware.
4 Reset Configuration to Default	Use this icon to reload the factory-default configuration file. This means that you will lose all previous configurations.
5 Locator LED	Use this icon to locate the selected device by causing its **Locator** LED to blink.
6 Web GUI	Use this to access the selected device Web Configurator from your browser. You will need a user name and password to log in.
7 Firmware Upgrade	Use this icon to upgrade new firmware to selected devices of the same model. Make sure you have downloaded the firmware from the Zyxel website to your computer and unzipped it in advance.
8 Change Password	Use this icon to change the admin password of the selected device. You must know the current admin password before changing to a new one.
9 Configure NCC Discovery	You must have Internet access to use this feature. Use this icon to enable or disable the Nebula Control Center (NCC) discovery feature on the selected device. If it is enabled, the selected device will try to connect to the NCC. Once the selected device is connected to and has registered in the NCC, it will go into the Nebula cloud management mode.
10 ZAC	Use this icon to run the Zyxel AP Configurator of the selected AP.
11 Clear and Rescan	Use this icon to clear the list and discover all devices on the connected network again.
12 Save Configuration	Use this icon to save configuration changes to permanent memory on a selected device.
13 Settings	Use this icon to select a network adapter for the computer on which the ZON utility is installed, and the utility language.

The following table describes the fields in the ZON Utility main screen.

Table 7 ZON Utility Fields

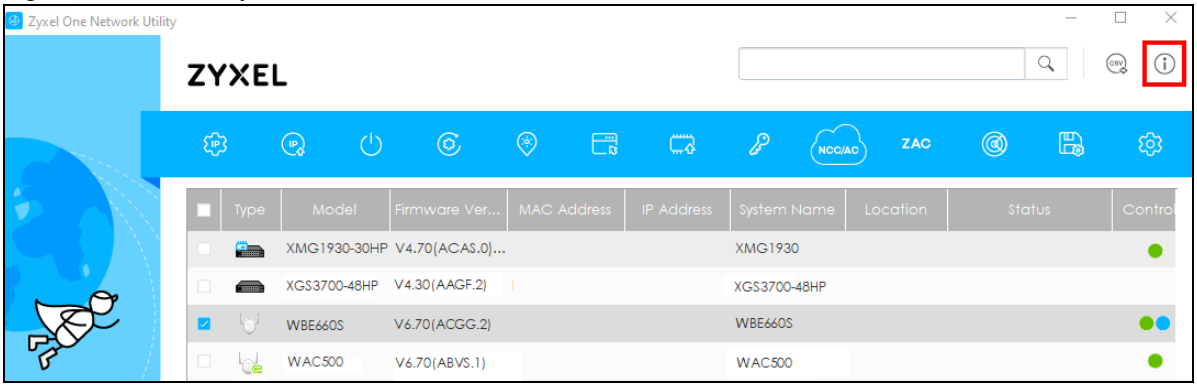
LABEL	DESCRIPTION
Type	This field displays an icon of the kind of device discovered.
Model	This field displays the model name of the discovered device.
Firmware Version	This field displays the firmware version of the discovered device.
MAC Address	This field displays the MAC address of the discovered device.

Table 7 ZON Utility Fields (continued)

LABEL	DESCRIPTION
IP Address	This field displays the IP address of an internal interface on the discovered device that first received a ZDP discovery request from the ZON Utility.
System Name	This field displays the system name of the discovered device.
Location	This field displays where the discovered device is.
Status	This field displays whether changes to the discovered device have been done successfully. As the Switch does not support **IP Configuration**, **Renew IP address** and **Flash Locator LED**, this field displays "Update failed", "Not support Renew IP address" and "Not support Flash Locator LED" respectively.
Controller Discovery	This field displays if the discovered device supports the Nebula Control Center (NCC) discovery feature. If it is enabled, the selected device will try to connect to the NCC. Once the selected device is connected to and has registered in the NCC, it will go into the Nebula cloud management mode.
Serial Number	Enter the admin password of the discovered device to display its serial number.
Hardware Version	This field displays the hardware version of the discovered device.
IPv6 Address	This field displays the IPv6 address on the discovered device that first received a ZDP discovery request from the ZON Utility.

If you want to check the supported models and firmware versions, you can click the **Show information about ZON** icon in the upper right of the screen. Then select the **Supported model and firmware version** link. If your device is not listed here, see the device release notes for ZON Utility support. The release notes are in the firmware zip file on the Zyxel web site.

Figure 26 ZON Utility Screen



2.4 Networked AV Mode Wizard

Depending on your Switch model, the **Setup Wizard** can be accessed using the following methods:

- When the Switch is in its factory-default state, selecting Networked AV mode will automatically access the **Setup Wizard**.
- When in Networked AV mode, click the **Wizard** link to access the **Setup Wizard**.

Figure 27 Wizard Link in Networked AV Mode

The **Setup Wizard** contains the following parts:

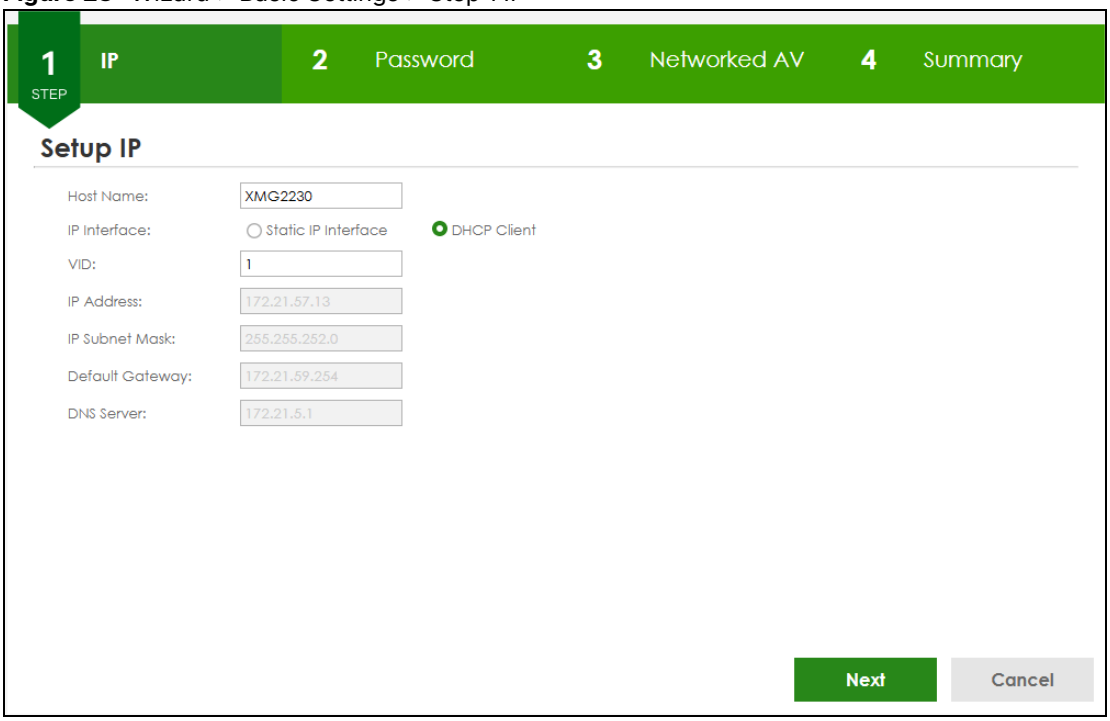
- Use the **Basic Settings** when networked AV service runs on management VLAN, using the combo/fiber port for inter-switch connection.
- Use the **Advanced Settings** when you need to specify the VLAN for networked AV service and configure the port's role manually.

2.4.1 Basic Settings

In **Basic Settings**, you can set up IP or DNS, set up your password, SNMP community, accept or skip the default Networked AV mode settings, and view finished results.

In order to set up your IP or DNS, please do the following. Click **Wizard** > **Basic Settings** > **Next** > **Step 1 IP** to access this screen.

Figure 28 Wizard > Basic Settings > Step 1 IP



Each field is described in the following table.

Table 8 Wizard > Basic Settings > Step 1 IP

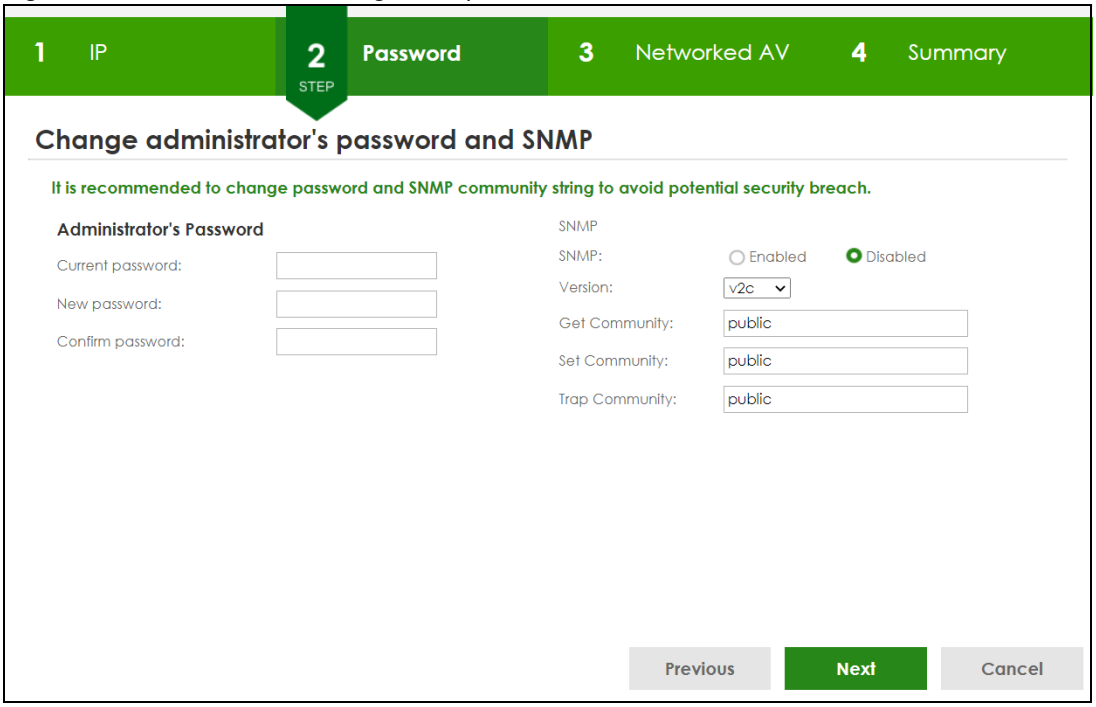
LABEL	DESCRIPTION
Host Name	This field displays a host name.
IP Interface	Select **DHCP Client** if the Switch is connected to a router with the DHCP server enabled. You then need to check the router for the IP address assigned to the Switch in order to access the Switch's Web Configurator again. Select **Static IP Interface** when the Switch is NOT connected to a router or you want to assign it a fixed IP address.
VID	This field displays the VLAN ID.
IP Address	The Switch needs an IP address for it to be managed over the network.
IP Subnet Mask	The subnet mask specifies the network number portion of an IP address.
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.

Table 8 Wizard > Basic Settings > Step 1 IP (continued)

LABEL	DESCRIPTION
DNS Server	DNS (Domain Name System) is for mapping a domain name to its corresponding IP address and vice versa. Enter a domain name server IP address in order to be able to use a domain name instead of an IP address.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Password** screen appears.

Figure 29 Wizard > Basic Settings > Step 2 Password



Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,]. In the **Password** fields, [space], [[ ], or [ ]] are also not allowed.

Each field is described in the following table.

Table 9 Wizard > Basic Settings > Step 2 Password

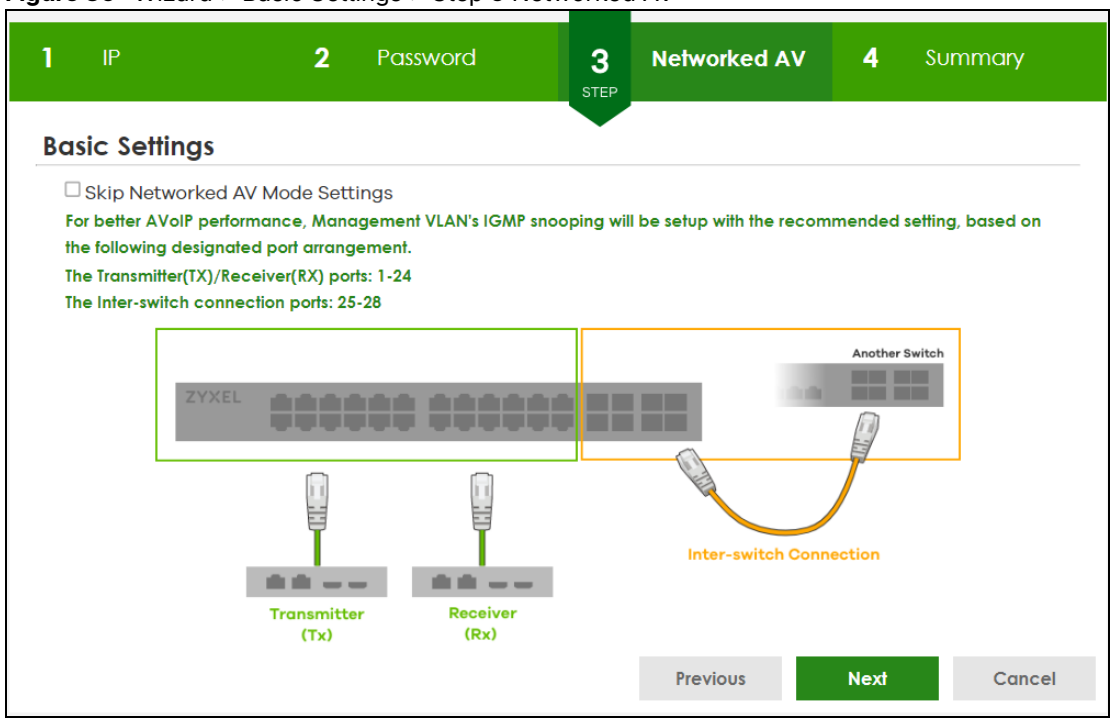
LABEL	DESCRIPTION
Administrator's Password	
Current password	Enter the existing system password (the default password is on the label on the back of the Switch).

Table 9 Wizard > Basic Settings > Step 2 Password (continued)

LABEL	DESCRIPTION
New Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Confirm password	Re-enter your new system password for confirmation.
SNMP	
SNMP	Select **Enabled** to let the Switch act as an SNMP agent, which allows a manager station to manage and monitor the Switch through the network. Select **Disabled** to turn this feature off.
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). Note: SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNextrequests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for the incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next**, the **Networked AV** screen appears.

Figure 30 Wizard > Basic Settings > Step 3 Networked AV



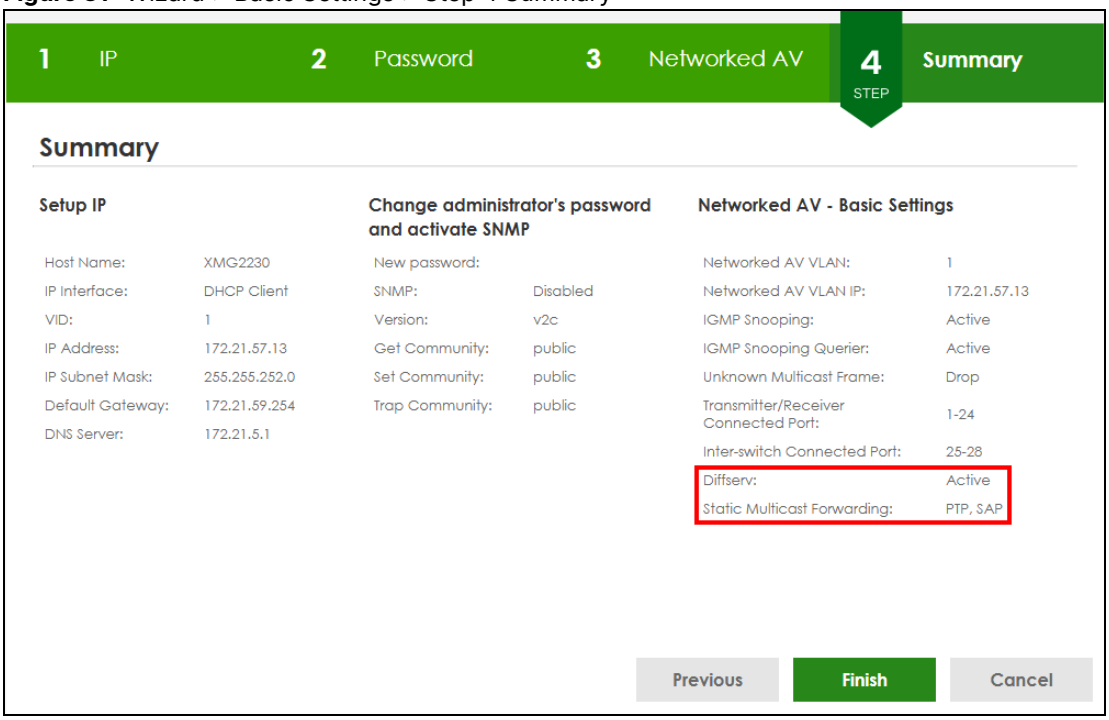
Each field is described in the following table.

Table 10 Wizard > Basic Settings > Step 3 Networked AV

LABEL	DESCRIPTION
Skip Networked AV Mode Settings	Click this option to avoid using the basic default AVoIP settings. The default AVoIP settings can be seen in Step 4 Summary under **Networked AV – Basic Settings**. Otherwise, clear the checkbox and follow the diagram for connecting RJ45 ports to audio and video equipment. The **Inter-switch Connection** is for connecting to another switch. Note: Use the **Wizard** > **Advanced Settings** > **Step 3 Networked AV** to configure connections for non-Audio-Video equipment (for example computer, NAS) to the RJ45 ports.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Summary** screen appears.

Figure 31 Wizard > Basic Settings > Step 4 Summary



Note: By default, **Diffserv** is **Active** and **Static Multicast Forwarding** is **PTP** to support the Dante (Digital Audio Network Through Ethernet) protocol and **SAP** to support the AES67 (Audio Engineering Society) protocol.

Each field is described in the following table.

Table 11 Wizard > Basic Settings > Step 4 Summary

LABEL	DESCRIPTION
Setup IP	
Host Name	This field displays a host name.
IP Interface	This field displays whether the WAN interface is using a DHCP IP address or a static IP address.
VID	This field displays the VLAN ID.
IP Address	This field displays the Switch's IP address for it to be managed over the network.
IP Subnet Mask	This field displays the subnet mask that specifies the network number portion of an IP address.
Default Gateway	This field displays the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
DNS Server	This field displays the DNS (Domain Name System) for mapping a domain name to its corresponding IP address and so forth.
Change administrator's password and activate SNMP	
New Password	This field displays asterisks when a new password has been created.
SNMP	This field displays whether the Switch acts as an SNMP agent.
Version	This field displays the SNMP version for the Switch.
Get Community	This field displays the **Get Community** string.
Set Community	This field displays the **Set Community** string.
Trap Community	This field displays the **Trap Community** string.

Table 11 Wizard > Basic Settings > Step 4 Summary (continued)

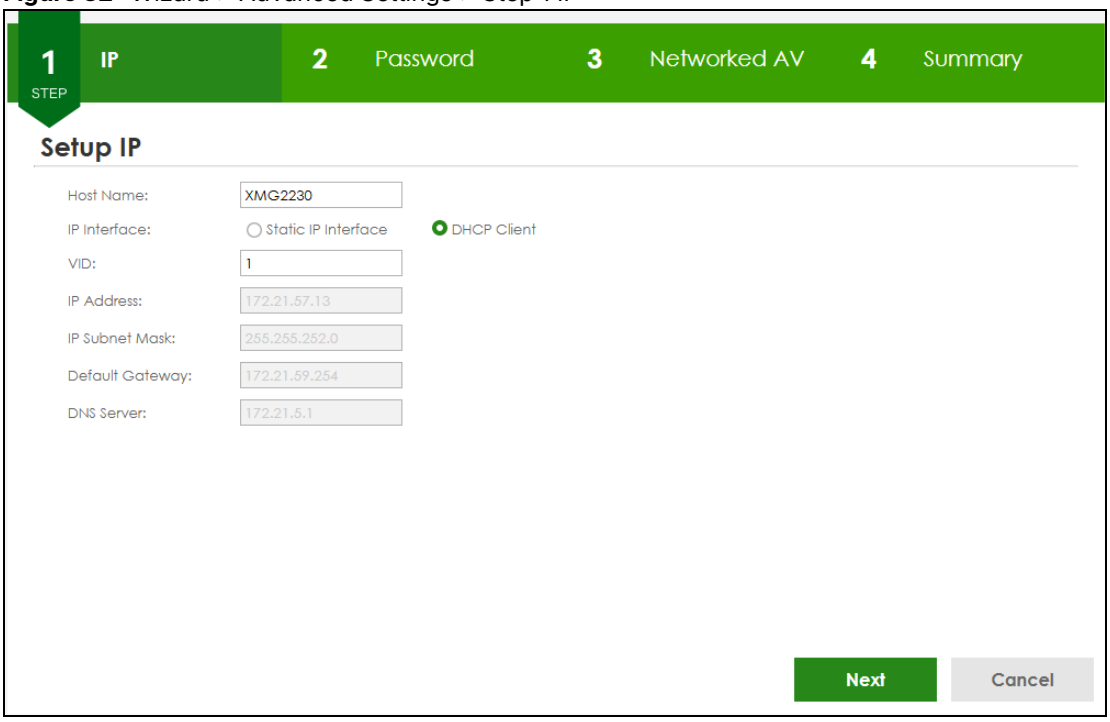
LABEL	DESCRIPTION
Networked AV – Basic Settings	
Networked AV VLAN	This field displays the VLAN ID for the AVoIP network.
Networked AV VLAN IP	This field displays the Switch's IP address for it to be managed over the AVoIP network.
IGMP Snooping	This field displays **Active** when IGMP Snooping is enabled to forward group multicast traffic only to ports that are members of that group. Otherwise, it displays **Inactive**.
IGMP Snooping Querier	This field displays **Active** when the Switch is allowed to send IGMP General Query messages to the VLANs with the multicast hosts attached. Otherwise, it displays **Inactive**.
Unknown Multicast Frame	This field displays the action to perform when the Switch receives an unknown multicast frame. It displays **Drop** when the frames are discarded. It displays **Flooding** when the frames are sent to all ports.
Transmitter/ Receiver Connected Port	This field shows the Switch's port numbers for connection to networked audio and video equipment.
Inter-switch Connected Port	This field shows the Switch's port numbers for connection to another switch.
Diffserv	This field displays **Active**. This means that IEEE 802.1p priority mapping in Quality of Service (QoS) is applied on the selected ports on the Switch. See DiffServ Overview for more information on QoS.
Static Multicast Forwarding	This field displays **PTP, SAP**. **PTP** (Precision Time Protocol). The Switch allows the client devices to forward the PTP multicast packets to audio-over-IP devices to sync the time clock. **SAP** (Session Announcement Protocol) for advertising multicast session information. The Switch allows AES67 (Audio Engineering Society 67) multicast packets to be directly forwarded to audio-over-IP devices. See Static Multicast Forwarding Overview for more information on Static Multicast Forwarding.
Previous	Click **Previous** to show the previous screen.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.4.2 Advanced Settings

In **Advanced Settings**, you can set up IP or DNS, set up your password, SNMP community, configure Networked AV service to a VLAN, select and assign port role, link aggregation (trunking), and view finished results.

In order to set up your IP or DNS, please do the following. Click **Wizard** > **Advanced Settings** > **Step 1 IP** to access this screen.

Figure 32 Wizard > Advanced Settings > Step 1 IP



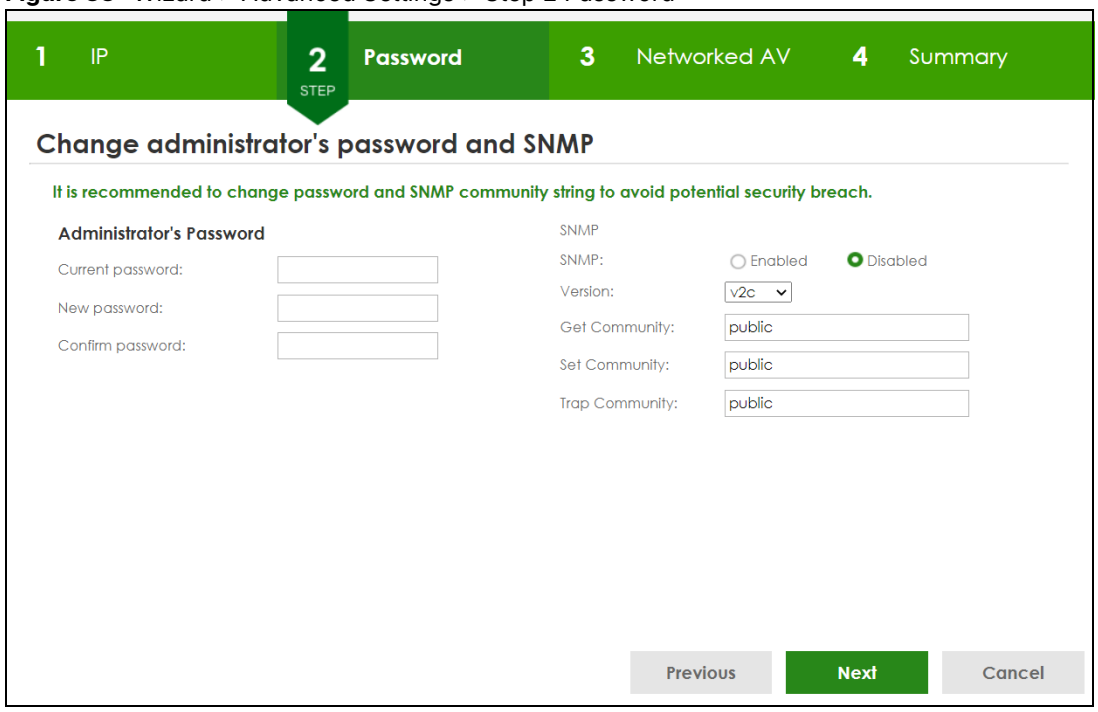
Each field is described in the following table.

Table 12 Wizard > Advanced Settings > Step 1 IP

LABEL	DESCRIPTION
Host Name	This field displays a host name. You can enter a new host name here. Up to 64 printable ASCII characters are allowed except [?], [|], ['], ["], or [,].
IP Interface	Select **DHCP Client** if the Switch is connected to a router with the DHCP server enabled. You then need to check the router for the IP address assigned to the Switch in order to access the Switch's Web Configurator again. Select **Static IP Interface** when the Switch is NOT connected to a router or you want to assign it a fixed IP address.
VID	This field displays the VLAN ID.
IP Address	The Switch needs an IP address for it to be managed over the network.
IP Subnet Mask	The subnet mask specifies the network number portion of an IP address.
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
DNS Server	DNS (Domain Name System) is for mapping a domain name to its corresponding IP address and so forth. Enter a domain name server IP address in order to be able to use a domain name instead of an IP address.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Password** screen appears.

Figure 33 Wizard > Advanced Settings > Step 2 Password



Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,]. In the **Password** fields, [space], [[ ], or [ ]] are also not allowed.

Each field is described in the following table.

Table 13 Wizard > Advanced Settings > Step 2 Password

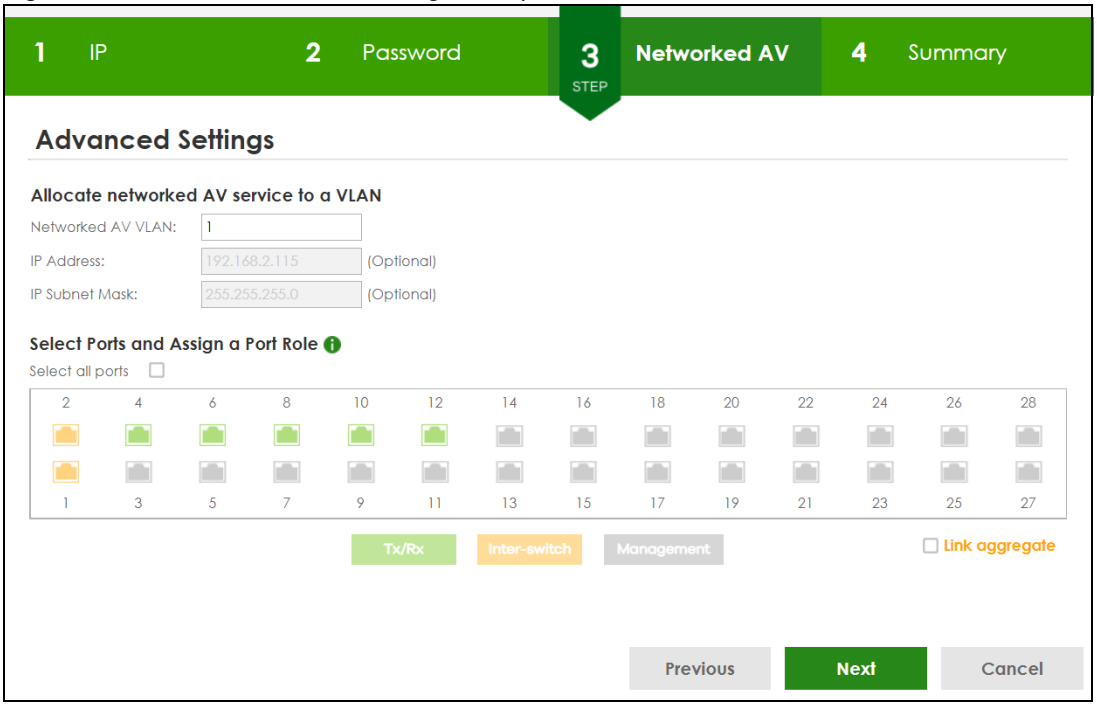
LABEL	DESCRIPTION
Administrator's Password	
Current password	Enter the existing system password (the default password is on the label on the back of the Switch).
New Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Confirm password	Re-enter your new system password for confirmation.
SNMP	

Table 13 Wizard > Advanced Settings > Step 2 Password (continued)

LABEL	DESCRIPTION
SNMP	Select **Enabled** to let the Switch act as an SNMP agent, which allows a manager station to manage and monitor the Switch through the network. Select **Disabled** to turn this feature off.
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). Note: SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNextrequests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for the incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next**, the **Networked AV** screen appears.

Figure 34 Wizard > Advanced Settings > Step 3 Networked AV



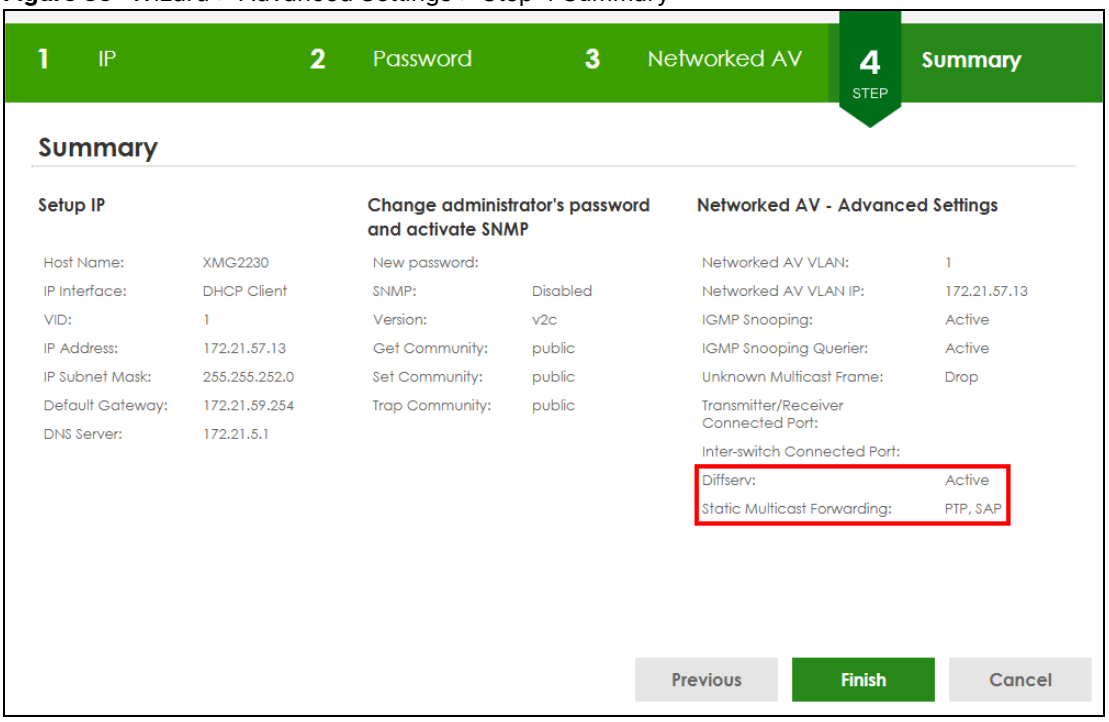
Each field is described in the following table.

Table 14 Wizard > Advanced Settings > Step 3 Networked AV

LABEL	DESCRIPTION
Allocate networked AV service to a VLAN	
Networked AV VLAN	Enter a number between 1 and 4094 to create a VLAN for the AVoIP network.
IP Address (Optional)	You must enter a different VLAN ID in the previous field (**Networked AV VLAN**) to be able to assign another IP address for the Switch to be managed over the AVoIP network.
IP Subnet Mask (Optional)	You must enter a different VLAN ID in the **Networked AV VLAN** field to be able to assign another subnet mask that specifies the network number portion of an IP address.
Select Ports and Assign a Port Role	
Select all ports	After you create a VLAN, select the ports to be assigned to the Networked AV VLAN. **Select all ports** to assign the same role to all ports. You can select a port by clicking it. Then click any of the following: Click **Tx/Rx** to assign the ports for connecting to audio and video equipment. Click **Inter-switch** to assign the ports for connecting to other switches or gateway. Click **Management** to assign the ports for connecting to non-Audio-Video equipment (for example, computer and NAS) if your Networked AV VLAN is different from management VLAN.
Link aggregate	Select this option to aggregate multiple port bandwidth if you are connecting to another switch. Link aggregation (trunking) is the grouping of physical ports into one logical higher-capacity link.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Summary** screen appears.

Figure 35 Wizard > Advanced Settings > Step 4 Summary



Note: By default, **Diffserv** is **Active** and **Static Multicast Forwarding** is **PTP** to support the Dante (Digital Audio Network Through Ethernet) protocol and **SAP** to support the AES67 (Audio Engineering Society) protocol.

Each field is described in the following table.

Table 15 Wizard > Advanced Settings > Step 4 Summary

LABEL	DESCRIPTION
Setup IP	
Host Name	This field displays a host name.
IP Interface	This field displays whether the WAN interface is using a DHCP IP address or a static IP address.
VID	This field displays the VLAN ID.
IP Address	This field displays the Switches' IP address for it to be managed over the network.
IP Subnet Mask	This field displays the subnet mask that specifies the network number portion of an IP address.
Default Gateway	This field displays the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
DNS Server	This field displays the DNS (Domain Name System) for mapping a domain name to its corresponding IP address and so forth.
Change administrator's password and activate SNMP	
New Password	This field displays asterisks when a new password has been created.
SNMP	This field displays whether the Switch acts as an SNMP agent.
Version	This field displays the SNMP version for the Switch.
Get Community	This field displays the **Get Community** string.
Set Community	This field displays the **Set Community** string.

Table 15 Wizard > Advanced Settings > Step 4 Summary (continued)

LABEL	DESCRIPTION
Trap Community	This field displays the **Trap Community** string.
Networked AV – Advanced Settings	
Networked AV VLAN	This field displays the VLAN ID for the AVoIP network.
Networked AV VLAN IP	This field displays the corresponding VLAN ID's IP address for the AVoIP network.
IGMP Snooping	This field displays **Active** when IGMP Snooping is enabled to forward group multicast traffic only to ports that are members of that group. Otherwise, it displays **Inactive**.
IGMP Snooping Querier	This field displays **Active** when the Switch is allowed to send IGMP General Query messages to the VLANs with the multicast hosts attached. Otherwise, it displays **Inactive**.
Unknown Multicast Frame	This field displays the action to perform when the Switch receives an unknown multicast frame. It displays **Drop** when the frames are discarded. It displays **Flooding** when the frames are sent to all ports.
Transmitter/ Receiver Connected Port	This field shows the Switches' port numbers for connection to networked audio and video equipment.
Inter-switch Connected Port (Link Aggregation)	This field shows the Switches' port numbers for connection to another switch.
Diffserv	This field displays **Active**. This means that IEEE 802.1p priority mapping in Quality of Service (QoS) is applied on the selected ports on the Switch. See DiffServ Overview for more information on QoS.
Static Multicast Forwarding	This field displays **PTP, SAP**. **PTP** (Precision Time Protocol). The Switch allows the client devices to forward the PTP multicast packets to audio-over-IP devices to sync the time clock. **SAP** (Session Announcement Protocol) for advertising multicast session information. The Switch allows AES67 (Audio Engineering Society 67) multicast packets to be directly forwarded to audio-over-IP devices. See Static Multicast Forwarding Overview for more information on Static Multicast Forwarding.
Previous	Click **Previous** to show the previous screen.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.5 Standard Mode Wizard

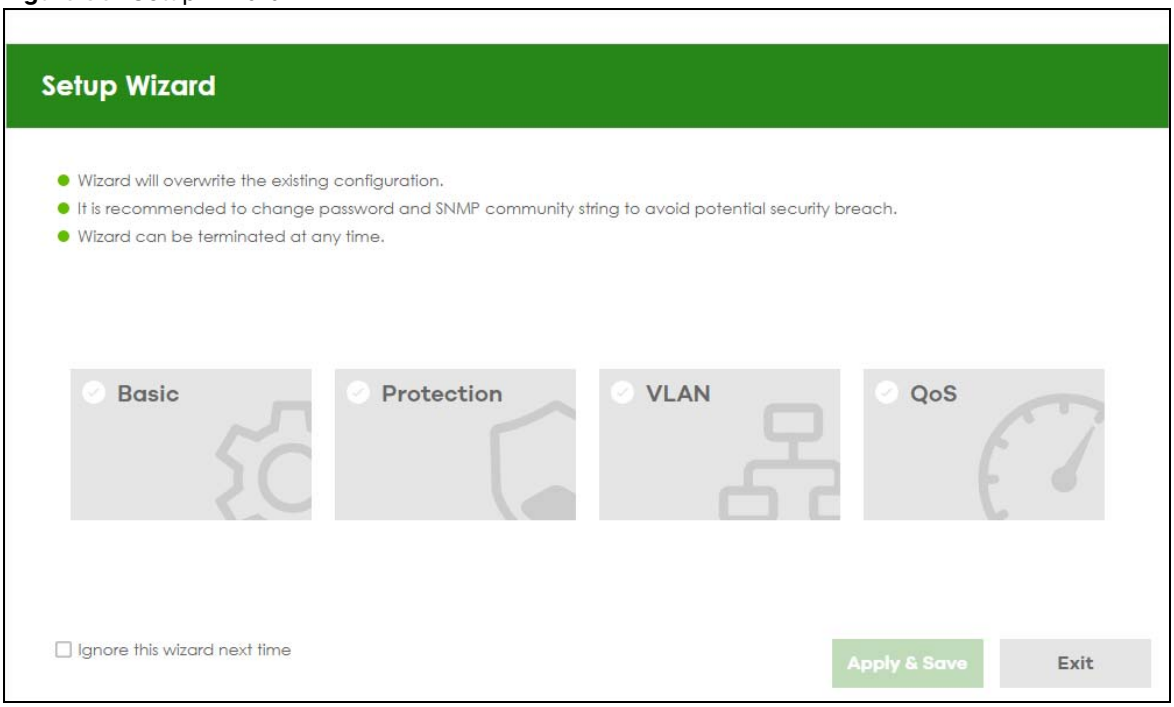
The **Setup Wizard** contains the following parts:

- **Basic** – to configure the Switch IP address, DNS server, system password, SNMP community and link aggregation (trunking).
- **Protection** – to enable loop guard and broadcast storm control on the Switch and its ports.
- **VLAN** – to create a static VLAN, assign ports to the VLAN and set the ports to tag or untag outgoing frames.

- **QoS** – to determine a port's IEEE 802.1p priority level for QoS.

Note: When in Cloud mode, do NOT use the Wizard to configure the Switch.

Figure 36 Setup Wizard

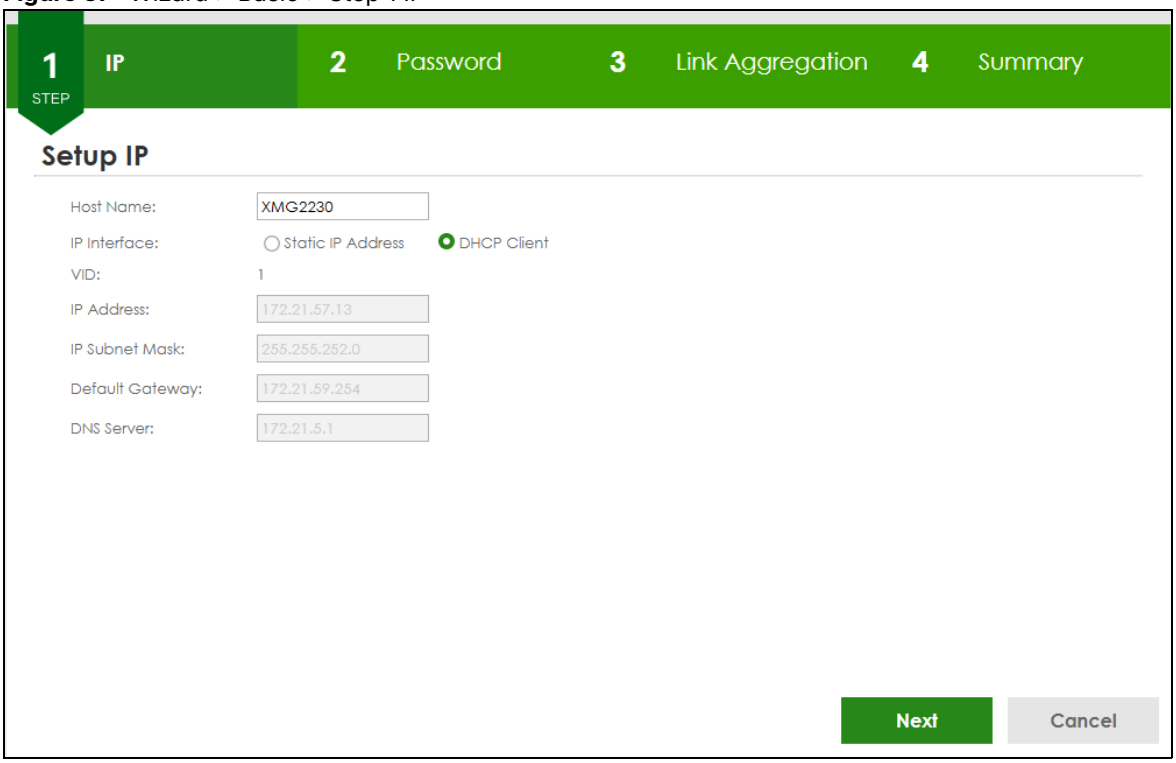


2.5.1 Basic

In **Basic**, you can set up IP/DNS, set up your password, SNMP community, link aggregation, and view finished results.

In order to set up your IP/DNS, please do the following. Click **Wizard** > **Basic** > **Step 1 IP** to access this screen.

Figure 37 Wizard > Basic > Step 1 IP



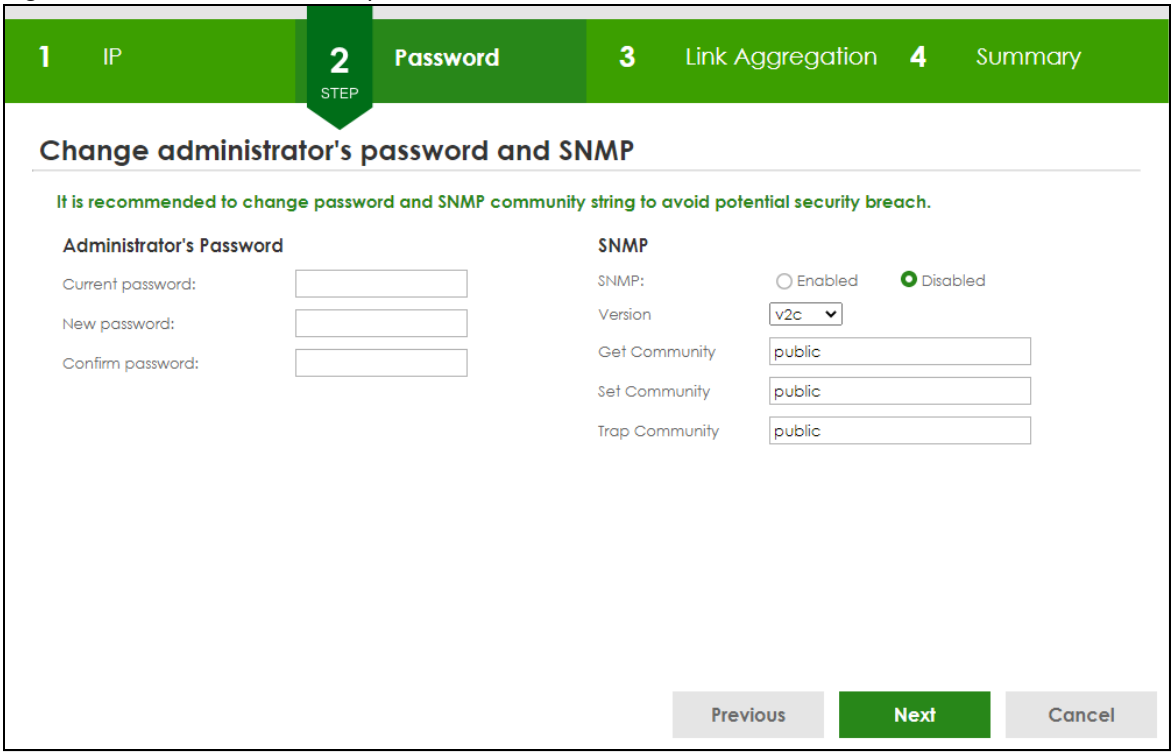
Each field is described in the following table.

Table 16 Wizard > Basic > Step 1 IP

LABEL	DESCRIPTION
Host Name	This field displays a host name. Enter a string to set a new host name. The host name should not contain [?], [|], ['], ["], or [,].
IP Interface	Select **DHCP Client** if the Switch is connected to a router with the DHCP server enabled. You then need to check the router for the IP address assigned to the Switch in order to access the Switch's Web Configurator again. Select **Static IP Address** when the Switch is NOT connected to a router or you want to assign it a fixed IP address.
VID	This field displays the VLAN ID.
IP Address	The Switch needs an IP address for it to be managed over the network.
IP Subnet Mask	The subnet mask specifies the network number portion of an IP address.
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
DNS Server	DNS (Domain Name System) is for mapping a domain name to its corresponding IP address and so forth. Enter a domain name server IP address in order to be able to use a domain name instead of an IP address.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Password** screen appears.

Figure 38 Wizard > Basic > Step 2 Password



Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,]. In the **Password** fields, [space] is also not allowed.

Each field is described in the following table.

Table 17 Wizard > Basic > Step 2 Password

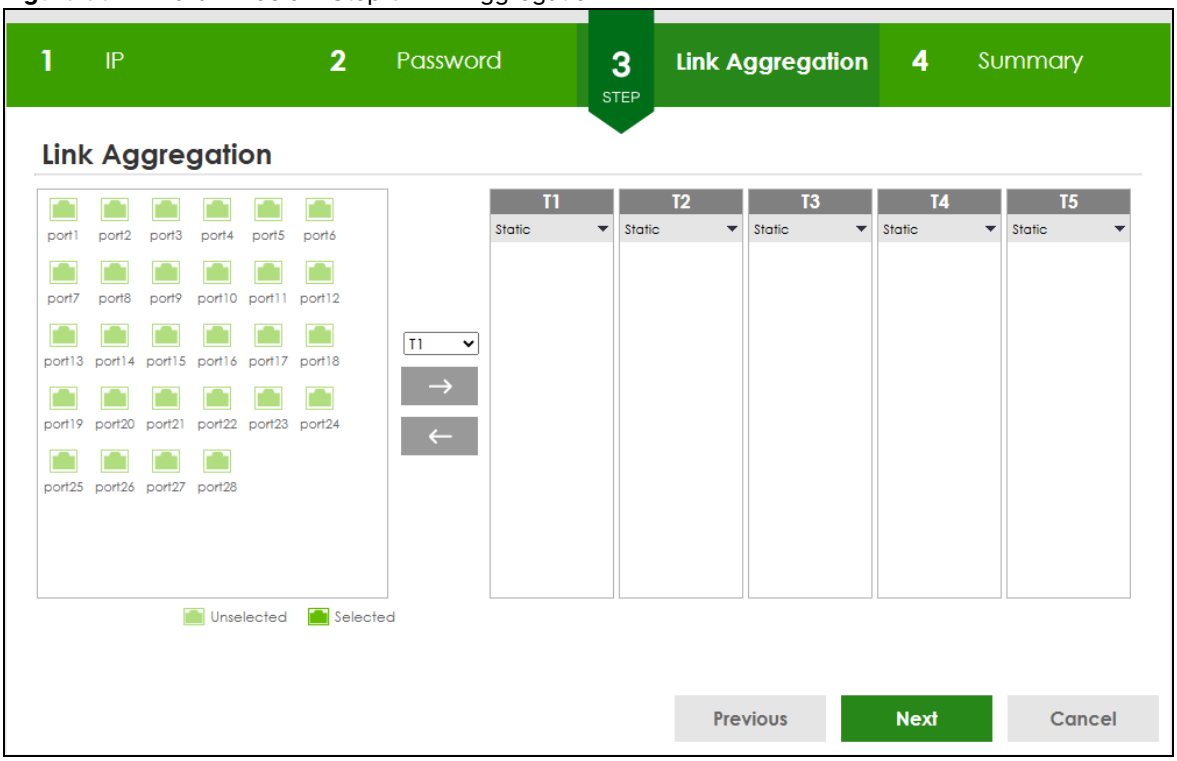
LABEL	DESCRIPTION
Administrator's Password	
Current password	Enter the existing system password (the default password is on the label on the bottom of the Switch).
New password	Enter your new system password. Up to 32 printable ASCII characters are allowed for the new password.
Confirm password	Retype your new system password for confirmation.
SNMP	
SNMP	Select **Enabled** to let the Switch act as an SNMP agent, which allows a manager station to manage and monitor the Switch through the network. Select **Disabled** to turn this feature off.
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). Note: SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNextrequests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for the incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.

Table 17 Wizard > Basic > Step 2 Password (continued)

LABEL	DESCRIPTION
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next**, the **Link Aggregation** screen appears.

Figure 39 Wizard > Basic > Step 3 Link Aggregation



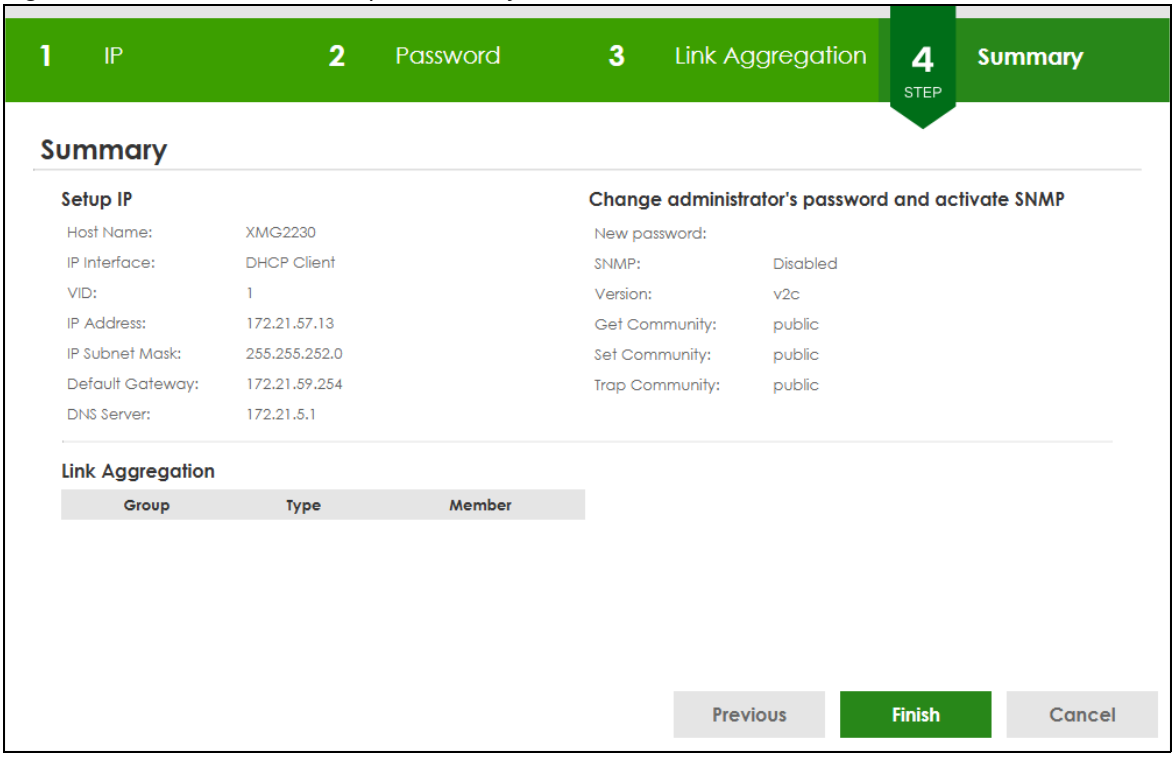
Each field is described in the following table.

Table 18 Wizard > Basic > Step 3 Link Aggregation

LABEL	DESCRIPTION
Link Aggregation	
T1-Tx	Click the arrows to add or delete icons located on the left to desired preference. Select **Static** if the ports are configured as static members of a trunk group. Select **LACP** if the ports are configured to join a trunk group through LACP.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Summary** screen appears.

Figure 40 Wizard > Basic > Step 4 Summary



Each field is described in the following table.

Table 19 Wizard > Basic > Step 4 Summary

LABEL	DESCRIPTION
Setup IP	
Host Name	This field displays a host name.
IP Interface	This field displays whether the WAN interface is using a DHCP IP address or a static IP address.
VID	This field displays the VLAN ID.
IP Address	The Switch needs an IP address for it to be managed over the network.
IP Subnet Mask	The subnet mask specifies the network number portion of an IP address.
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
DNS Server	DNS (Domain Name System) is for mapping a domain name to its corresponding IP address and vice versa. Enter a domain name server IP address in order to be able to use a domain name instead of an IP address.
Change administrator's password and activate SNMP	
New Password	This field displays asterisks when a new password has been created.
SNMP	This field displays whether the Switch acts as an SNMP agent.
Version	This field displays the SNMP version for the Switch.
Get Community	This field displays the **Get Community** string.
Set Community	This field displays the **Set Community** string.
Trap Community	This field displays the **Trap Community** string.
Link Aggregation	
Group	This field displays the group number.

Table 19 Wizard > Basic > Step 4 Summary (continued)

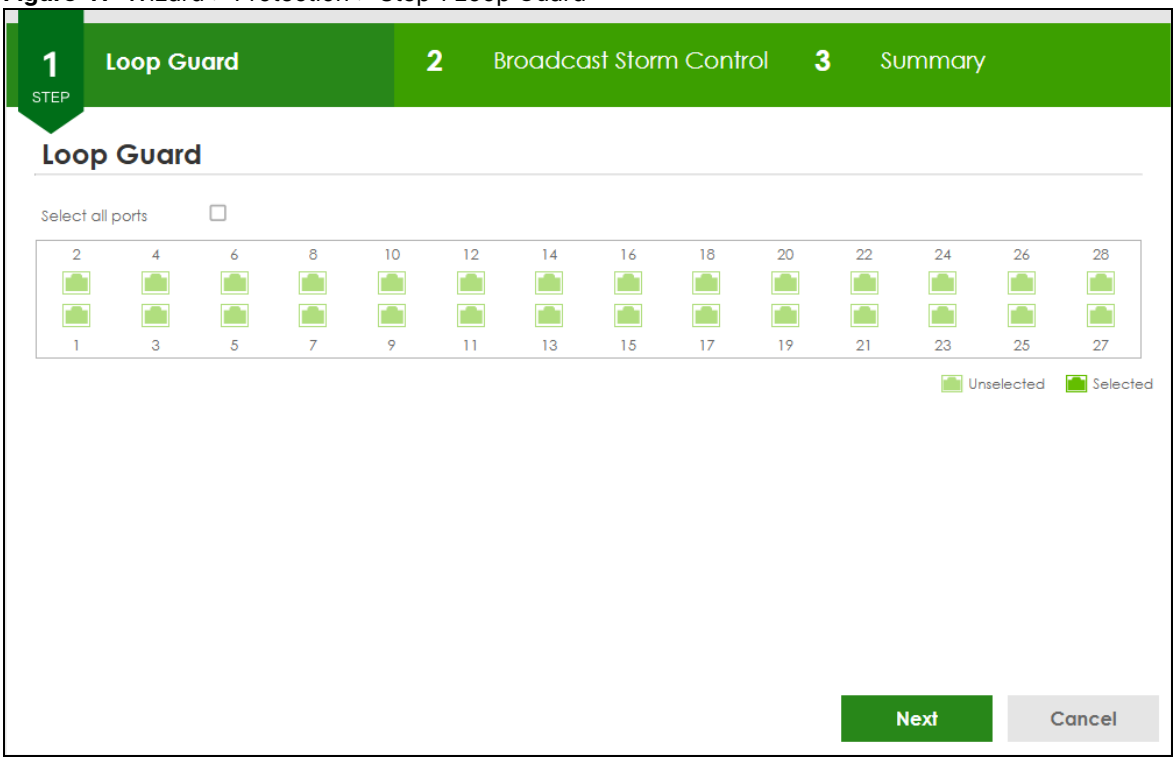
LABEL	DESCRIPTION
Type	This field displays **Static** or **LACP** of this group.
Member	This field displays the members of this group.
Previous	Click **Previous** to show the previous screen.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.5.2 Protection

In **Protection**, you can set up loop guard and broadcast storm control.

In order to set up loop guard, please do the following. Click **Wizard** > **Protection** > **Step 1 Loop Guard** to access this screen.

Figure 41 Wizard > Protection > Step 1 Loop Guard



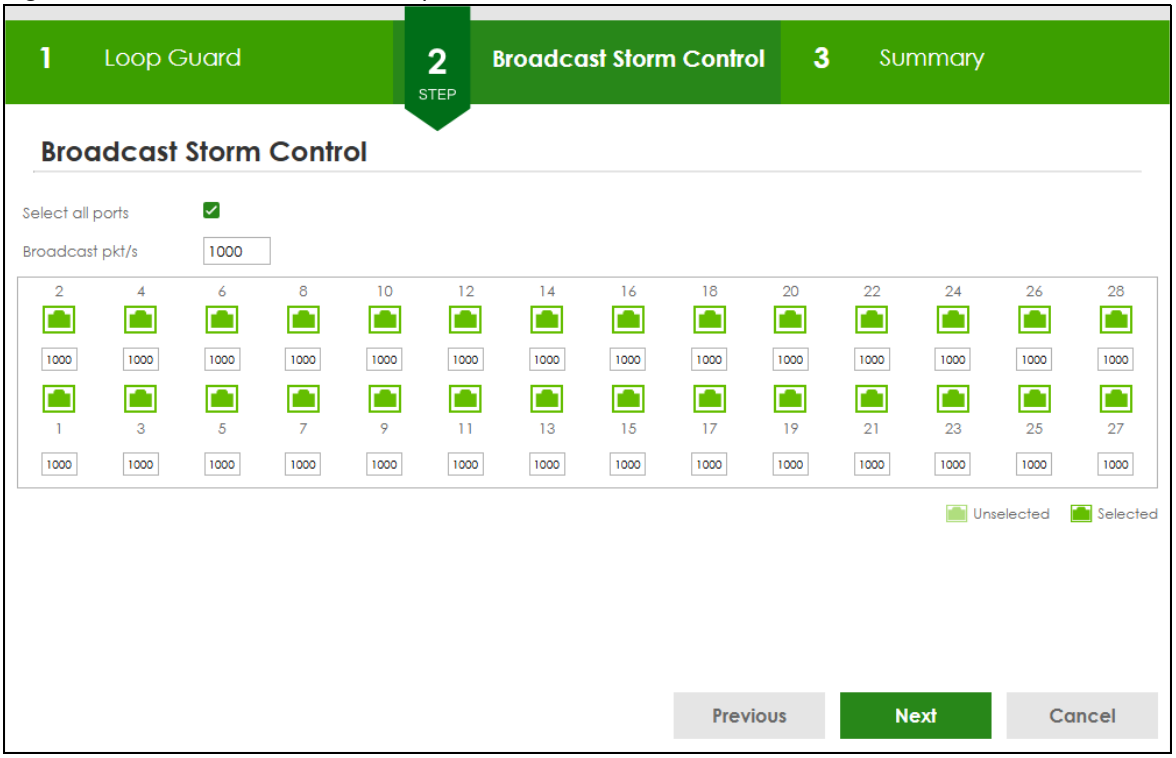
Each field is described in the following table.

Table 20 Wizard > Protection > Step 1 Loop Guard

LABEL	DESCRIPTION
Loop Guard	
Select all ports	**Select all ports** to enable the loop guard feature on all ports. You can select a port by clicking it.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next,** the **Broadcast Storm Control** screen appears.

Figure 42 Wizard > Protection > Step 2 Broadcast Storm Control



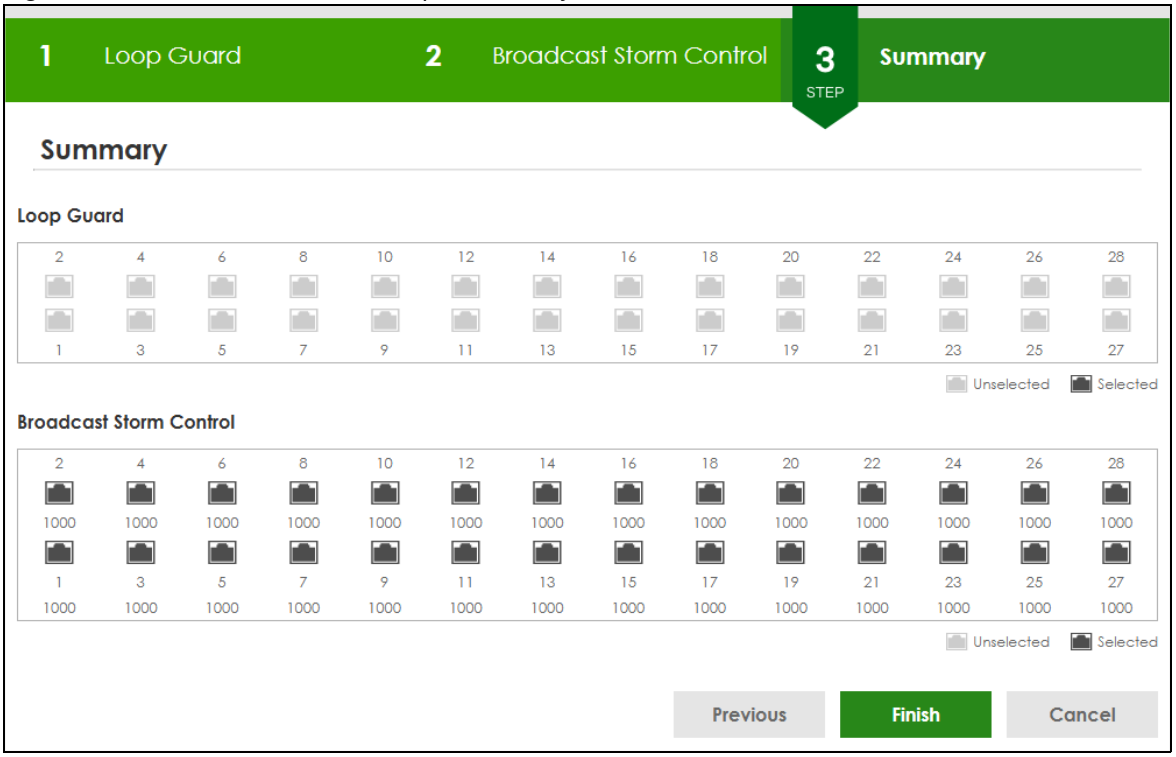
Each field is described in the following table.

Table 21 Wizard > Protection > Step 2 Broadcast Storm Control

LABEL	DESCRIPTION
Broadcast Storm Control	
Select all ports	**Select all ports** to apply settings on all ports. You can select a port by clicking it.
Broadcast pkt/s	Specify how many broadcast packets the port receives per second.
Previous	Click **Previous** to show the previous screen.
Next	Click **Next** to show the next screen.
Cancel	Click **Cancel** to exit this screen without saving.

After clicking **Next**, the **Summary** screen appears.

Figure 43 Wizard > Protection > Step 3 Summary



Each field is described in the following table.

Table 22 Wizard > Protection > Step 3 Summary

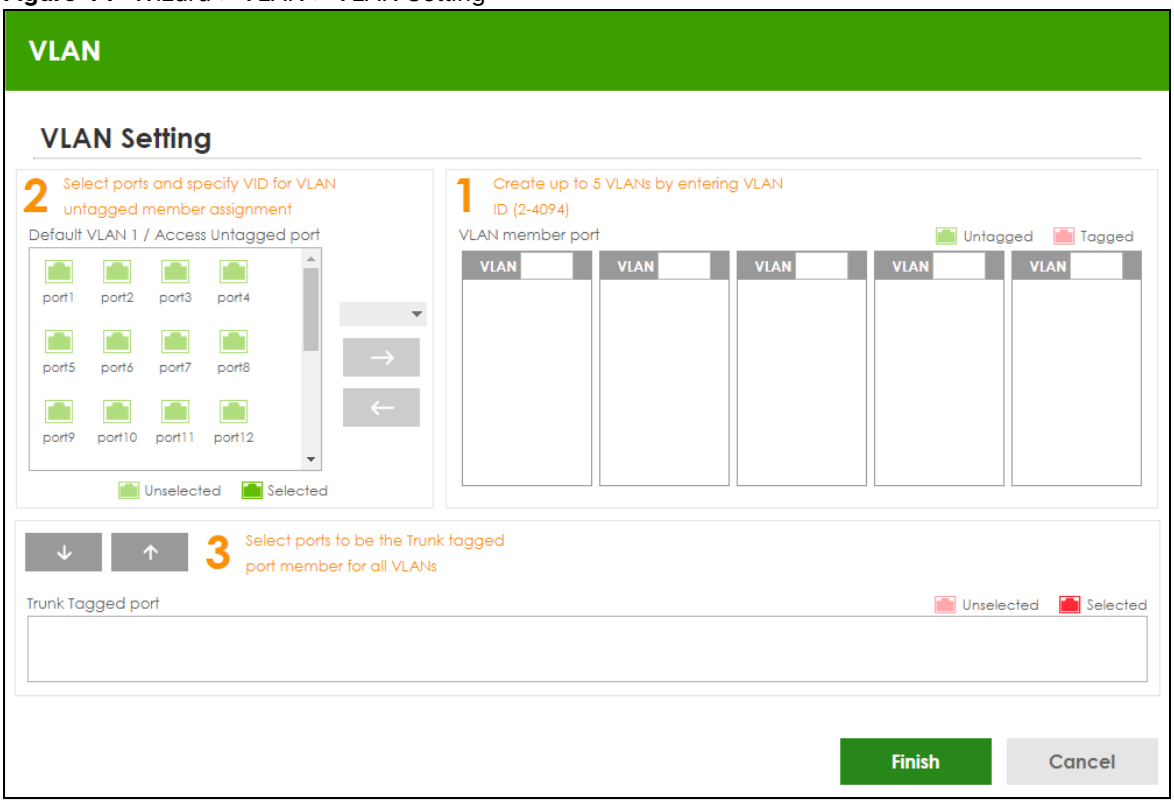
LABEL	DESCRIPTION
Summary	
Loop Guard	If the loop guard feature is enabled on a port, the Switch will prevent loops on this port.
Broadcast Storm Control	If the broadcast storm control feature is enabled on a port, the number of broadcast packets the Switch receives per second will be limited on this port.
Previous	Click **Previous** to show the previous screen.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.5.3 VLAN

In **VLAN**, you can create VLAN, and tag VLAN settings.

Click **Wizard** > **VLAN** > **VLAN Setting** to access this screen.

Figure 44 Wizard > VLAN > VLAN Setting



Each field is described in the following table.

Table 23 Wizard > VLAN > VLAN Setting

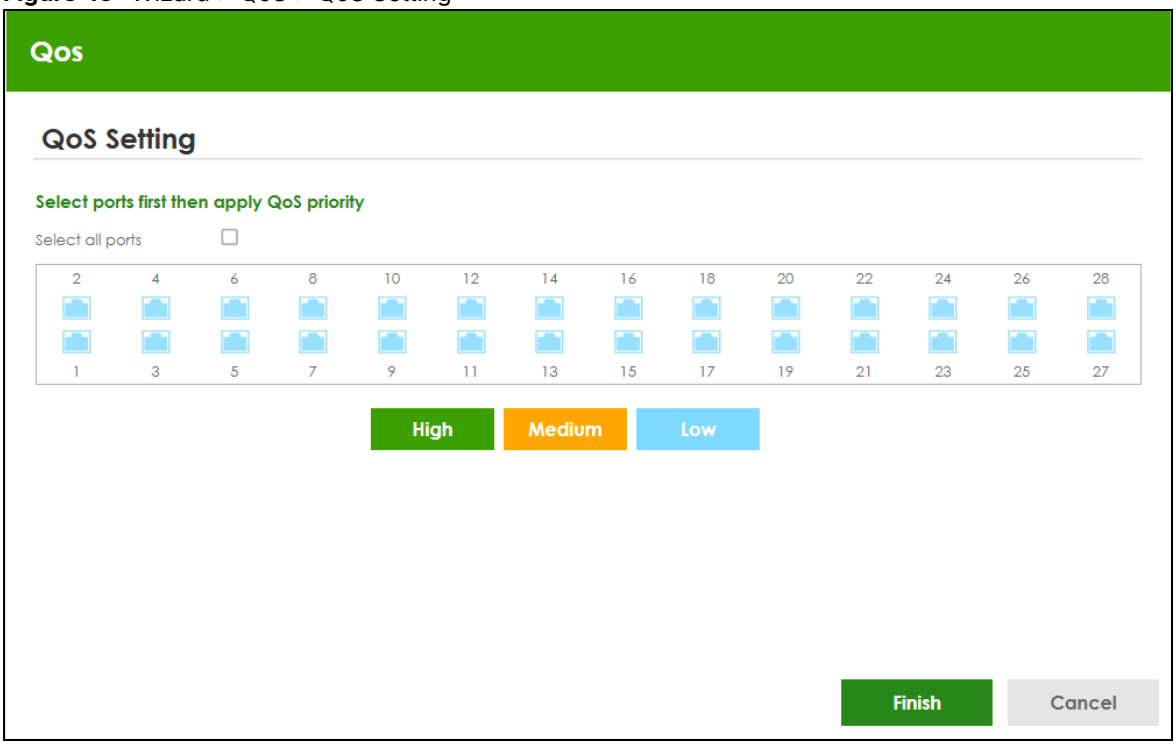
LABEL	DESCRIPTION
VLAN Setting	
Default VLAN 1 / Access Untagged port	After you create a VLAN and select the VLAN ID from the drop-down list box, select ports and use the right arrow to add them as the untagged ports to a VLAN group.
VLAN member port	
VLAN	Type a number between 2 and 4094 to create a VLAN.
Trunk Tagged port	Select ports and use the downward arrow to add them as the tagged ports to the VLAN groups you created.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.5.4 QoS

In **QoS**, you can create QoS settings.

In order to create QoS settings, please do the following. Click **Wizard** > **QoS** > **QoS Setting** to access this screen.

Figure 45 Wizard > QoS > QoS Setting



Each field is described in the following table.

Table 24 Wizard > QoS > QoS Setting

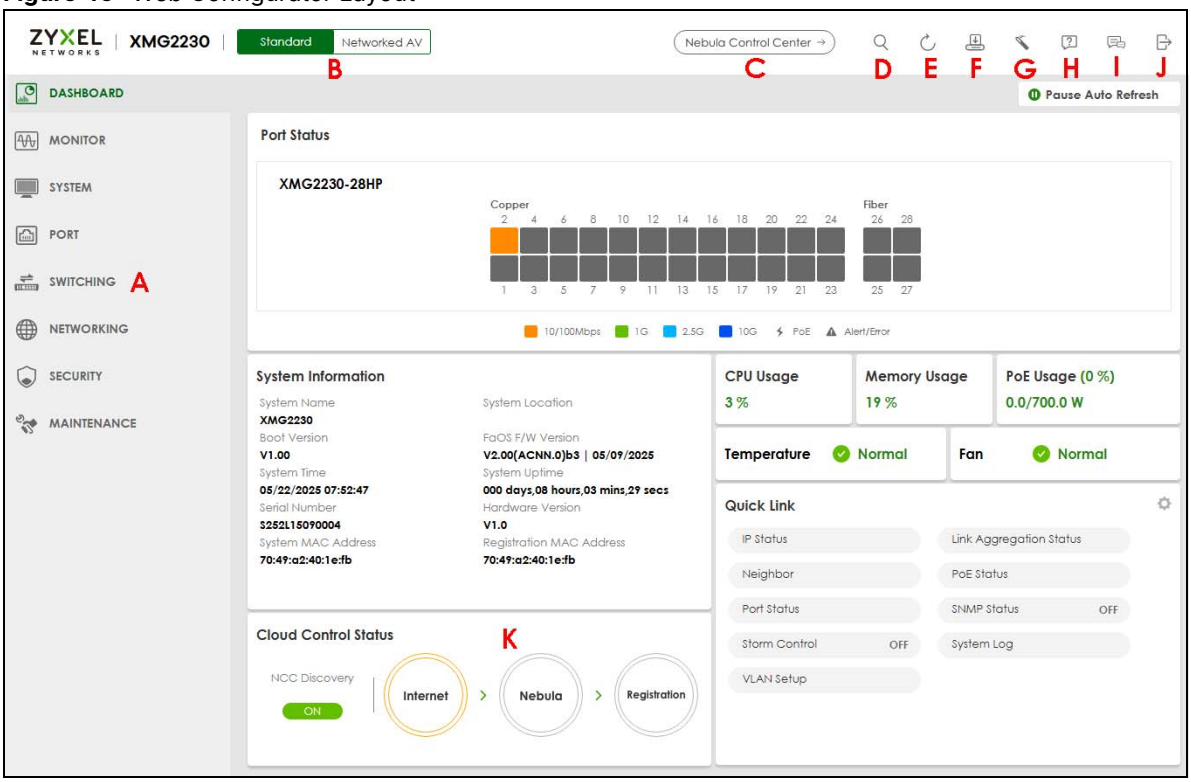
LABEL	DESCRIPTION
QoS Setting	
Select all ports	**Select all ports** to apply settings on all ports. You can select a port by clicking it.
High	Select ports and click the **High** button, so they will have high priority. The port's IEEE 802.1p priority level will be set to 5. Use the **PORT** > **Port Setup** screen to adjust the value.
Medium	Select ports and click the **Medium** button and, so they will have medium priority. The port's IEEE 802.1p priority level will be set to 3. Use the **PORT** > **Port Setup** screen to adjust the value.
Low	Select ports and click the **Low** button, so they will have low priority. The port's IEEE 802.1p priority level will be set to 1. Use the **PORT** > **Port Setup** screen to adjust the value.
Finish	Review the information and click **Finish** to create the task.
Cancel	Click **Cancel** to exit this screen without saving.

2.6 Web Configurator Layout

The **DASHBOARD** screen is the first screen that displays when you access the Web Configurator.

The following figure shows the navigating components of a Web Configurator screen.

Figure 46 Web Configurator Layout



A – Click the menu items to open sub-menu links, and then click on a sub-menu link to open the screen in the main window.

B, **C**, **D**, **E**, **F**, **G, H, I, J, K** – These are quick links which allow you to perform certain tasks no matter which screen you are currently working in.

B – Click this icon to switch between the Web Configurator's Standard or Networked AV mode (XS1935 Series with Access L3 license).

C – Click this icon to go to the NCC (Nebula Control Center) portal website.

D – Click this icon to search for specific configurations or status you are looking for. Enter the keywords and click the result link. This will direct you to the specific configuration or status page.

E – Click this icon to update the information in the screen you are currently viewing.

F – Click this icon to save your configuration into the Switch's non-volatile memory. Non-volatile memory is the configuration of your Switch that stays the same even if the Switch's power is turned off.

G – Click this icon to display the Setup Wizard that contains the Basic, Protection, VLAN, and QoS setup screens.

H – Click this icon to display web help pages. The help pages provide descriptions for all of the configuration screens.

I – Click this icon to go to the Zyxel Community Biz Forum.

J – Click this icon to log out of the Web Configurator.

K – This displays the Nebula Cloud Control Status. The ON/OFF switch displays if **NCC Discovery** is enabled. If a status circle turns Orange, it means the Switch is unable to connect to NCC. Hover the mouse over the status circle to check the diagnostic message. You can also click the ON/OFF switch to go to the **SYSTEM** > **Cloud Management** > **Cloud Management** screen and check the diagnostic messages. See SYSTEM > Cloud Management > Cloud Management for more information.

In the navigation panel, click a main link to reveal a list of sub-menu links.

The following table describes the links in the navigation panel. The navigation panel varies depending on the product model you use.

Table 25 Navigation Panel Links (Standard Mode)

LINK	DESCRIPTION
DASHBOARD	This link takes you to the main dashboard screen that displays general system and device information.
MONITOR	
ARP Table	This link takes you to a screen that displays the current ARP table of the Switch. You can view the IP and MAC address mapping, VLAN ID, ARP aging time, and ARP entry type of a device attached to a port.
IP Table	This link takes you to a screen where you can view the IP address and VLAN ID of a device attached to a port.
IPv6 Neighbor Table	This link takes you to a screen where you can view the Switch's IPv6 neighbor table.
MAC Table	This link takes you to a screen where you can view the MAC address and VLAN ID of a device attach to a port. You can also view what kind of MAC address it is.
Neighbor	This link takes you to a screen where you can view neighbor devices (including non-Zyxel devices) connected to the Switch.
Path MTU Table	This link takes you to a screen where you can view the IPv6 path MTU information on the Switch.
Port Status	This link takes you to a screen where you can view the port statistics.
Routing Table	Click the link to unfold the following sub-link menu.
IPv4 Routing Table	This link takes you to a screen where you can view the IPv4 routing table for routing information including IP interface and hop count to certain network destinations.
IPv6 Routing Table	This link takes you to a screen where you can view the IPv6 routing table for routing information including IP interface and hop count to certain network destinations.
System Information	This link takes you to a screen that displays general system information.
System Log	This link takes you to a screen where you can view the system log including fail log and system status.
SYSTEM	
Cloud Management	This link takes you to a screen where you can enable or disable the **Nebula Control Center (NCC) Discovery** feature and view the NCC connection status. If **Nebula Control Center (NCC) Discovery** is enabled, you can have the Switch search for the NCC (Nebula Control Center). The screen also displays a QR code containing the Switch's serial number and MAC address for handy registration of the Switch at NCC.
General Setup	This link takes you to a screen where you can configure general identification information about the Switch.
Hardware Monitor Setup	This link takes you to a screen where you can configure hardware monitor related features such as **SFP Detect**.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
Interface Setup	This link takes you to a screen where you can configure settings for individual interface type and ID.
IP Setup	This link takes you to a screen where you can configure the DHCP client, and a static IP address (IP address and subnet mask).
IPv6	Click the link to unfold the following sub-link menu.
IPv6 Status	This link takes you to a screen where you can view the IPv6 table and DNS server.
IPv6 Global Setup	This link takes you to a screen where you can configure the global IPv6 settings.
IPv6 Interface Setup	This link takes you to a screen where you can view and configure IPv6 interfaces.
IPv6 Addressing	This link takes you to a screen where you can view and configure IPv6 link-local and global addresses.
IPv6 Neighbor Discovery	This link takes you to a screen where you can view and configure neighbor discovery settings on each interface.
IPv6 Neighbor Setup	configure static IPv6 neighbor entries in the Switch's IPv6 neighbor table.
DHCPv6 Client Setup	This link takes you to a screen where you can configure the Switch's DHCP settings when it is acting as a DHCPv6 client.
Logins	This link takes you to a screen where you can change the system login password, as well as configure up to four login details.
Precision Time Protocol	This link takes you to a screen where you can enable the port's end-to-end transparent clock (PTP) pass-through feature.
SNMP	This link takes you to screens where you can specify the SNMP version and community (password) values, configure where to send SNMP traps from the Switch, enable loopguard/errdisable/poe/linkup/linkdown/lldp/transceiver-ddm/storm-control on the Switch, specify the types of SNMP traps that should be sent to each SNMP manager, and add/edit user information.
Switch Setup	This link takes you to a screen where you can set up global Switch parameters such as VLAN type.
Syslog Setup	This link takes you to a screen where you can configure the Switch's system logging settings and configure a list of external syslog servers.
Time Range	This link takes you to a screen where you can configure time range for time-oriented features like Classifier.
PORT	
Auto PD Recovery	For PoE models. This link takes you to a screen where you can enable and configure Auto PD Recovery on the Switch.
Flex Link	This screen takes you to a screen where you can view configure backup links in the Data Link layer.
Green Ethernet	This link takes you to a screen where you can configure the Switch to reduce port power consumption.
Link Aggregation	This link takes you to a screen where you can logically aggregate physical links to form one logical, higher-bandwidth link.
LLDP	Click the link to unfold the following sub-link menu.
LLDP	This link takes you to screens where you can view LLDP information and configure LLDP and TLV settings.
LLDP MED	This link takes you to screens where you can configure LLDP-MED parameters.
OAM	This link takes you to screens where you can enable Ethernet OAM on the Switch, view the configuration of ports on which Ethernet OAM is enabled and perform remote-loopback tests.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
PoE Setup	For PoE models. This link takes you to a screen where you can set priorities, PoE power-up settings and schedule so that the Switch is able to reserve and allocate power to certain PDs.
Port Setup	This link takes you to a screen where you can configure settings for individual Switch ports.
ZULD	This link takes you to screens where you can enable ZULD on a port and configure related settings.
SWITCHING	
Layer 2 Protocol Tunneling	This link takes you to a screen where you can configure L2PT (Layer 2 Protocol Tunneling) settings on the Switch.
Loop Guard	This link takes you to a screen where you can configure protection against network loops that occur on the edge of your network.
MAC Pinning	This link takes you to a screen where you can set specific ports to have priority over other ports in MAC address learning.
Mirroring	Click the link to unfold the following sub-link menu.
Mirroring	This link take you to a screen where you can copy traffic from one port or ports to another port in order to examine the traffic from the first port without interference.
RMirror	The link takes you to screens where you can view and configure a remote port mirroring (RMirror) VLAN through which the mirrored traffic is forwarded.
Multicast	Click the link to unfold the following sub-link menu.
IPv4 Multicast	This link takes you to screens where you can configure various IPv4 multicast features, IGMP snooping, filtering and create multicast VLANs.
IPv6 Multicast	This link takes you to screen where you can configure various IPv6 multicast features, MLD snooping-proxy, filtering and create multicast VLANs.
MVR	This link takes you to screens where you can create multicast VLANs and select the receiver ports and a source port for each multicast VLAN.
Static Multicast Forwarding By MAC	This link takes you to a screen where you can configure static multicast MAC addresses for port(s). These static multicast MAC addresses do not age out.
Static Multicast Forwarding By IP	This link takes you to a screen where you can configure static multicast IP addresses for port(s). These static multicast IP addresses do not age out.
PPPoE Intermediate Agent	This link takes you to screens where you can enable PPPoE (Point-to-Point Protocol over Ethernet) Intermediate Agent and configure per-port, per-port-per-VLAN settings.
Private VLAN	This link takes you to a screen where you can block traffic between ports in a VLAN on the Switch.
QoS	Click the link to unfold the following sub-link menu.
Diffserv	This link takes you to screens where you can enable DiffServ, configure marking rules and set DSCP-to-IEEE802.1p mappings.
Queuing Method	This link takes you to a screen where you can set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.
Priority Queue	This link takes you to a screen where you can set priority tags for different traffic types and specify the priority levels.
Bandwidth Control	This link takes you to a screen where you can cap the maximum bandwidth allowed on a port.
sFlow	This link takes you to screens where you can configure sFlow settings on the Switch.
Spanning Tree Protocol	Click the link to unfold the following sub-link menu.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
Spanning Tree Protocol Status	This link takes you to a screen where you can view the STP status in the different STP modes (RSTP, MRSTP or MSTP) you can configure on the Switch.
Spanning Tree Setup	This link takes you to a screen where you can activate one of the STP modes (RSTP, MRSTP or MSTP) on the Switch.
RSTP	This link takes you to a screen where you can configure the RSTP (Rapid Spanning Tree Protocol) settings on the Switch.
MRSTP	This link takes you to a screen where you can configure the MRSTP (Multiple Rapid Spanning Tree Protocol) settings on the Switch.
MSTP	This link takes you to a screen where you can configure the MSTP (Multiple Spanning Tree Protocol) settings on the Switch.
Static MAC Filtering	This link takes you to a screen to set up static MAC filtering rules.
Static MAC Forwarding	This link takes you to a screen where you can configure static MAC addresses for a port. These static MAC addresses do not age out.
VLAN	Click the link to unfold the following sub-link menu.
VLAN Status	This link takes you to a screen where you can view and search all VLAN groups.
VLAN Setup	This link takes you to screens where you can: • configure port-based or 802.1Q VLAN. • view detailed port settings and status of the VLAN group. • configure and view 802.1Q VLAN parameters for the Switch. • configure the static VLAN settings on a port.
Subnet Based VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group traffic into logical VLANs based on the source IP subnet you specify.
Protocol Based VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group traffic into logical VLANs based on the protocol you specify.
Voice VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group voice traffic with defined priority and enable the Switch port to carry the voice traffic separately from data traffic to ensure the sound quality does NOT deteriorate.
MAC Based VLAN Setup	This link takes you to a screen where you can set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. This eliminates the need to reconfigure the Switch when you change ports. The Switch will forward the packets based on the source MAC address you set up previously.
Vendor ID Based VLAN Setup	This link takes you to screens where you can set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. You can specify a mask for the MAC address to create a MAC address filter and enter a weight to set the VLAN rule's priority.
VLAN Isolation	This link takes you to a screen where you can block traffic between ports in a VLAN on the Switch.
VLAN Mapping	This link takes you to screens where you can configure VLAN mapping settings on the Switch.
VLAN Stacking	This link takes you to screens where you can activate and configure VLAN stacking.
WoL Relay	This link takes you to a screen where you can configure settings on Wake on LAN Relay.
NETWORKING	
ARP Setup	Click the link to unfold the following sub-link menu.
ARP Learning	This link takes you to a screen where you can configure ARP learning mode on a per-port basis.
Static ARP	This link takes you to a screen where you can create static ARP entries which do not age out.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
DHCP	Click the link to unfold the following sub-link menu.
DHCPv4 Relay	This link takes you to screens where you can view DHCPv4 relay status, mode, and configure DHCPv4 relay settings.
DHCPv4 Server	This link takes you to screens where you can view DHCPv4 server status and configure the Switch as a DHCPv4 server.
DHCPv6 Relay	This link takes you to a screen where you can enable and configure DHCPv6 relay.
DHCPv6 Server	This link takes you to screens where you can configure DHCPv6 and DNS server settings on the Switch.
DHCP Server Guard	This link takes you to a screen where you can specify whether ports are trusted or untrusted ports for DHCP packets.
Static Routing	Click the link to unfold the following sub-link menu.
IPv4 Static Route	This link takes you to a screen where you can configure IPv4 static routes. A static route defines how the Switch should forward traffic by destination IP address and subnet mask.
IPv6 Static Route	This link takes you to a screen where you can configure IPv6 static routes. A static route defines how the Switch should forward traffic by destination IP address and prefix length.
SECURITY	
AAA	Click the link to unfold the following sub-link menu.
RADIUS Server Setup	This link takes you to a screen where you can configure your RADIUS (Remote Authentication Dial-In User Service) server settings for authentication.
TACACS+ Server Setup	This link takes you to a screen where you can configure your TACACS+ (Terminal Access Controller Access Control System Plus) server settings for authentication.
AAA Setup	This link takes you to a screen where you can configure authentication, authorization and accounting services through external servers. The external servers can be either RADIUS or TACACS+ (Terminal Access Controller Access Control System Plus).
Access Control	Click the link to unfold the following sub-link menu.
Service Access Control	This link takes you to a screen where you can decide what services you may use to access the Switch.
Remote Management	This link takes you to a screen where you can specify a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Account Security	This link takes you to a screen where you can configure account security settings on the Switch.
ACL	Click the link to unfold the following sub-link menu.
Classifier	This link takes you to screens where you can configure the Switch to group packets based on the specified criteria.
Policy Rule	This link takes you to a screen where you can configure the Switch to perform special treatment on the grouped packets.
Anti-Arpscan	This link takes you to screens where you can enable anti-arpscan on the Switch and ports, and view the port state. You can also create trusted hosts, view blocked hosts and unblock them.
BPDU Guard	This link takes you to screens where you can enable BPDU guard on the Switch and ports, and view the port state.
Storm Control	This link takes you to a screen to set up broadcast filters.
Errdisable	This link takes you to screens where you can view errdisable status and configure errdisable settings in CPU protection, errdisable detect, and errdisable recovery.
IPv4 Source Guard	Click the link to unfold the following sub-link menu.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
IP Source Guard	This link takes you to screens where you can configure filtering of unauthorized DHCP and ARP packets in your network.
DHCP Snooping	This link takes you to screens where you can view DHCP snooping database details and configure DHCP snooping settings on ports or VLANs. You can use DHCP snooping to filter unauthorized DHCP packets on the network and to build the binding table dynamically.
ARP Inspection	This link takes you to screens where you can view ARP inspection status, and configure ARP inspection settings on ports or VLANs. You can use ARP inspection to filter unauthorized ARP packets on the network.
IPv6 Source Guard	Click the link to unfold the following sub-link menu.
IPv6 Static Binding	The link takes you to screens where you can view IPv6 static binding status and manually create IPv6 source guard static binding entries.
IPv6 Source Guard	The link takes you to screens where you can define policies to have IPv6 source guard forward valid addresses and/or prefixes and allow or block data traffic from all link-local addresses, and apply the configured IPv6 source guard policy to a port.
IPv6 Snooping	The link takes you to screens where you can set up DHCPv6 snooping policies for the binding table and enable the policies on VLAN interfaces.
DHCPv6 Trust Setup	The link takes you to a screen where you can specify which ports are trusted for DHCPv6 snooping.
Port Authentication	Click the link to unfold the following sub-link menu. These links take you to screens where you can configure IEEE 802.1x port authentication as well as MAC authentication for clients communicating through the Switch.
802.1x	The link takes you to a screen where you can activate IEEE 802.1x security on a port.
MAC Authentication	The link takes you to a screen where you can activate MAC authentication on a port.
Guest VLAN	The link takes you to a screen where you can activate enable and assign a guest VLAN to a port.
Compound Authentication Mode	The link takes you to a screen where you can allow network access for clients that pass either IEEE 802.1x authentication or MAC authentication, or pass both IEEE 802.1x authentication and MAC authentication.
Port Security	This link takes you to a screen where you can activate MAC address learning and set the maximum number of MAC addresses to learn on a port.
MAINTENANCE	
Certificates	The link takes you to a screen where you can import the Switch's CA-signed certificates.
Cluster Management	This link takes you to a screen where you can configure clustering management and view its status.
Configuration	Click the link to unfold the following sub-link menu.
Restore Configuration	This link takes you to a screen where you can upload a stored device configuration file.
Backup Configuration	This link takes you to a screen where you can save your Switch’s configurations (settings) for later use.
Auto Configuration	This link takes you to a screen where you can overwrite the running configuration stored in the Switch’s RAM.
Erase Running-Configuration	This link takes you to a screen where you can reset the configuration to the Zyxel default configuration settings.

Table 25 Navigation Panel Links (Standard Mode) (continued)

LINK	DESCRIPTION
Save Configuration	This link takes you to a screen where you can save the current configuration (settings) to a specific configuration file on the Switch.
Configure Clone	This link takes you to a screen where you can copy the basic and advanced settings from a source port to a destination port or ports.
Diagnostic	This link takes you to a screen where you can ping IP addresses, run traceroute, test ports and show the location of the Switch.
Firmware Upgrade	This link takes you to a screen to upload firmware to your Switch.
Reboot System	This link takes you to a screen to reboot the Switch without turning the power off.
Service Register	This link takes you to a screen where you can view the status of your service registrations and upgrade licenses.
SSH Authorized Keys	This link takes you to a screen where you can authenticate secure SSH connections between a client computer and the Switch (also called the server) without needing a password to connect to the Switch.
SSH Host Keys	This link takes you to a screen where you can regenerate the Switch's SSH host key.
Tech-Support	This link takes you to a screen where you can download related log reports for issue analysis. Log reports include CPU history and utilization, crash and memory.

The following table describes the links in the navigation panel when the Switch is in Networked AV mode.

Table 26 Navigation Panel Links (Networked AV Mode)

LINK	DESCRIPTION
SUMMARY	This screen displays the Switch’s front panel port status, connected ports, used power, Nebula Cloud Control status, and Networked AV status.
MONITOR	
System Information	This link takes you to a screen that displays general system information.
SYSTEM	
Cloud Management	This screen displays a link to a screen where you can enable or disable the **Nebula Control Center (NCC) Discovery** feature. If it is enabled, you can have the Switch search for the NCC (Nebula Control Center). The screen also has a QR code containing the Switch’s serial number and MAC address for handy registration of the Switch at NCC.
General Setup	This link takes you to a screen where you can configure general identification information about the Switch.
IP Setup	This screen allows you to configure the IP address and subnet mask (necessary for Switch management) and set up to 64 IP routing domains.
Logins	This link takes you to a screen where you can change the system login password, as well as configure up to four login details.
SNMP	This link takes you to screens where you can specify the SNMP version and community (password) values, configure where to send SNMP traps from the Switch, enable loopguard/errdisable/poe/linkup/linkdown/lldp/transceiver-ddm/storm-control on the Switch, specify the types of SNMP traps that should be sent to each SNMP manager, and add/edit user information.
PORT	
Link Aggregation	This link takes you to screens where you can logically aggregate physical links to form one logical, higher-bandwidth link.
PoE Setup	For PoE models. This link takes you to a screen where you can set priorities, PoE power-up settings and schedule so that the Switch is able to reserve and allocate power to certain PDs.
Port Setup	This screen allows you to configure settings for individual Switch ports.

Table 26 Navigation Panel Links (Networked AV Mode) (continued)

LINK	DESCRIPTION
SWITCHING	
Diffserv	This link takes you to screens where you can enable DiffServ, configure marking rules and set DSCP-to-IEEE802.1p mappings.
Mirroring	This link takes you to screens where you can copy traffic from one port or ports to another port in order that you can examine the traffic from the first port without interference.
Multicast	This link takes you to screens where you can view multicast group information, configure various multicast features like IGMP snooping and filtering profile, and create multicast VLANs.
IPv4 Multicast	This link takes you to screens where you can configure various IPv4 multicast features, IGMP snooping, filtering and create multicast VLANs.
Static Multicast Forwarding By MAC	This link takes you to a screen where you can configure static multicast MAC addresses for port(s). These static multicast MAC addresses do not age out.
Static Multicast Forwarding By IP	This link takes you to a screen where you can configure static multicast IP addresses for port(s). These static multicast IP addresses do not age out.
VLAN	This link takes you to screens where you can view and search all static VLAN groups, view detailed port settings and status of the static VLAN group, configure a static VLAN for the Switch, and configure the static VLAN (IEEE 802.1Q) settings on a port.
SECURITY	
Access Control	
Service Access Control	This link takes you to a screen where you can decide what services you may use to access the Switch.
Remote Management	This link takes you to a screen where you can specify a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Storm Control	This link takes you to a screen to set up broadcast filters.
MAINTENANCE	
Configuration	
Restore Configuration	This link takes you to a screen where you can upload a stored device configuration file.
Backup Configuration	This link takes you to a screen where you can save your Switch’s configurations (settings) for later use.
Save Configuration	This link takes you to a screen where you can save the current configuration (settings) to a specific configuration file on the Switch.
Firmware Upgrade	This link takes you to a screen to upload firmware to your Switch.
Reboot System	This link takes you to a screen to reboot the Switch without turning the power off.
Tech-Support	This link takes you to a screen where you can download related log reports for issue analysis. Log reports include CPU history and utilization, crash and memory.

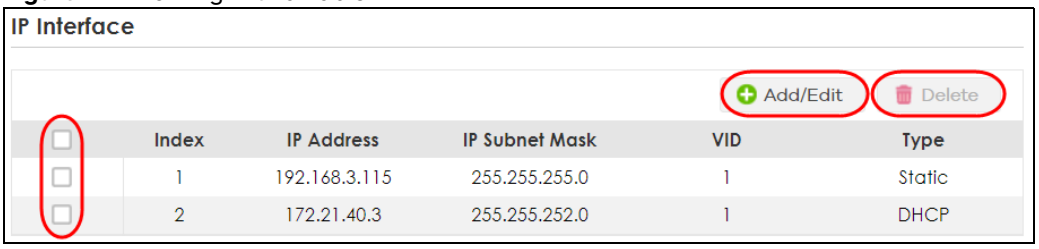
2.6.1 Tables and Lists

The Web Configurator tables and lists provide several options for how to work with their entries.

2.6.1.1 Working with Table Entries

Tables have tool icons for working with table entries as shown next. You can select one or more entries, or select the checkbox in the heading row to select all entries. Use the tool icons to modify the selected entries.

Figure 47 Working with a Table



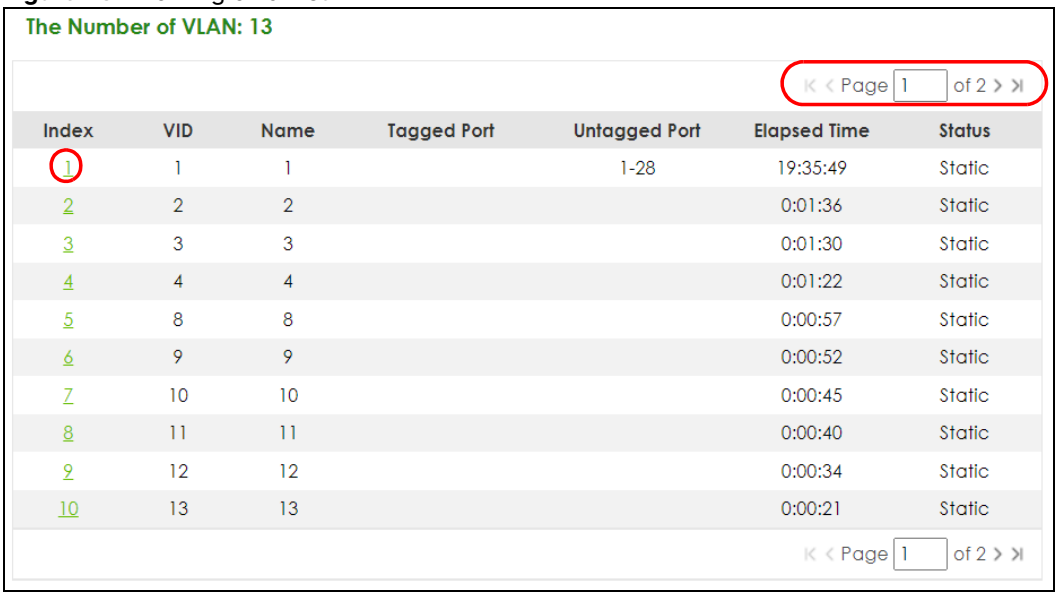
The following table describes the most common table icons.

Table 27 Common Table Icons

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click this to create a new entry or edit a selected entry. A configuration screen where you can add a new entry or modify the settings of the selected entry will open. In some configuration screens, the **Add/Edit** button is replaced by the **Edit** button. This means you can only edit the existing entries in the table.
Delete	To remove entries, select the entries and click **Delete**.

When viewing a list, you can click on an index number to view more details about the entry. If the list has more than one page, click the arrow button to navigate to different pages of entries.

Figure 48 Working on a List



2.7 Save Your Configuration

When you are done modifying the settings in a screen, click **Apply** to save your changes back to the run-time memory. Settings in the run-time memory are lost when the Switch's power is turned off.

Click the **Save** link in the upper right of the Web Configurator to save your configuration to non-volatile memory. Non-volatile memory refers to the Switch's storage that remains even if the Switch's power is turned off.

Note: Use the **Save** link when you are done with a configuration session.

2.8 Switch Lockout

You could block yourself (and all others) from using in-band-management (managing through the data ports) if you do one of the following:

You could block yourself (and all others) from managing the Switch if you do one of the following:

1. Delete the management VLAN (default is VLAN 1).
2. Delete all port-based VLANs with the CPU port as a member. The "CPU port" is the management port of the Switch.
3. Filter all traffic to the CPU port.
4. Disable all ports.
5. Misconfigure the text configuration file.
6. Forget the password and/or IP address.
7. Prevent all services from accessing the Switch.
8. Change a service port number but forget it.
9. You forgot to log out of the Switch from a computer before logging in again on another computer.

Note: Be careful not to lock yourself and others out of the Switch. If you do lock yourself out, try using out-of-band management (through the management port) to configure the Switch.

2.9 Restoring the Switch to the Factory Defaults

If you lock yourself (and others) from the Switch or forget the administrator password, you will need to restore the Switch back to the factory defaults.

Restoring the Switch to the factory defaults replaces the current configuration file with the factory-default configuration file. This means that you will lose all previous configurations. The password will be reset to the default value (see the bottom label on the Switch) and the IP address to '192.168.1.1'.

To restore the Switch back to the factory defaults, do the following:

1. Connect to the console port using a computer with terminal emulation software.
2. Disconnect and reconnect the Switch's power to begin a session. When you reconnect the Switch's power, you will see the initial screen of the terminal emulation software.
3. When you see the message 'Press any key to enter debug mode within 1 second', press any key to stop the automatic boot.

```
Press any key to enter debug mode within 1 second.
.........
Enter Debug Mode


CX4800-56F>
```

4. In debug mode, enter 'atrf'. The Switch will restart and load the factory-default configurations.

```
CX4800-56F> atrf
Restore done, reboot !
reboot: Restarting system
```

2.9.1 Restore Button

Press the **RESTORE** button for 7 to 10 seconds to have the Switch automatically reboot and restore the factory default file. See Section 2.4 on page 18 for more information about the LED behavior.

For GS1915v2 Series, press the **RESTORE** button for 2 to 6 seconds to have the Switch automatically reboot.

Press the **RESTORE** button for more than 6 seconds to have the Switch restore the factory default file.

See Section 2.4 on page 18 for more information about the LED behavior.

2.9.2 Restore Custom Default

Press the **RESTORE** button for 3 to 6 seconds to have the Switch automatically reboot and restore the last-saved custom default file.

2.9.3 Reboot the Switch

Press the **RESET** button to reboot the Switch without turning the power off.

2.10 Log Out of the Web Configurator

Click **Logout** in a screen to exit the Web Configurator. You have to log in with your password again after you log out. This is recommended after you finish a management session for security reasons.

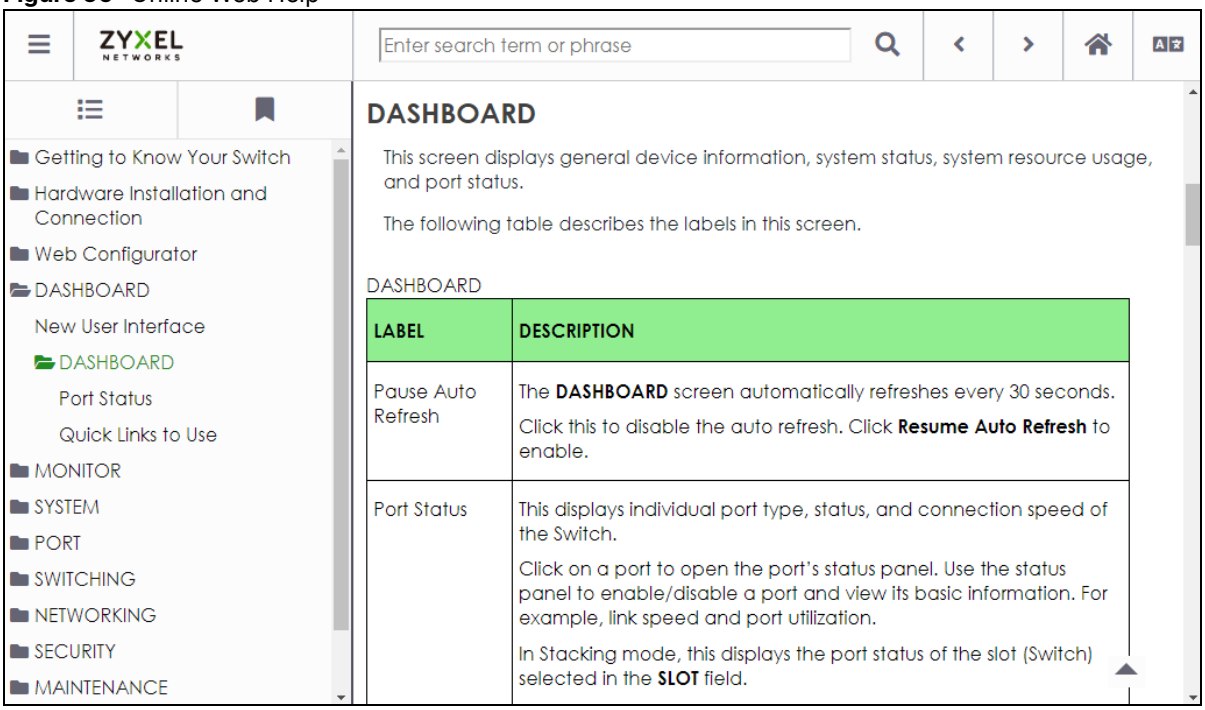
Figure 49 Logout button

2.11 Help

The Web Configurator's online help has descriptions of individual screens and some supplementary information.

Click the **Help** icon on a Web Configurator screen to view an online help description (shown as below) of that screen.

Figure 50 Online Web Help



CHAPTER 3
Initial Setup Example

3.1 Overview

This chapter shows how to set up the Switch for an example network.

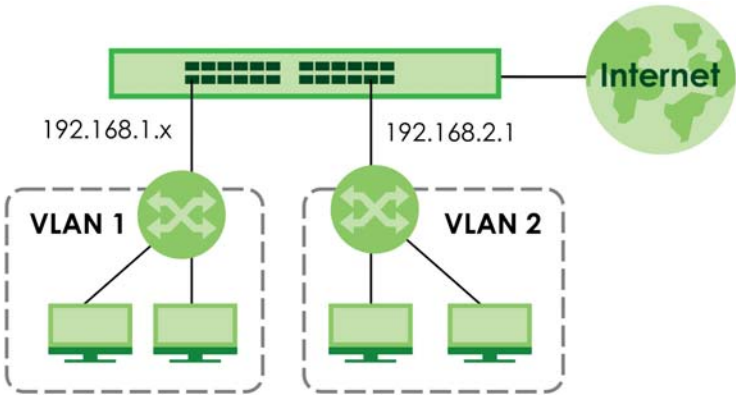
The following lists the configuration steps for the initial setup:

- Configure Switch Management IP Address
- Change the Administrator Login Password
- Create a VLAN
- Set Port VID
- How to Use DHCPv4 Snooping on the Switch
- How to Use DHCPv4 Relay on the Switch
- How to Use Auto Configuration through a DHCP Server on the Switch
- How to Back Up the Configuration
- How to Restore the Configuration
- How to Upgrade the Firmware

3.2 Configure Switch Management IP Address

If the Switch fails to obtain an IP address from a DHCP server, the Switch will use 192.168.1.1 as the management IP address. You can configure another IP address in a different subnet for management purposes. The following figure shows an example.

Figure 51 Getting Started: Management IP Address

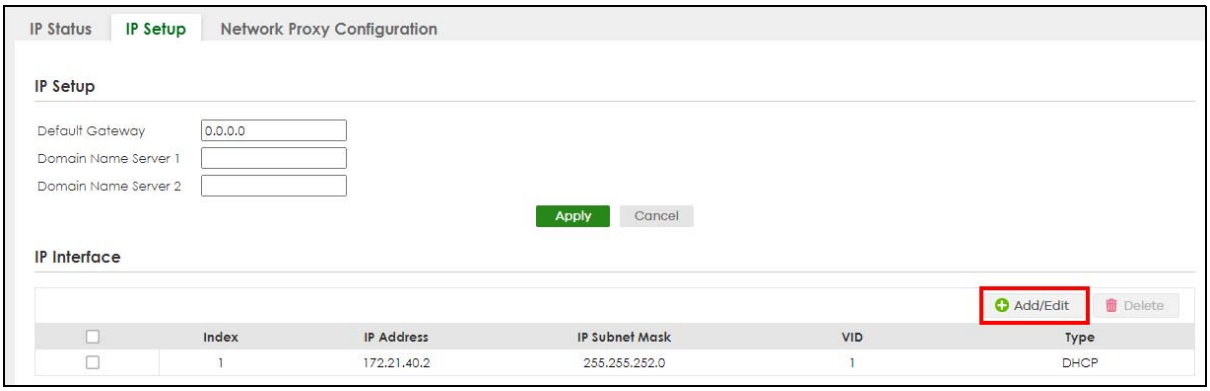


1 Connect your computer to any Ethernet port on the Switch. Make sure your computer is in the same subnet as the Switch.

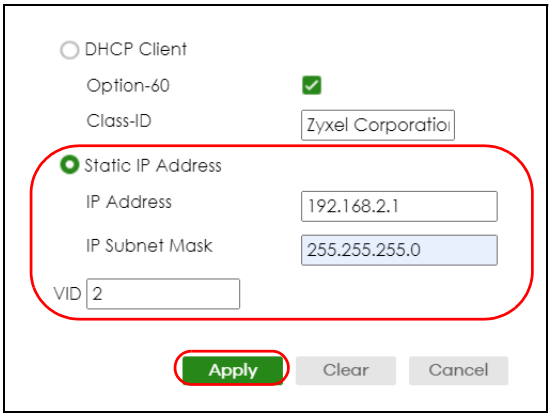
2 Open your web browser and enter “setup.zyxel” or “192.168.1.1” (the default IP address) in the address bar to access the Web Configurator. See Section 2.2 on page 48 for more information.

Note: You can always use the domain name “setup.zyxel” to access the Web Configurator whether the Switch is using a DHCP-assigned IP or static IP address. This requires your PC to be directly connected to the Switch.

3 Go to the **SYSTEM** > **IP Setup** > **IP Setup** screen. Click **Add/Edit**.



The following screen appears.



4 For the **VLAN2** network, enter 192.168.2.1 as the IP address and 255.255.255.0 as the subnet mask.

5 In the **VID** field, enter the ID of the VLAN group to which you want this management IP address to belong. In this example, enter VLAN ID 2. This is the same as the VLAN ID you configure in the **Static VLAN** screen. See Section 3.4 on page 96 for more information.

6 Click **Apply** to save your changes back to the run-time memory. Settings in the run-time memory are lost when the Switch’s power is turned off.

3.3 Change the Administrator Login Password

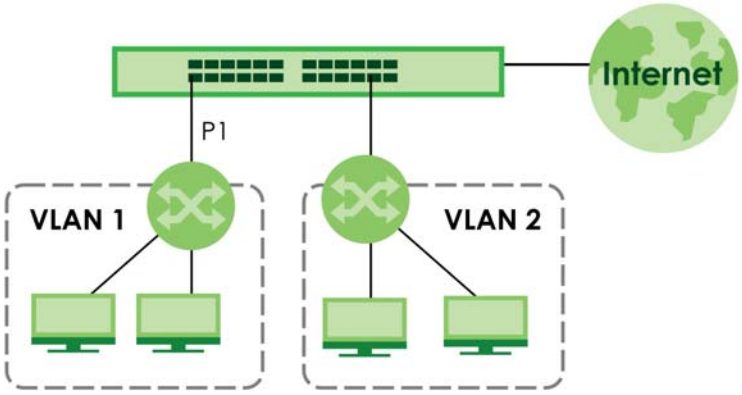
You can change the administrator login password regularly to ensure the security of your Switch. See Set Up Login Accounts for more information.

3.4 Create a VLAN

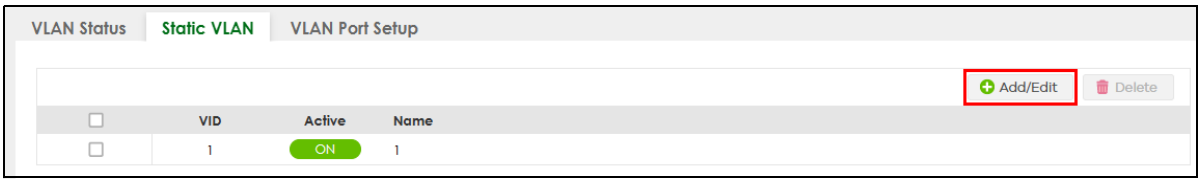
VLANs confine broadcast frames to the VLAN group in which the ports belongs. You can do this with port-based VLAN or tagged static VLAN with fixed port members.

In this example, you want to configure port 1 (**P1**) as a member of VLAN 2.

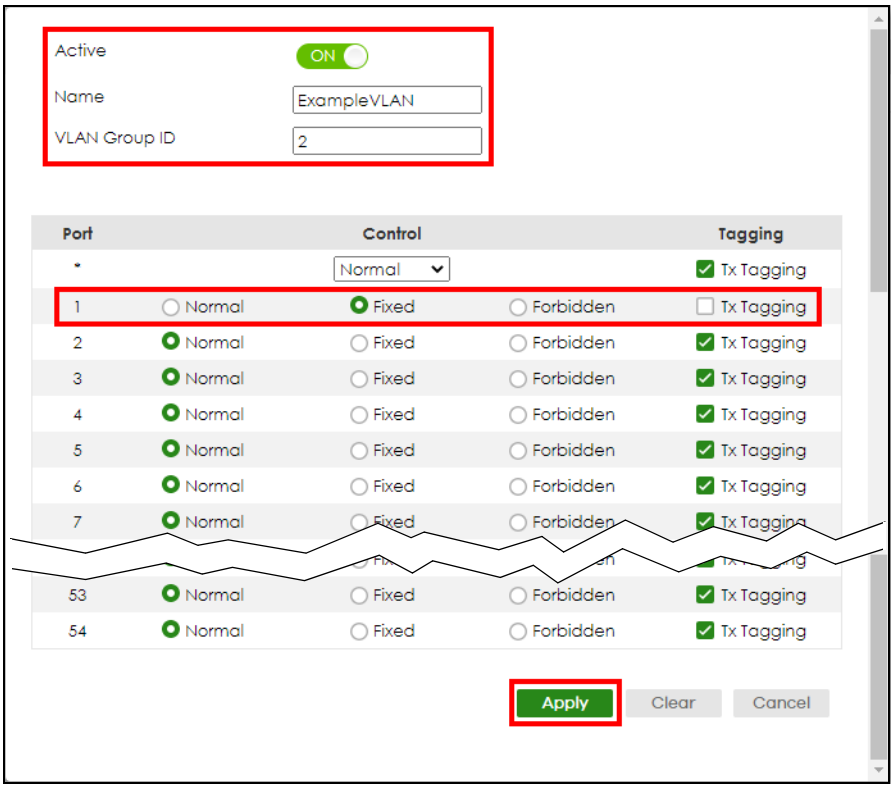
Figure 52 Getting Started: VLAN



1 Go to the **SWITCHING** > **VLAN** > **Static VLAN** screen. Click **Add/Edit**.



2 The following screen appears. Click the switch to set this VLAN to **Active**, enter a descriptive name in the **Name** field and enter “2” in the **VLAN Group ID** field for the **VLAN2** network.



Note: The **VLAN Group ID** field in this screen and the **VID** field in the **SYSTEM** > **IP Setup** > **IP Status** screen refer to the same VLAN ID.

3 Since the **VLAN2** network is connected to port 1 on the Switch, select **Fixed** to configure port 1 to be a permanent member of the VLAN only.

4 To ensure that VLAN-unaware devices (such as computers and hubs) can receive frames properly, clear the **Tx Tagging** checkbox to set the Switch to remove VLAN tags before sending.

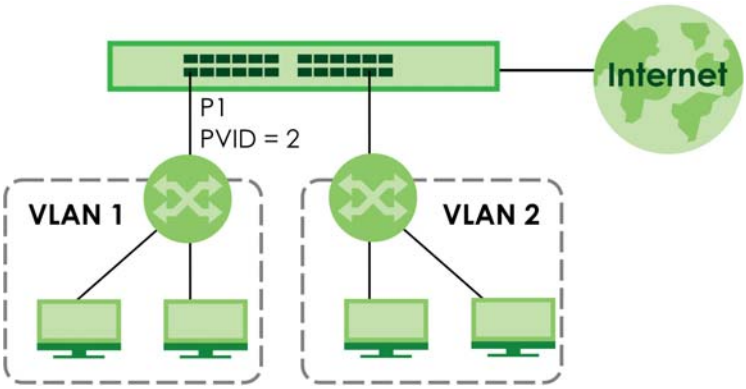
5 Click **Apply** to save the settings to the run-time memory. Settings in the run-time memory are lost when the Switch's power is turned off.

3.5 Set Port VID

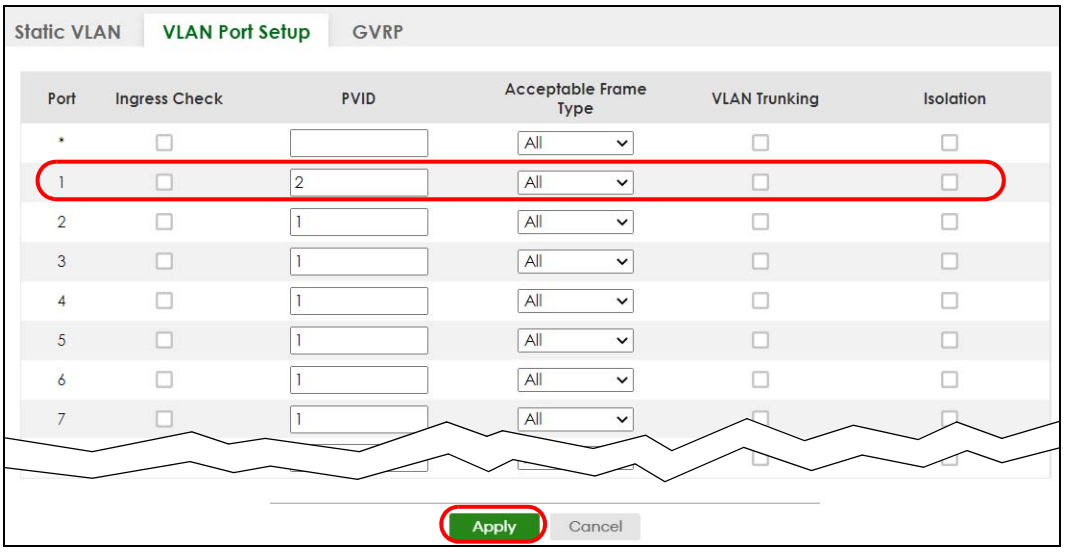
Use PVID to add a tag to incoming untagged frames received on that port so that the frames are forwarded to the VLAN group that the tag defines.

In the example network, configure **2** as the port VID (**PVID**) on port 1 (**P1**) so that any untagged frames received on that port get sent to VLAN 1.

Figure 53 Getting Started: Port VID



1 Go to the **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup** screen.

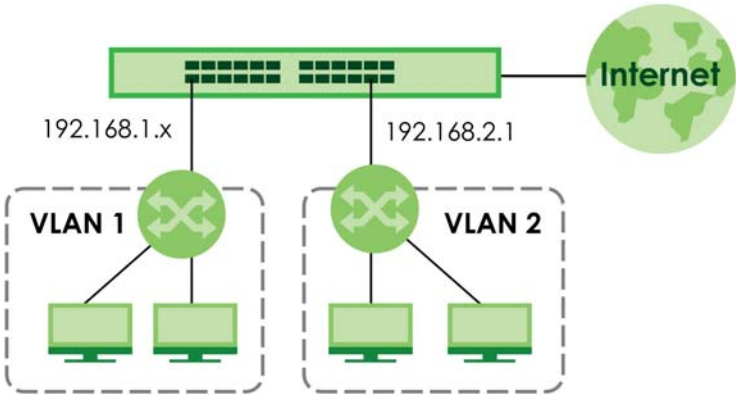


2 Enter 2 in the **PVID** field for port 1 and click **Apply** to save your changes back to the run-time memory. Settings in the run-time memory are lost when the Switch's power is turned off.

3.5.1 Configure Switch Management IP Address

If the Switch fails to obtain an IP address from a DHCP server, the Switch will use 192.168.1.1 as the management IP address. You can configure another IP address in a different subnet for management purposes. The following figure shows an example.

Figure 54 Getting Started: Management IP Address

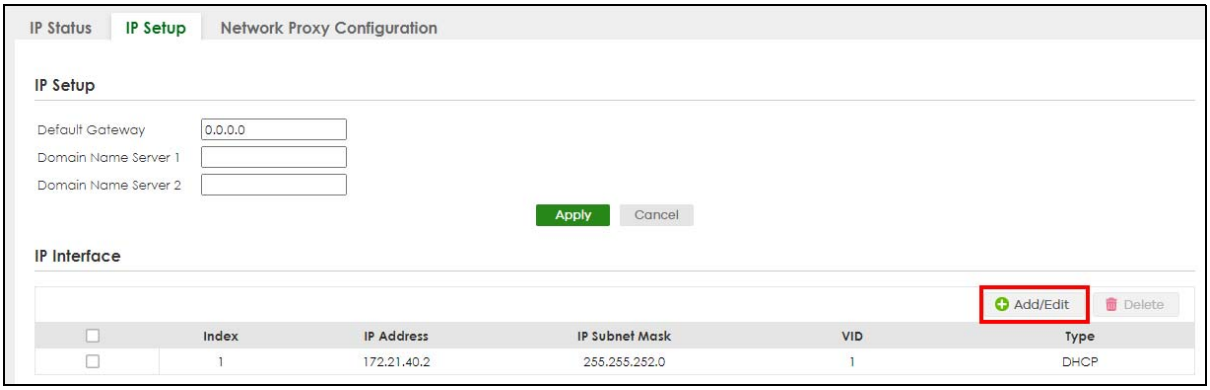


1 Connect your computer to any Ethernet port on the Switch. Make sure your computer is in the same subnet as the Switch.

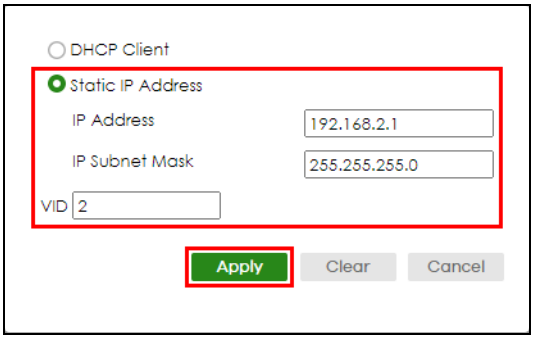
2 Open your web browser and enter “setup.zyxel” or “192.168.1.1” (the default IP address) in the address bar to access the Web Configurator. See Section 2.2 on page 48 for more information.

Note: You can always **use** the domain name “setup.zyxel” to access the Web Configurator whether the Switch is using a DHCP-assigned IP or static IP address. This requires your PC to be directly connected to the Switch.

3 Go to the **SYSTEM** > **IP Setup** > **IP Setup** screen. Click **Add/Edit**.



The following screen appears.



4 For the **VLAN2** network, enter 192.168.2.1 as the IP address and 255.255.255.0 as the subnet mask.

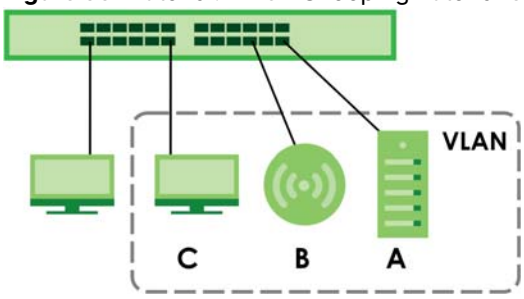
5 In the **VID** field, enter the ID of the VLAN group to which you want this management IP address to belong. In this example, enter VLAN ID 2. This is the same as the VLAN ID you configure in the **Static VLAN** screen.

6 Click **Apply** to save your changes back to the run-time memory. Settings in the run-time memory are lost when the Switch's power is turned off.

3.6 How to Use DHCPv4 Snooping on the Switch

You only want DHCP server **A** connected to port 5 to assign IP addresses to all devices in VLAN network. Create a VLAN containing ports 4, 5 and 6. Connect a computer to the Switch for management.

Figure 55 Tutorial: DHCP Snooping Tutorial Overview



The settings in this tutorial are as the following.

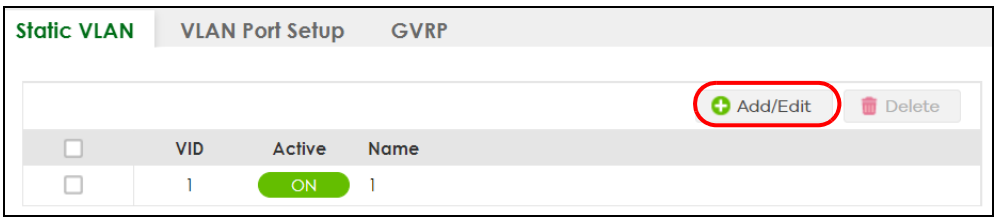
Table 28 Tutorial: Settings in this Tutorial

HOST	PORT CONNECTED	VLAN	PVID	DHCP SNOOPING PORT TRUSTED
DHCP Server (**A**)	4	1 and 100	100	Yes
DHCP Client (**B**)	5	1 and 100	100	No
DHCP Client (**C**)	6	1 and 100	100	No

1 Access the Switch through **http://192.168.1.1** by default. Log into the Switch by entering the user name (default: **admin**) and password (default: see the back label on the Switch).

For Switch models that support out-of-band management port, connect your computer to it to access the Switch through **http://192.168.0.1** (so you can access the Switch without being affected by any IP change caused by configurations). Log into the Switch by entering the user name (default: **admin**) and password (default: see the back label on the Switch).

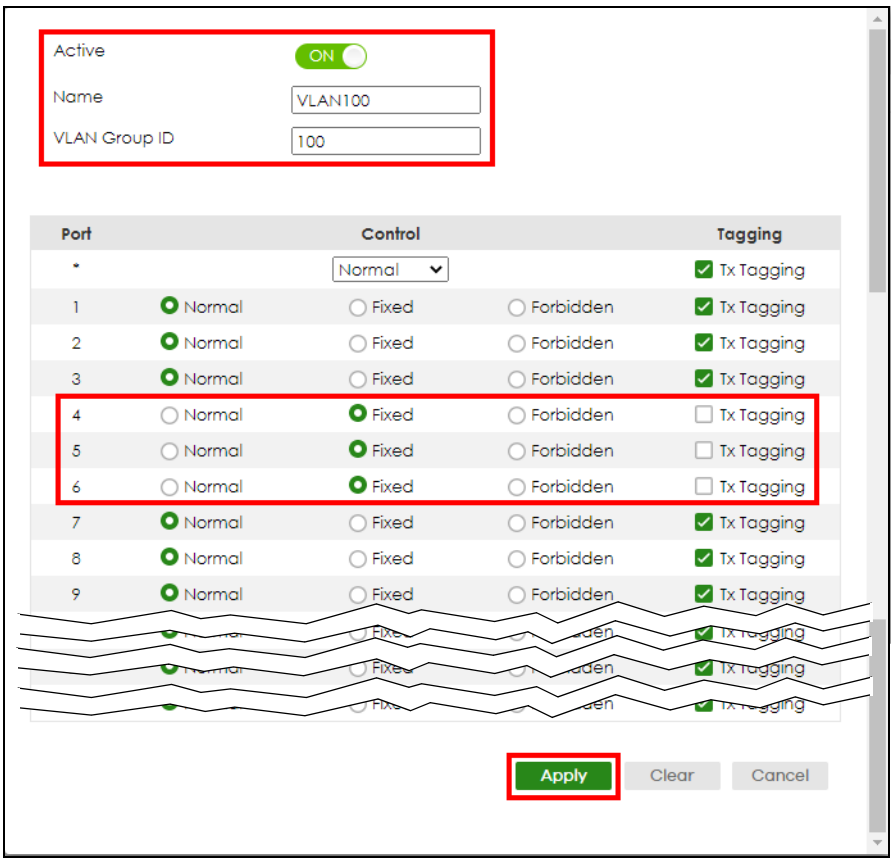
2 Go to **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN**. Click **Add/Edit**.



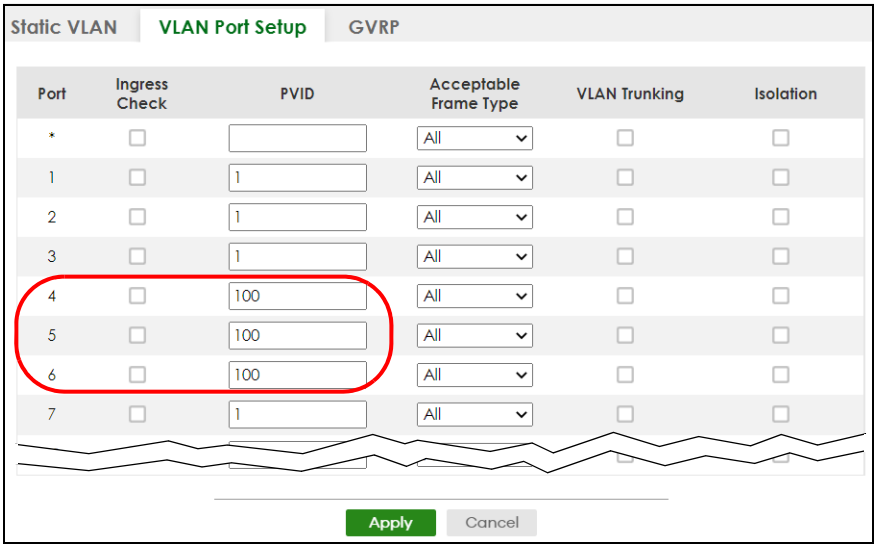
3 The following screen appears. Enable the switch button to set this VLAN to **ACTIVE**. Create a VLAN with ID of 100. Add ports 4, 5 and 6 in the VLAN by selecting **Fixed** in the **Control** field as shown.

De-select **Tx Tagging** because you do not want outgoing traffic to contain this VLAN tag.

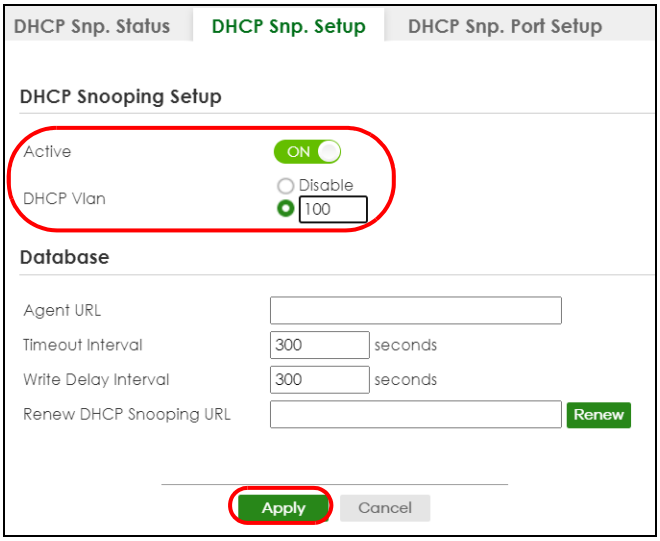
Click **Apply**.



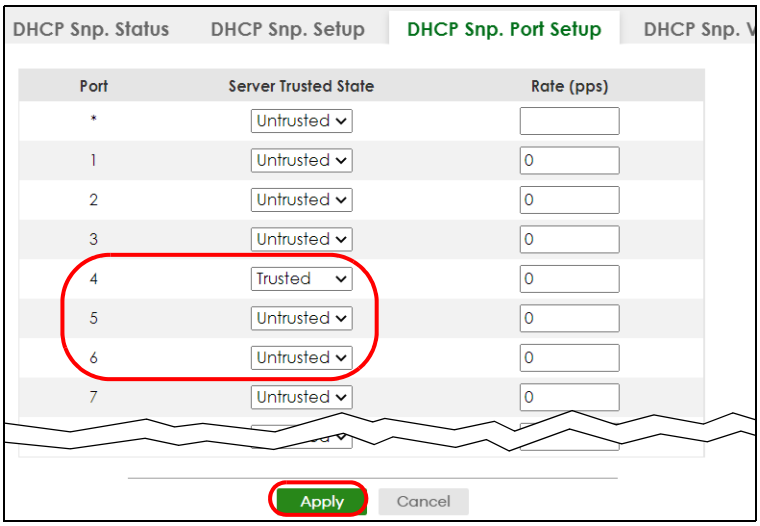
4 Go to **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup**, and set the PVID of the ports 4, 5 and 6 to 100. This tags untagged incoming frames on ports 4, 5 and 6 with the tag 100. Click **Apply**.



5 Go to **SECURITY** > **DHCP Snooping** > **DHCP Snp. Setup**, activate and specify VLAN 100 as the DHCP VLAN as shown. Click **Apply**.
IP requests from VLANs you enable on the **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Setup** screen will be broadcast to the DHCP VLAN you set on this screen, which is VLAN100 in this example.



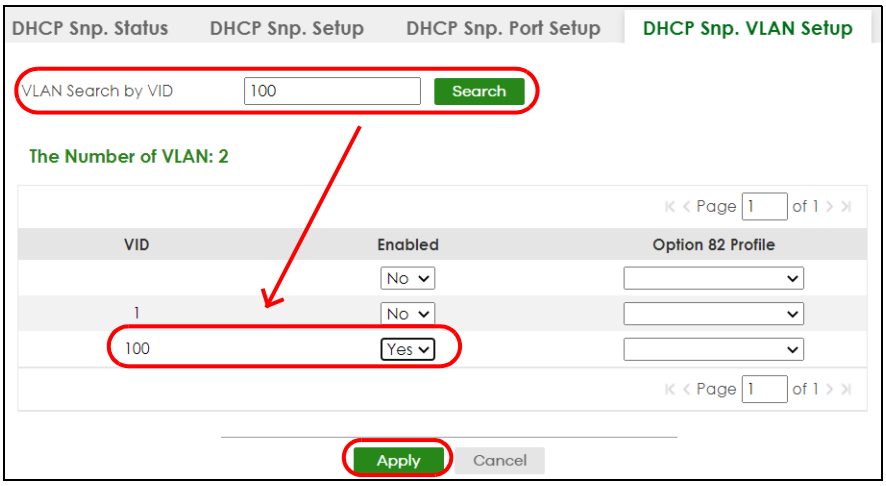
6 Go to **SECURITY** > **DHCP Snooping** > **DHCP Snp. Port Setup**. Select **Trusted** in the **Server Trusted state** field for port 4 because the DHCP server is connected to port 4. Keep ports 5 and 6 **Untrusted** because they are connected to DHCP clients. Click **Apply**.



7 Go to **SECURITY** > **DHCP Snooping** > **DHCP Snp. VLAN Setup**, show VLAN 100 by entering 100 in the **VLAN Search by VID** field and click **Search**.
Select **Yes** in the **Enabled** field of the VLAN 100 entry shown in the search result. Click **Apply**.

This enables DHCP snooping on VLAN100 (and other VLANs you enabled on this screen).

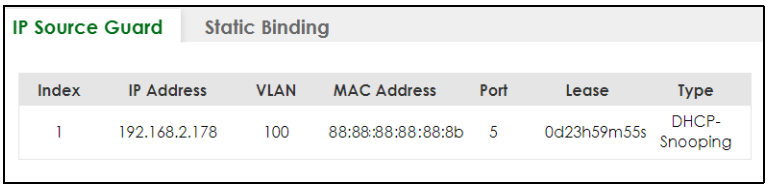
If you want the Switch to add more information in the DHCP request packets, such as source VLAN ID or system name, you can select an **Option82 Profile** in the entry. The Switch will add DHCP option 82 information to DHCP requests that the Switch relays to a DHCP server for the specified VLAN.



8 Connect your DHCP server to port 4 and a DHCP client (an AP, for example) to either port 5 or 6. The AP should be able to get an IP address from the DHCP server. If you put the DHCP server on port 5 or 6, the computer will NOT be able to get an IP address.

9 Click **Save** at the top right of the Web Configurator to save the configuration permanently.

10 To check if DHCP snooping works, go to **SECURITY** > **IPv4 Source Guard** > **IP Source Guard**, you should see an IP assignment with the type **DHCP-Snooping** as shown.



You can also use telnet. Use the command "`show dhcp snooping binding`" to see the DHCP snooping binding table as shown next.

```
sysname# show dhcp snooping binding
         MacAddress        IpAddress         Lease           Type  VLAN
Port
  -----------------  ---------------  ------------  -------------  ----
-----
  88:88:88:88:88:8b   192.168.2.178   0d23h59m20s  dhcp-snooping   100
5
  Total number of bindings: 1
```

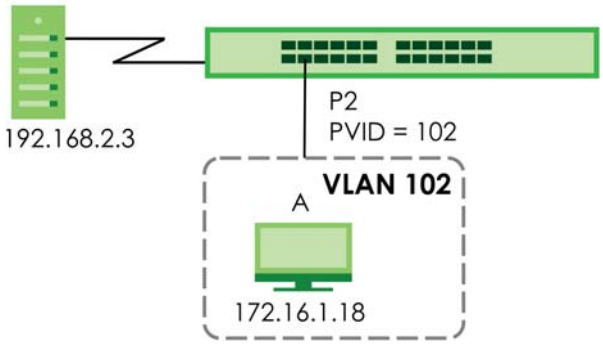
3.7 How to Use DHCPv4 Relay on the Switch

This tutorial describes how to configure your Switch to forward DHCP client requests to a specific DHCP server. The DHCP server can then assign a specific IP address based on the information in the DHCP requests.

3.7.1 DHCP Relay Tutorial Introduction

In this example, you have configured your DHCP server (192.168.2.3) and want to have it assign a specific IP address (say 172.16.1.18) to DHCP client **A** based on the system name, VLAN ID and port number in the DHCP request. Client **A** connects to the Switch's port 2 (**P2**) in VLAN 102.

Figure 56 Getting Started: DHCP Relay Scenario

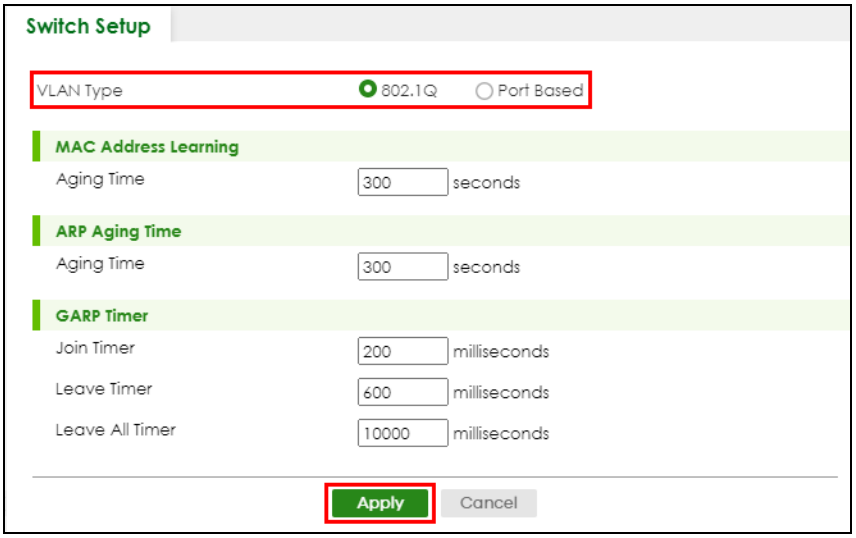


3.7.2 Create a VLAN

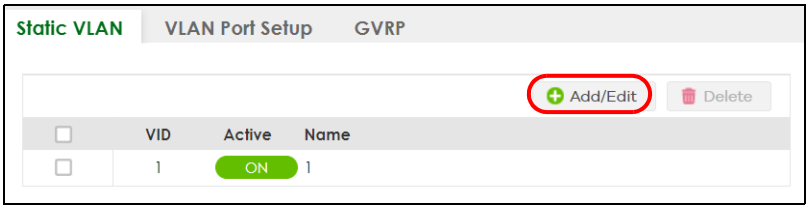
Follow the steps below to configure port 2 as a member of VLAN 102.

1 Access the Web Configurator through the Switch's management port.

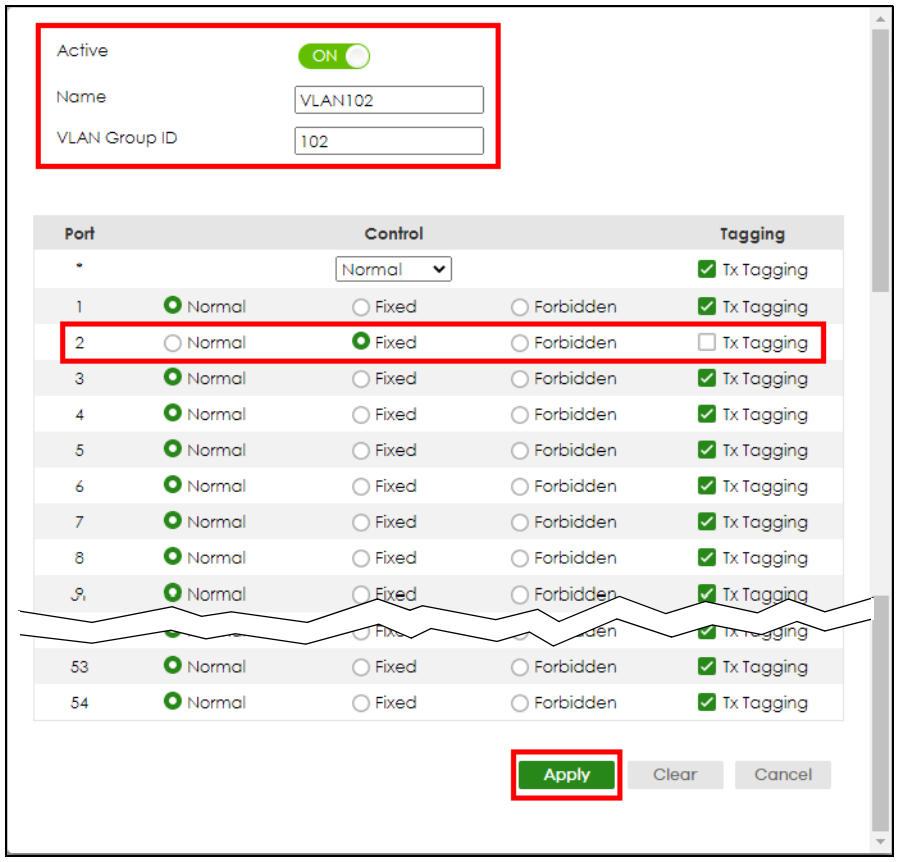
2 Go to **SYSTEM** > **Switch Setup** > **Switch Setup** and set the **VLAN Type** to **802.1Q**. Click **Apply** to save the settings to the run-time memory.



3 Go to **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN**. Click **Add/Edit**.



4 The following screen appears. Enable the switch button to set this VLAN to **Active**. Enter a descriptive name (VLAN 102 for example) in the **Name** field and enter “102” in the **VLAN Group ID** field.

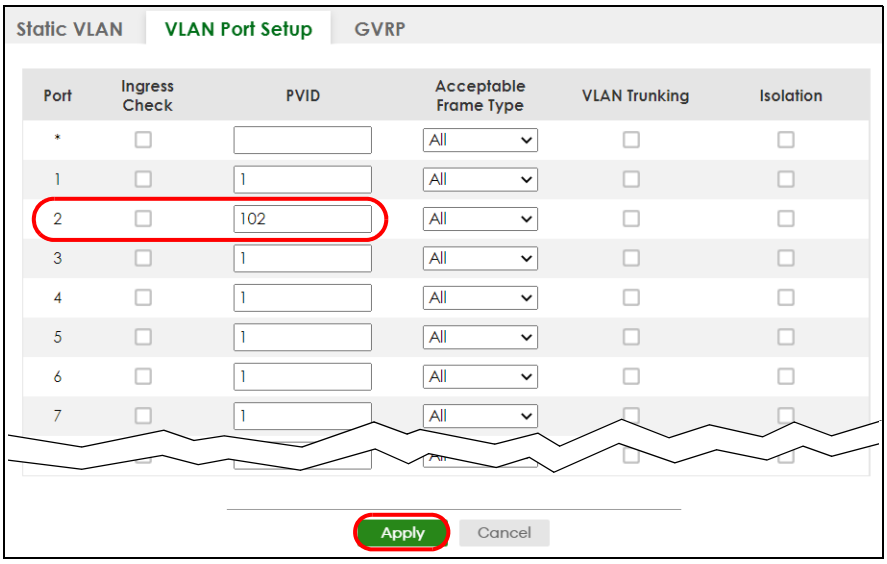


5 Set port 2 to be a permanent member of this VLAN by selecting **Fixed** in the **Control** field.

6 Clear the **Tx Tagging** checkbox to set the Switch to remove VLAN tags before sending.

7 Click **Apply** to save the settings to the run-time memory. Settings in the run-time memory are lost when the Switch’s power is turned off.

8 Go to **VLAN** > **VLAN Setup** > **VLAN Port Setup**. Enter “102” in the **PVID** field for port 2 to add a tag to incoming untagged frames received on that port so that the frames are forwarded to the VLAN group that the tag defines.



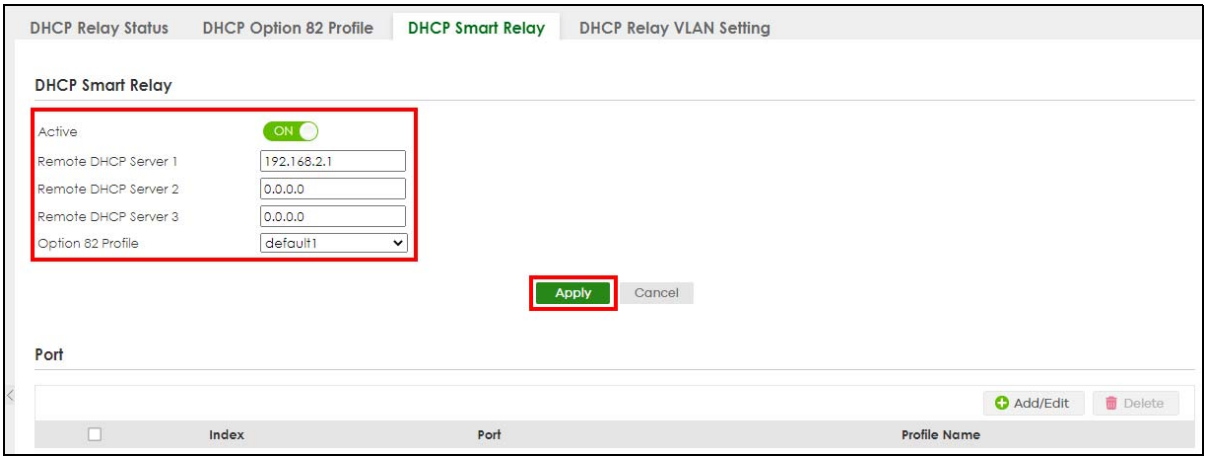
9 Click **Apply** to save your changes back to the run-time memory.

10 Click the **Save** link in the upper right of the Web Configurator to save your configuration permanently.

3.7.3 Configure DHCPv4 Relay

Follow the steps below to enable DHCP relay on the Switch and allow the Switch to add relay agent information (such as the VLAN ID) to DHCP requests.

1 Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay**. Enable the **Active** switch button.



2 Enter the DHCP server's IP address (192.168.2.3 in this example) in the **Remote DHCP Server 1** field.

3 Select **default1** or **default2** in the **Option 82 Profile** field.

4 Click **Apply** to save your changes back to the run-time memory.

5 Click the **Save** link in the upper right of the Web Configurator to save your configuration permanently.

6 The DHCP server can then assign a specific IP address based on the DHCP request.

3.7.4 Troubleshooting

Check client **A**'s IP address. If it did not receive the IP address 172.16.1.18, make sure:

1. Client **A** is connected to the Switch's port 2 in VLAN 102.
2. You configured the correct VLAN ID, port number and system name for DHCP relay on both the DHCP server and the Switch.
3. You clicked the **Save** link on the Switch to have your settings take effect.

3.8 How to Use Auto Configuration through a DHCP Server on the Switch

Follow the steps below to set up configurations on a DHCP server, TFTP server, and the Switch, so you can load an auto configuration file automatically from a TFTP server when you reboot the Switch.

Note that you can set up a DHCP server and TFTP server either on the same device or different devices. Also, make sure the Switch can communicate with the TFTP server.

Note: Steps order could vary according to different programs you use.

Note: You need to set up configurations on a DHCP server and TFTP server first to use auto configuration.

Setting up a DHCP Server

1. Set up a dynamic IP addresses pool so the DHCP server will assign an IP address to the Switch in that range.
2. Set up a TFTP server IP address, so the Switch will know where to load the auto configuration file.
3. Set up the filename of the auto configuration file, so the Switch will know which file to load when you reboot the Switch.
    - Enter the filename of an auto configuration file. The Switch will load this auto configuration file when rebooting with DHCP option 60 disabled.
    - If you want to load the auto configuration file with DHCP option 60 enabled and a Vendor Class Identifier assigned when you reboot the Switch, follow the instruction below. Otherwise, skip this step.
      Enter the filename of an auto configuration file. Set up a Vendor Class Identifier. To have the Switch load this auto configuration file, two conditions listed above must be met. Please refer to the following steps to see how to set up a Vendor Class Identifier on the Switch.

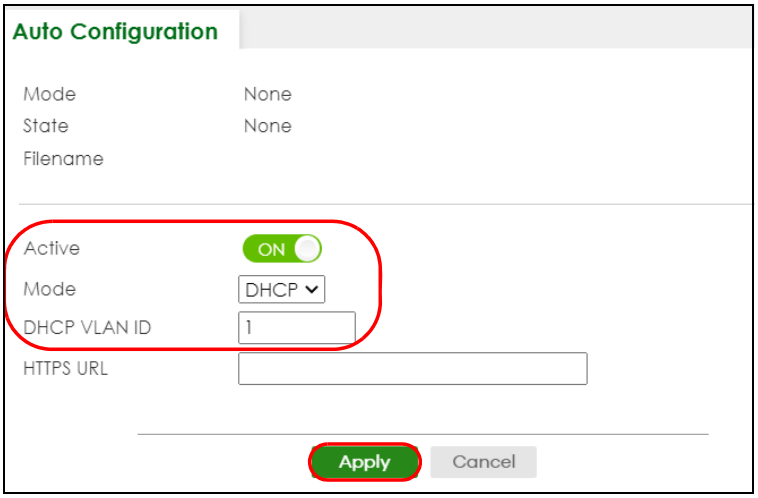
Setting up a TFTP Server

1. Select a directory on the TFTP server.
2. Put the configuration files in that directory.

Setting Up the Switch

1 Open the Web Configurator. Go to the **MAINTENANCE** > **Configuration** > **Auto Configuration** > **Auto Configuration** screen.

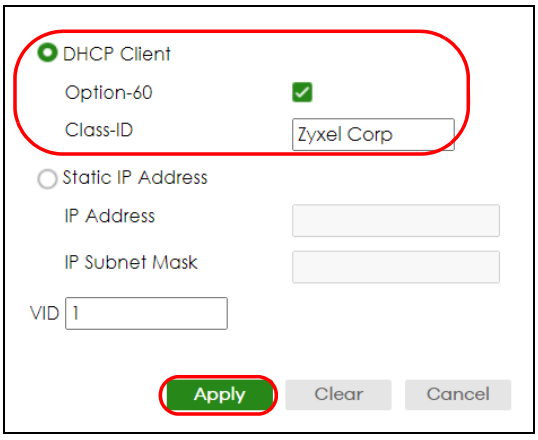
2 Enable the switch button in the **Active** field to enable auto configuration. Select **DHCP** in the **Mode** field, and enter the VLAN ID where the DHCP server belongs to in the **DHCP VLAN ID** field. Click **Apply** to save your changes.



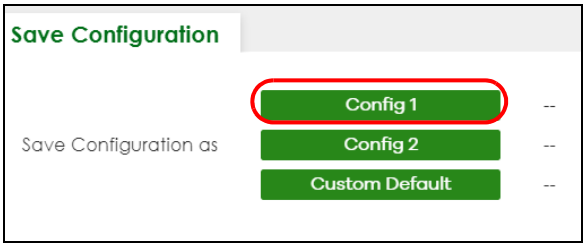
3 Go to the **SYSTEM** > **IP Setup** > **IP Setup** screen. Click the **Add/Edit** button in the **IP Interface** table to open the configuration screen.

4 Select **DHCP Client**.

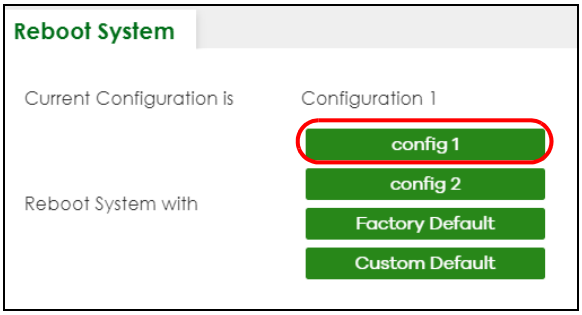
5 If you want to load the auto configuration file with DHCP option 60 enabled and a Vendor Class Identifier assigned when you reboot the Switch, follow the instruction below. Otherwise, skip this step. In the **SYSTEM** > **IP Setup** > **IP Setup** > **Add/Edit** screen, select the checkbox in the **Option-60** field. Enter a Vendor Class Identifier in the **Class-ID** field, and specify the VLAN interface in the **VID** field. In this example, we use "Zyxel Corp" and **VID** 1. Click **Apply**.



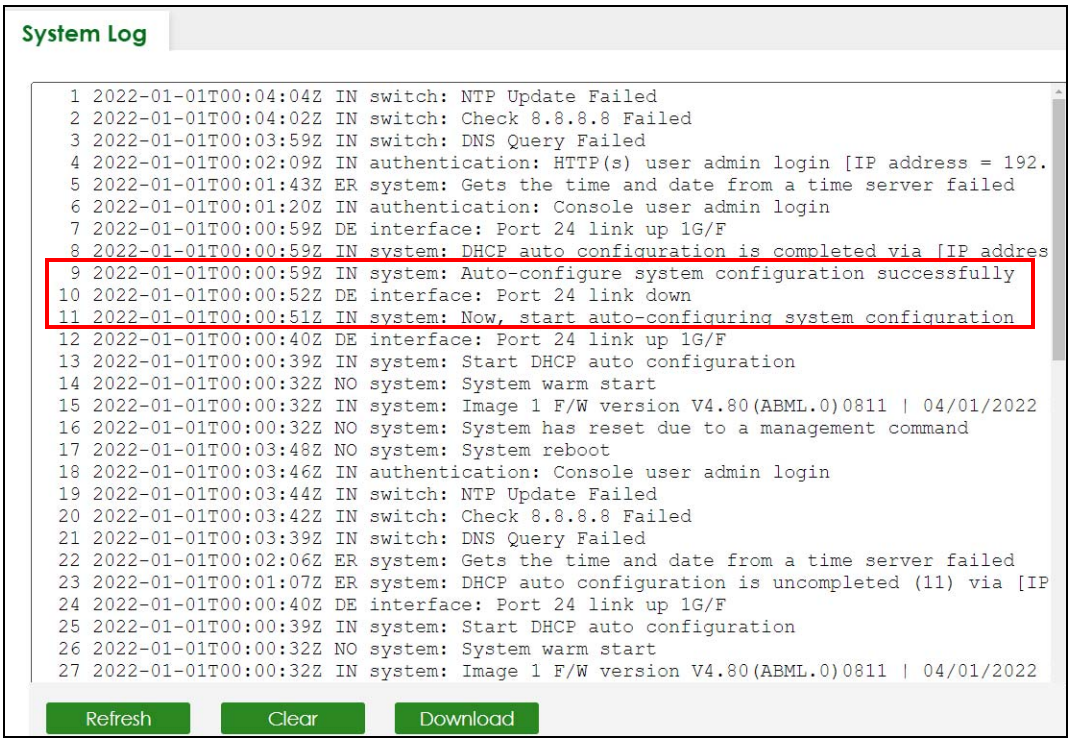
6 You need to save the current configuration in a configuration file, so the Switch will load the auto configuration file from the TFTP server automatically when rebooting. Go to the **MAINTENANCE** > **Configuration** > **Save Configuration** > **Save Configuration** screen. Click the **Config 1**, **Config 2**, or **Custom Default** button.



7 Click the same button in the **MAINTENANCE** > **Reboot System** > **Reboot System** screen to reboot the Switch, and load the auto configuration setting as configured before. For example, if you save the auto configuration setting to **Config 1**, you need to click the **Config 1** button in the **Reboot System** screen.



8 Go to the **MONITOR** > **System Log** > **System Log** screen to see if auto configuration was performed successfully.



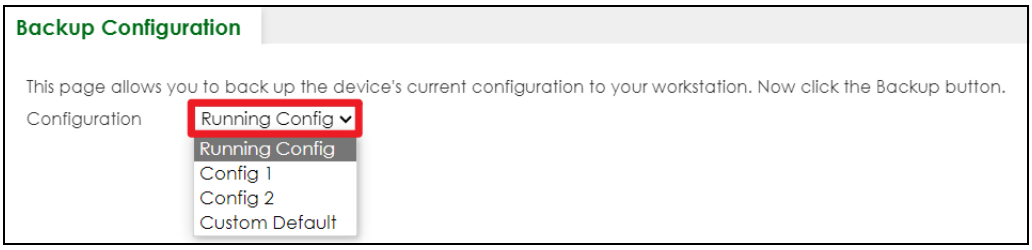
9 Check the screens to see if it is the configuration file you want to load. If it is not, go through the steps above to check your configurations. If it is, click **Save** at the top right corner of the Web Configurator to save the configuration permanently.

3.9 How to Back Up the Configuration

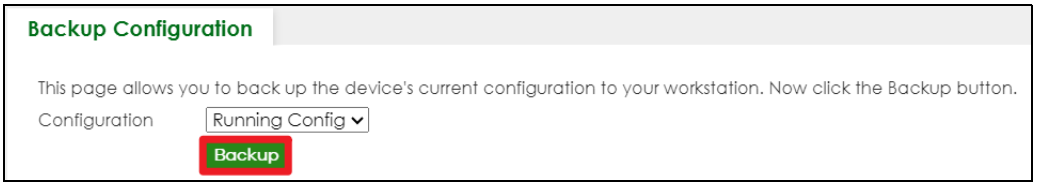
This section shows you how to back up the configuration. You should regularly back up your configuration especially before you make major configuration changes.

1 Log into the Web Configurator. Go to **MAINTENANCE** > **Configuration** > **Backup Configuration** > **Backup Configuration**.

2 Select the configuration you want to back up from the drop-down list. In this tutorial, you want to back up the currently running configuration, select **Running Config.**



3 Click **Backup**.



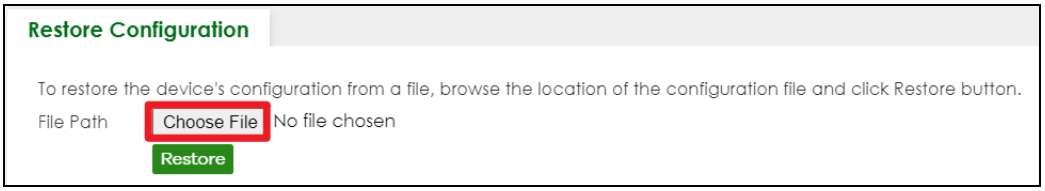
4 Save the downloaded file to your computer.

3.10 How to Restore the Configuration

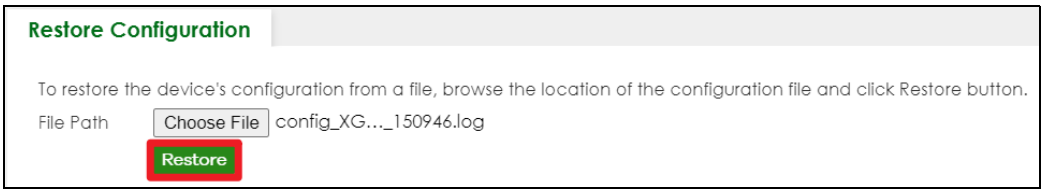
This section shows you how to restore a previously saved configuration file from your computer to the Switch.

1 Log into the Web Configurator. Go to **MAINTENANCE** > **Configuration** > **Restore Configuration** > **Restore Configuration**.

2 Click **Choose File** and select the previously saved configuration file.



3 Click **Restore**.



4 Wait for the configuration to be restored. The screen will go to the login page. Log in with the default user name, **admin**, and default password found on the label on the bottom of the Switch. Set up a new password to re-login.

5 The Switch is now running with the uploaded configuration.

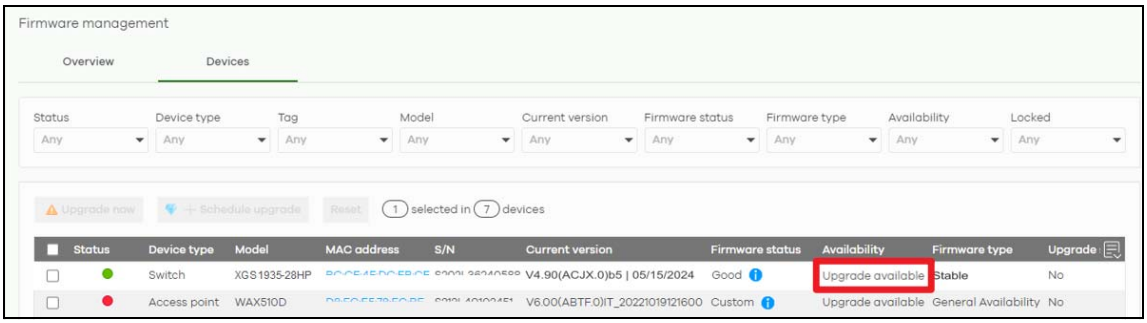
3.11 How to Upgrade the Firmware

This section shows you how to upgrade the Switch's firmware through NCC, the Web Configurator. You should always use the most recent firmware to get the latest features, improvements, and bug fixes.

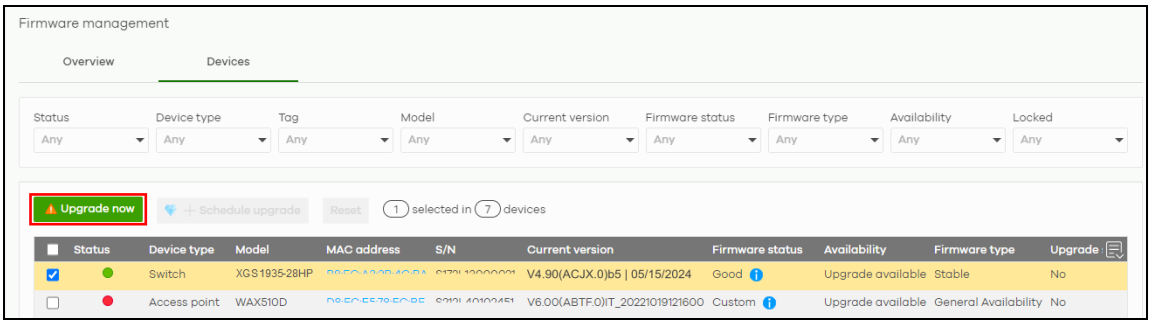
3.11.1 Firmware Upgrade Through NCC

Follow the steps below to upgrade the firmware to the Switch.

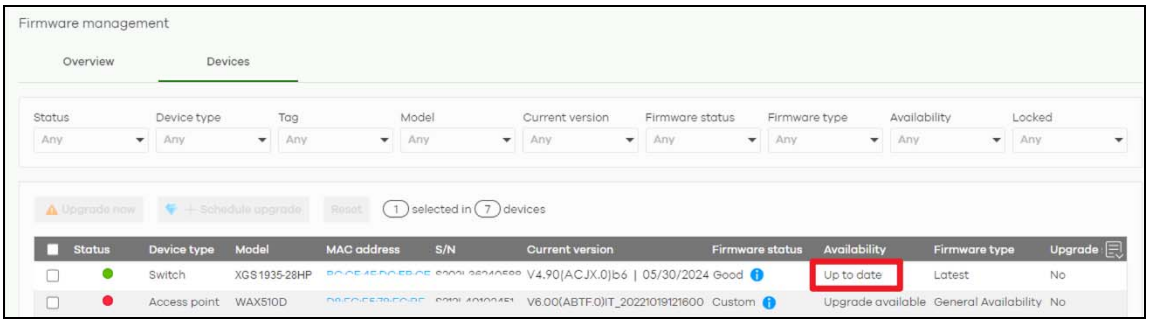
1 Log into the NCC. Go to **Site-wide** > **Configure** > **Firmware management** > **Devices.** Find the Switch in the device list. The **Availability** of the Switch is **Upgrade available** when a newer firmware is available.



2 Select the checkbox of the Switch, then click **Upgrade now**.



3 Check that the **Availability** of the Switch is **Up to date**.



3.11.2 Firmware Upgrade Through the Web Configurator

Follow the steps below to download the firmware from the Zyxel website first, then upgrade the Switch's firmware through the Web Configurator.

Download the Firmware

Follow the steps below to download the firmware.

1 Go to *https://www.zyxel.com/global/en/support* > **Support & Training** > **Download Library**.

2 Search for the model number of the Switch.

3 Download the firmware to your computer and then unzip it.

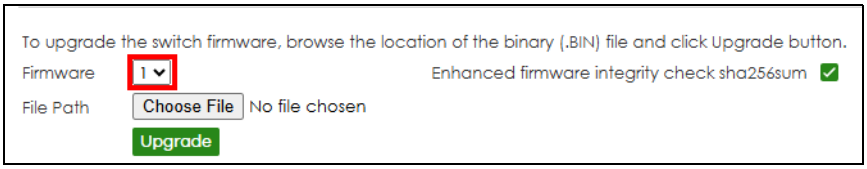
Upgrade the Firmware

The Switch supports dual firmware images, **Firmware 1** and **Firmware 2**. You can apply one of these images as an active image, and the other one as a backup image. Follow the steps below to upload and apply the firmware to the Switch.

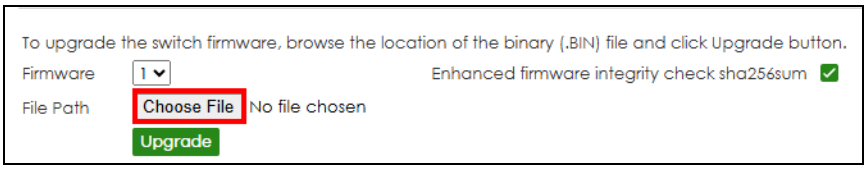
Note: Only the active image is loaded when the Switch starts up.

1 Log into the Web Configurator. Go to **MAINTENANCE** > **Firmware Upgrade** > **Firmware Upgrade**.

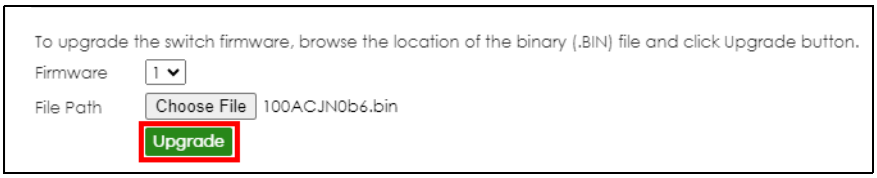
2 Select the firmware you want to upgrade from the drop-down list. In this tutorial, you want to upload the downloaded firmware to Firmware 1 on the Switch. Select **1**.



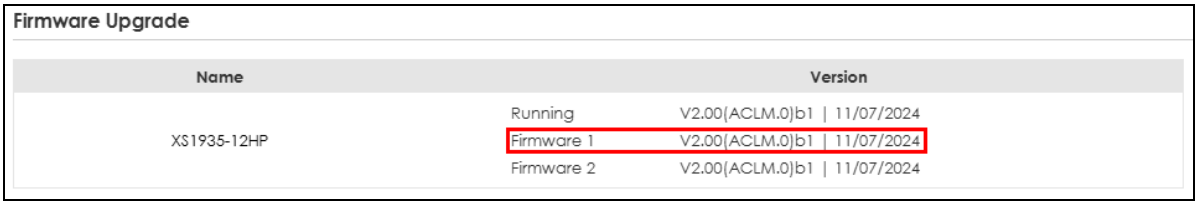
3 Click **Choose File** and select the downloaded, unzipped firmware file.



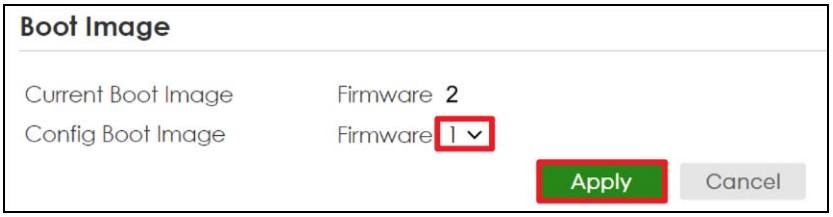
4 Click **Upgrade** to upload the new firmware.



5 The upgraded firmware will display in **Firmware Upgrade**. Check that the version is correct for **Firmware 1**.



6 The Switch is currently using Firmware 2. To allow the Switch to use Firmware 1, select **1** from **Config Boot Image**, then click **Apply**.



7 Unplug the power cable and then plug it back into the Switch. Close the current window of the Web Configurator, then log into the Web Configurator with a new window.

8 Go to **MAINTENANCE** > **Firmware Upgrade** > **Firmware Upgrade**. Check that the **Running** firmware is the same as **Firmware 1** version.

CHAPTER 4
DASHBOARD

This chapter gives a quick introduction on the **DASHBOARD** screen.

The **DASHBOARD** screen automatically appears after you log into the Web Configurator.

4.1 User Interface

In the **DASHBOARD** screen, you can easily monitor the system status with the following tools (see DASHBOARD for more information):

- Visualized **Port Status** section with clickable port icons that provide information of that port, an ON/OFF switch button to enable/disable the port, and a **Power Cycle** button to turn the power off to the PoE port and then back on again (see Port Status).
- Visualized **Cloud Control Status** section that displays the NCC connection status using three connection-stage circles.
- Clickable hardware status monitoring sections that directly link to the **MONITOR** > **System Information** screen.
- Editable **Quick Link** section which provides shortcuts to configuration screens that you might frequently use (See Quick Links to Use).
- A **Search** tool on the upper right of the screen that you can use to search for the configuration screens you want to access (see Web Configurator Layout).

The left navigation panel is structured into a task-based UI. You can display the sub-menu in the **MONITOR**, **SYSTEM**, **PORT**, **SWITCHING**, **NETWORKING**, **SECURITY**, or the **MAINTENANCE** section by clicking their icons. See Web Configurator Layout for more information.

Find the latest release notes in: ***Download Library***.

4.2 DASHBOARD

This screen displays the Switch front panel showing all ports, their connection status, and negotiated speed. In Standard mode, the **DASHBOARD** also displays the system status and CPU/memory utilization, along with quick links to common tasks.

The screens may vary slightly for different models.

Click **DASHBOARD** in the navigation panel to open the following screen.

Figure 57 DASHBOARD (Standalone Mode)

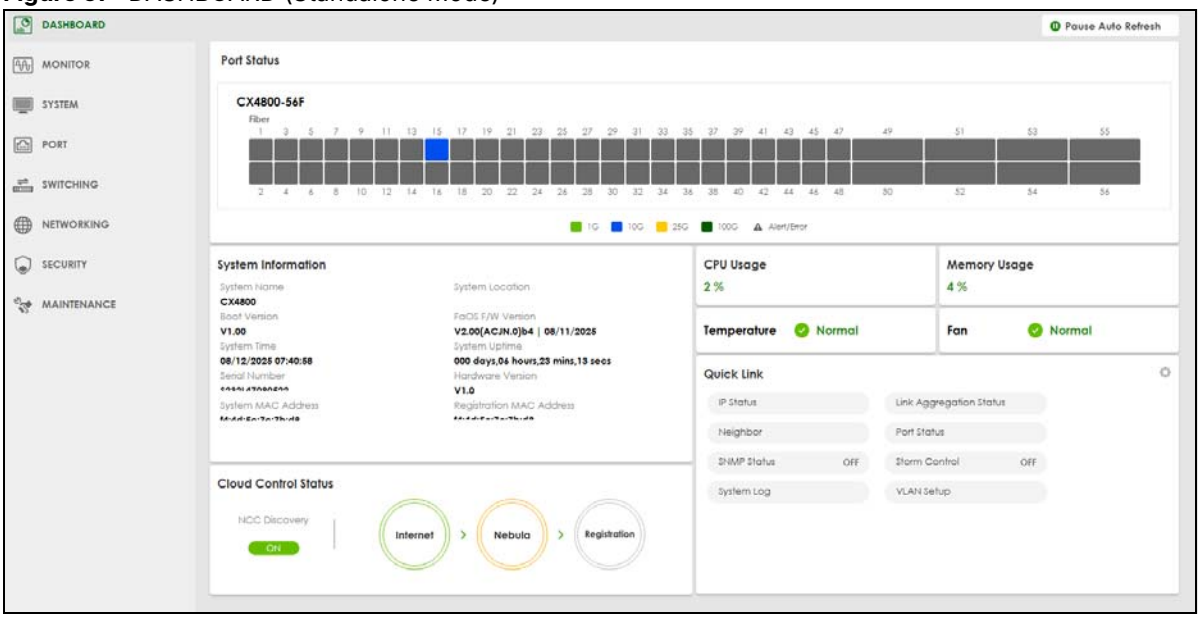
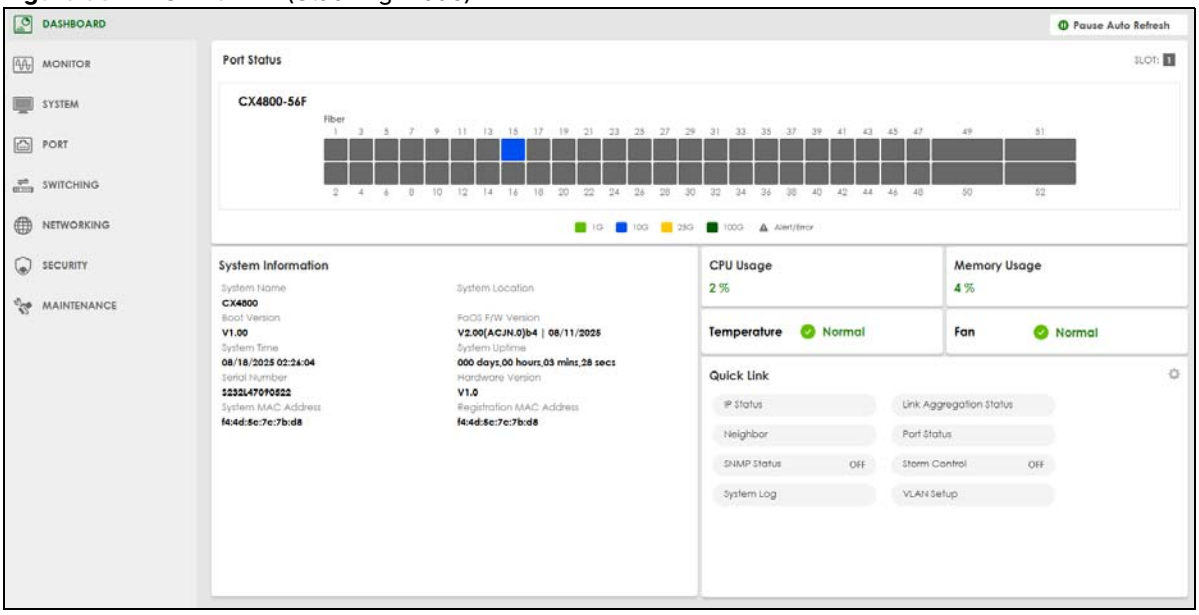


Figure 58 DASHBOARD (Stacking Mode)



The following table describes the labels in this screen.

Table 29 DASHBOARD

LABEL	DESCRIPTION
Pause Auto Refresh	The **DASHBOARD** screen automatically refreshes every 30 seconds. Click this to disable the auto refresh. Click **Resume Auto Refresh** to enable.
Port Status (non-PoE models)	This displays individual port type, status, and connection speed of the Switch. Click on a port to open the port's status panel. Use the status panel to enable/disable a port and view its basic information. For example, link speed, port utilization, and uptime.

Table 29 DASHBOARD (continued)

LABEL	DESCRIPTION
Port Status (PoE models)	This displays individual port type, status, and connection speed of the Switch. Click on a port to open the port's status panel. Use the status panel to enable/disable a port, power cycle a PoE port, and view its basic information. For example, link speed and port utilization. Note: The port status may vary for non-PoE and PoE models.
SLOT	This appears only in Stacking mode. Click the index to choose the slot number of a Switch in the stacking system.
System Information	
System Name	This field displays the name used to identify the Switch on any network.
System Location	This field displays the geographic location name you set for the Switch.
Boot Version	This field displays the version number and date of the boot module that is currently on the Switch.
FaOS F/W Version	This field displays the version number and date of the firmware the Switch is currently running.
System Time	This field displays the current date and time in the UAG. The format is mm/dd/yyyy hh:mm:ss.
System Uptime	This field displays how long the Switch has been running since it last restarted or was turned on.
Serial Number	This field displays the serial number of this Switch. The serial number is used for device tracking and control.
Hardware Version	This field displays the hardware version of the Switch.
System MAC Address	This field displays the MAC address of the Switch.
Registration MAC Address	This is the MAC address reserved for NCC registration. Use this MAC address to register the Switch on NCC.

Table 29 DASHBOARD (continued)

LABEL	DESCRIPTION
Cloud Control Status	This field does not appear in Stacking mode. This field displays: • The Switch Internet connection status. • The connection status between the Switch and NCC. • The Switch registration status on NCC. Mouse over the circles to display detailed information. To pass your Switch management to NCC, first make sure your Switch is connected to the Internet. Then go to NCC and register your Switch. Click **Cloud Control Status** or the switch button to go to the **SYSTEM** > **Cloud Management** > **Cloud Management** screen. You can enable/disable NCC Discovery or view the NCC connection status in the **Cloud Management** screen. 1. **Internet** Green – The Switch is connected to the Internet. Orange – The Switch is not connected to the Internet. 2. **Nebula** Green – The Switch is connected to NCC. Orange – The Switch is not connected to NCC. 3. **Registration** Green – The Switch is registered on NCC. Gray – The Switch is not registered on NCC. Note: All circles will gray out if you disable Nebula Discovery. Note: If a circle displays orange or gray, hover the mouse over the circle to check the diagnostic message.
NCC Discovery	This displays if NCC discovery is enabled on the Switch. The Switch will connect to NCC and change to the NCC management mode if it: • is connected to the Internet. • has been registered on NCC.
CPU Usage	This displays the current CPU usage percentage. Click to go to the **MONITOR** > **System Information** > **System Information** screen to check the detailed information.
Memory Usage	This displays the current RAM usage percentage. Click to go to the **MONITOR** > **System Information** > **System Information** screen to check the detailed information.
PoE Usage	For PoE models. This field displays the amount of power the Switch is currently supplying to the connected PoE-enabled devices and the total power the Switch can provide to the connected PDs. It also shows the percentage of PoE power usage. When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD priority which you configured in **PORT** > **PoE Setup** > **PoE Setup**.

Table 29 DASHBOARD (continued)

LABEL	DESCRIPTION
Temperature	The Switch has temperature sensors that are capable of detecting and reporting if the temperature rises above the threshold. This displays the Switch's current device temperature level. Click to go to the **MONITOR** > **System Information** > **System Information** screen to check the detailed information.
Fan	Each fan of the Switch has a sensor that is capable of detecting and reporting if the fan speed falls below the threshold. This displays the Switch's overall fan speed status. Click to go to the **MONITOR** > **System Information** > **System Information** screen to check the detailed information.
Quick Link	This section provides shortcut links to specific configuration screens. Click the edit button to choose the quick links to show.

4.2.1 Port Status

The **Port Status** section provides visualized port status for monitoring. Each port displays a status color determined by the their link speed.

Figure 59 Port Status (non-PoE model)

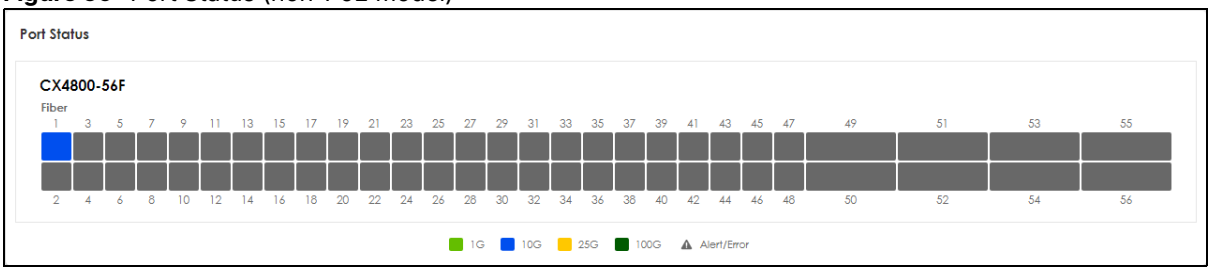
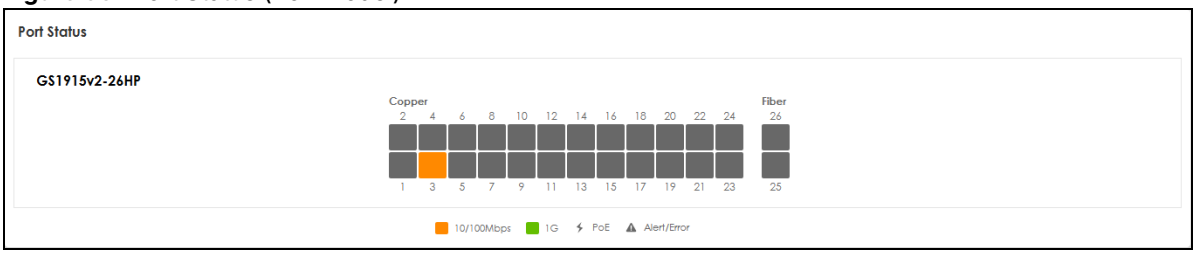


Figure 60 Port Status (PoE model)



Click on a port to display a port's status panel.

Figure 61 Port details Panel (example PoE model)

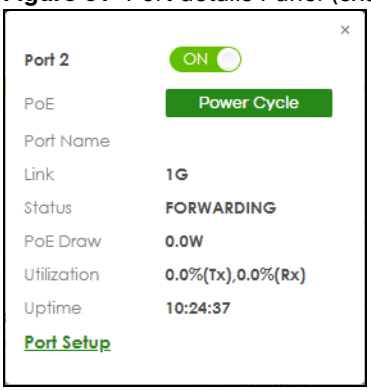
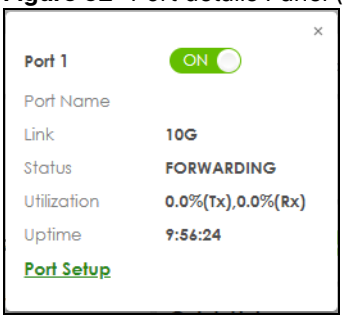


Figure 62 Port details Panel (example non-PoE model)



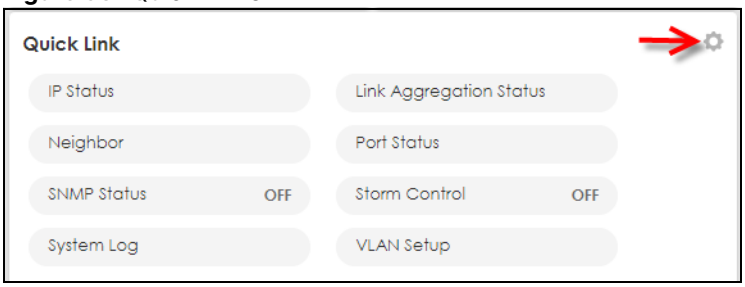
The port details pane displays status information such as link speed, port utilization, uptime, and has an ON/OFF switch button. Click the switch button to enable/disable the port.

The port details pane includes the **Power Cycle** button for PoE models (turn the power off and then back on again), displays information such as link speed, status, PoE draw (for PoE models), port utilization, up time and has an ON/OFF switch button. Click the switch button to enable/disable the port. Click **Port Setup** to go to **PORT** > **Port Setup** > **Port Setup**.

4.2.2 Quick Links to Use

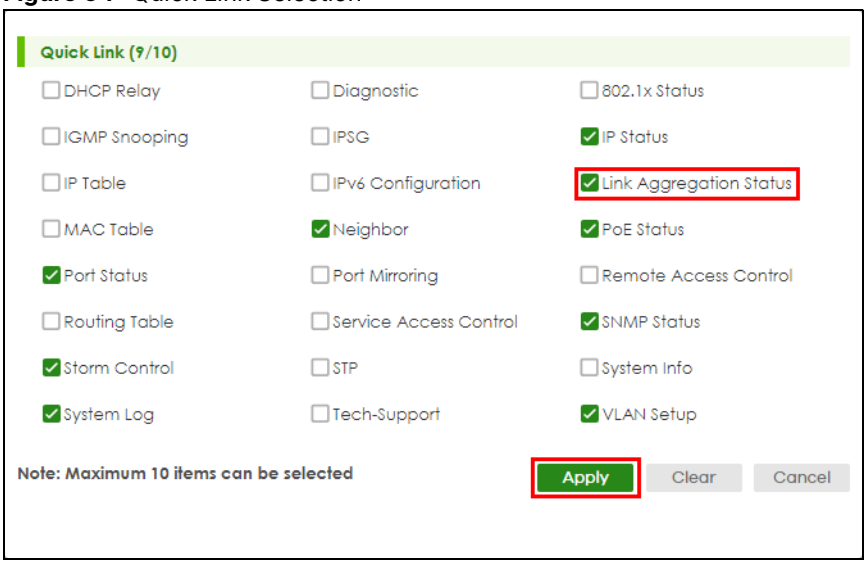
The quick links in the **Quick Link** section provide shortcuts to specific configuration screens. You can use the quick links to directly access the screens that you would frequently use. You can also decide which quick links to be put on the **DASHBOARD** screen using the **Edit** button.

Figure 63 Quick Links



The setup panel displays after you click the **Edit** button.

Figure 64 Quick Link Selection



Select the quick links you want and click **Apply**. The selected quick links will be displayed in the **Quick Link** section on the **DASHBOARD** screen.

CHAPTER 5 MONITOR

The following chapters introduces the configurations of the links under the **MONITOR** navigation panel.

Quick links to chapters:

- ARP Table
- IP Table
- IPv6 Neighbor Table
- MAC Table
- Neighbor
- Path MTU Table
- Port Status
- Routing Table
- System Information
- System Log

CHAPTER 6
ARP Table

6.1 ARP Table Overview

This chapter introduces the ARP Table.

Address Resolution Protocol (ARP) is a protocol for mapping an Internet Protocol address (IP address) to a physical machine address, also known as a Media Access Control or MAC address, on the local area network.

An IP (version 4) address is 32 bits long. In an Ethernet LAN, MAC addresses are 48 bits long. The ARP Table maintains an association between each MAC address and its corresponding IP address.

6.1.1 What You Can Do

Use the **ARP Table** screen (Section 6.2 on page 122) to view IP-to-MAC address mappings.

6.1.2 What You Need to Know

When an incoming packet destined for a host device on a local area network arrives at the Switch, the Switch's ARP program looks in the ARP Table and if it finds the address, it sends it to the device.

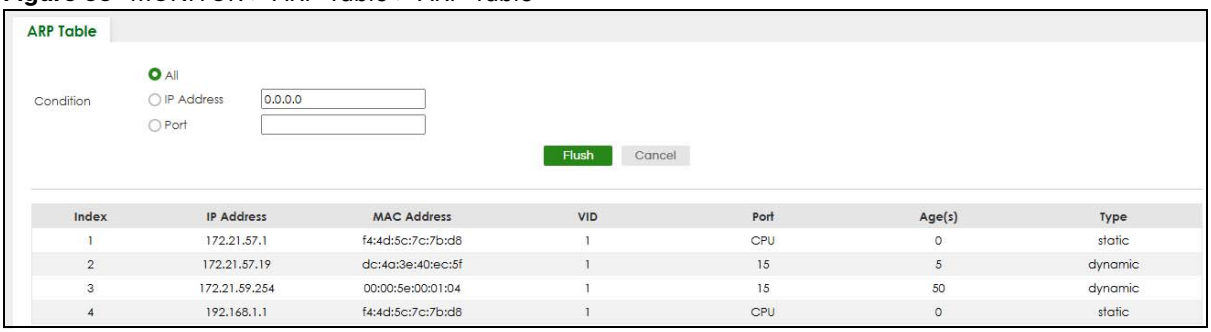
If no entry is found for the IP address, ARP broadcasts the request to all the devices on the LAN. The Switch fills in its own MAC and IP address in the sender address fields, and puts the known IP address of the target in the target IP address field. In addition, the Switch puts all ones in the target MAC field (FF.FF.FF.FF.FF.FF is the Ethernet broadcast address). The replying device (which is either the IP address of the device being sought or the router that knows the way) replaces the broadcast address with the target's MAC address, swaps the sender and target pairs, and unicasts the answer directly back to the requesting machine. ARP updates the ARP Table for future reference and then sends the packet to the MAC address that replied.

6.2 Viewing the ARP Table

Use the ARP table to view IP-to-MAC address mappings and remove specific dynamic ARP entries.

Click **MONITOR** > **ARP Table** > **ARP Table** in the navigation panel to open the following screen.

Figure 65 MONITOR > ARP Table > ARP Table



The following table describes the labels in this screen.

Table 30 MONITOR > ARP Table > ARP Table

LABEL	DESCRIPTION
Condition	Specify how you want the Switch to remove ARP entries when you click **Flush**. Select **All** to remove all of the dynamic entries from the ARP table. Select **IP Address** and enter an IP address to remove the dynamic entries learned with the specified IP address. Select **Port** and enter a port number to remove the dynamic entries learned on the specified port. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7.
Flush	Click **Flush** to remove the ARP entries according to the condition you specified.
Cancel	Click **Cancel** to return the fields to the factory defaults.
Index	This is the ARP table entry number.
IP Address	This is the IP address of a device connected to a Switch port with the corresponding MAC address below.
MAC Address	This is the MAC address of the device with the corresponding IP address above.
VID	This field displays the VLAN to which the device belongs.
Port	This field displays the port to which the device connects. **CPU** means this IP address is the Switch's management IP address.
Age(s)	This field displays how long (in seconds) an entry can still remain in the ARP table before it ages out and needs to be relearned. This shows **0** for a static entry.
Type	This shows whether the IP address is dynamic (learned by the Switch) or static (manually configured in **SYSTEM** > **IP Setup** > **IP Setup** or **NETWORKING** > **ARP Setup** > **Static ARP**).

CHAPTER 7
IP Table

This chapter introduces the **IP table** screen.

7.1 IP Table Overview

The **IP Table** screen shows how packets are forwarded or filtered across the Switch's ports. When a device (which may belong to a VLAN group) sends a packet which is forwarded to a port on the Switch, the IP address of the device is shown on the Switch's **IP Table**. The **IP Table** also shows whether the IP address is dynamic (learned by the Switch) or static (belonging to the Switch).

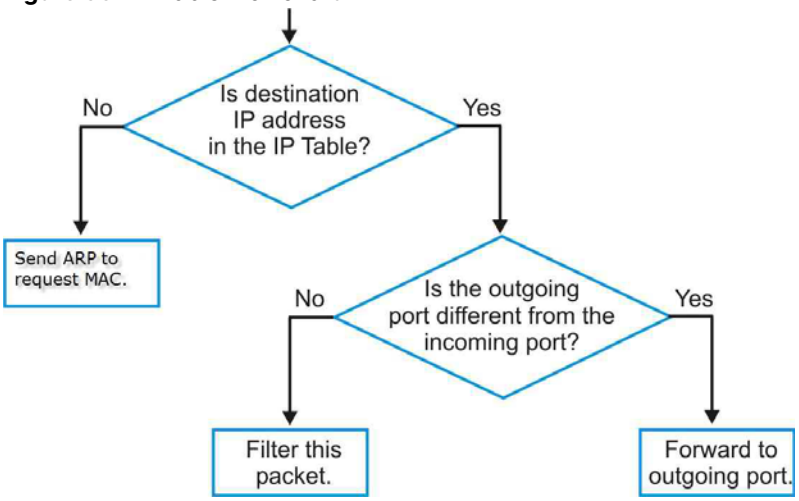
The Switch uses the **IP Table** to determine how to forward packets. See the following figure.

1 The Switch examines a received packet and learns the port from which this source IP address came.

2 The Switch checks to see if the packet's destination IP address matches a source IP address already learned in the **IP Table**.

- If the Switch has already learned the port for this IP address, then it forwards the packet to that port.
- If the Switch has not already learned the port for this IP address, then the packet is flooded to all ports. Too much port flooding leads to network congestion then the Switch sends an ARP to request the MAC address. The Switch then learns the port that replies with the MAC address.
- If the Switch has already learned the port for this IP address, but the destination port is the same as the port it came in on, then it filters the packet.

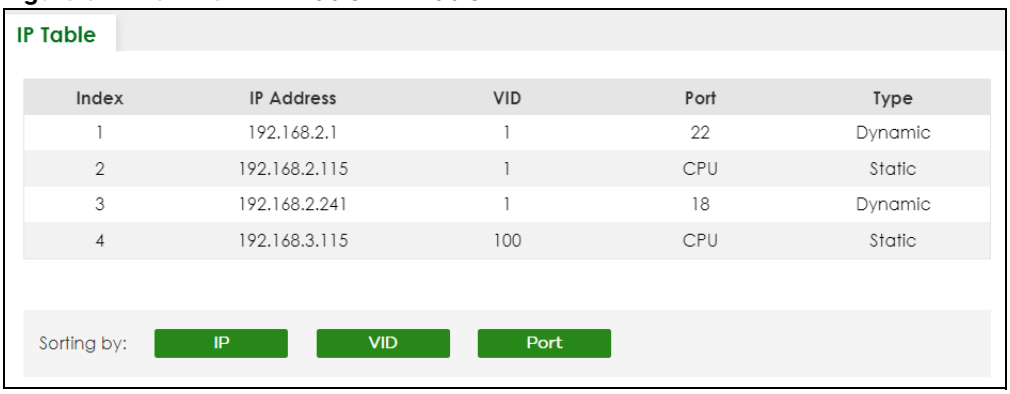
Figure 66 IP Table Flowchart



7.2 Viewing the IP Table

Click **MONITOR** > **IP Table** > **IP Table** in the navigation panel to display the following screen.

Figure 67 MONITOR > IP Table > IP Table



The following table describes the labels in this screen.

Table 31 MONITOR > IP Table > IP Table

LABEL	DESCRIPTION
Index	This field displays the index number.
IP Address	This is the IP address of the device from which the incoming packets came.
VID	This is the VLAN group to which the packet belongs.
Port	This is the port from which the above IP address was learned. This field displays **CPU** to indicate the IP address belongs to the Switch.
Type	This shows whether the IP address is **Dynamic** (learned by the Switch) or **Static** (belonging to the Switch).
Sorting by	Click one of the following buttons to display and arrange the data according to that button type. The result is then displayed in the IP table.
IP	Click this button to display and arrange the data according to IP address.
VID	Click this button to display and arrange the data according to VLAN group.
Port	Click this button to display and arrange the data according to port number.

CHAPTER 8
IPv6 Neighbor Table

8.1 IPv6 Neighbor Table Overview

This chapter introduces the IPv6 neighbor table.

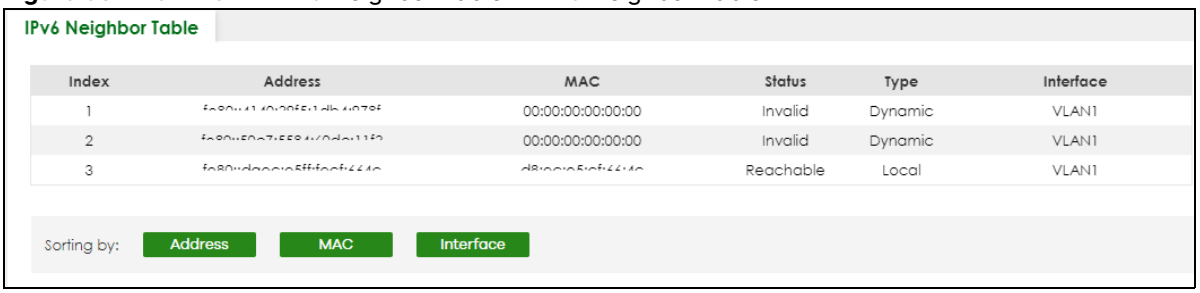
An IPv6 host is required to have a neighbor table. If there is an address to be resolved or verified, the Switch sends out a neighbor solicitation message. When the Switch receives a neighbor advertisement in response, it stores the neighbor's link-layer address in the neighbor table. You can also manually create a static IPv6 neighbor entry using the **SYSTEM** > **IPv6** > **IPv6 Neighbor Setup** screen.

When the Switch needs to send a packet, it first consults other table to determine the next hop. Once the next hop IPv6 address is known, the Switch looks into the neighbor table to get the link-layer address and sends the packet when the neighbor is reachable. If the Switch cannot find an entry in the neighbor table or the state for the neighbor is not reachable, it starts the address resolution process. This helps reduce the number of IPv6 solicitation and advertisement messages.

8.2 Viewing the IPv6 Neighbor Table

Use this screen to view IPv6 neighbor information on the Switch. Click **MONITOR** > **IPv6 Neighbor Table** > **IPv6 Neighbor Table** in the navigation panel to display the screen as shown.

Figure 68 MONITOR > IPv6 Neighbor Table > IPv6 Neighbor Table



The following table describes the labels in this screen.

Table 32 MONITOR > IPv6 Neighbor Table > IPv6 Neighbor Table

LABEL	DESCRIPTION
Index	This field displays the index number of each entry in the table.
Address	This field displays the IPv6 address of the Switch or a neighboring device.
MAC	This field displays the MAC address of the IPv6 interface on which the IPv6 address is configured or the MAC address of the neighboring device.

Table 32 MONITOR > IPv6 Neighbor Table > IPv6 Neighbor Table (continued)

LABEL	DESCRIPTION
Status	This field displays whether the neighbor IPv6 interface is reachable. In IPv6, "reachable" means an IPv6 packet can be correctly forwarded to a neighbor node (host or router) and the neighbor can successfully receive and handle the packet. The available options in this field are: • Reachable (R): The interface of the neighboring device is reachable. (The Switch has received a response to the initial request.) • Stale (S): The last reachable time has expired and the Switch is waiting for a response to another initial request. The field displays this also when the Switch receives an unrequested response from the neighbor's interface. • Delay (D): The neighboring interface is no longer known to be reachable, and traffic has been sent to the neighbor recently. The Switch delays sending request packets for a short to give upper-layer protocols a chance to determine reachability. • Probe (P): The Switch is sending request packets and waiting for the neighbor's response. • Invalid (IV): The neighbor address is with an invalid IPv6 address. • Unknown (?): The status of the neighboring interface cannot be determined for some reason. • Incomplete (I): Address resolution is in progress and the link-layer address of the neighbor has not yet been determined. The interface of the neighboring device did not give a complete response.
Type	This field displays the type of an address mapping to a neighbor interface. The available options in this field are: • Other (O): none of the following type. • Local (L): A Switch interface is using the address. • Dynamic (D): The IP address to MAC address can be successfully resolved using IPv6 Neighbor Discovery protocol. Is it similar as IPv4 ARP (Address Resolution protocol). • Static (S): The interface address is statically configured.
Interface	This field displays the ID number of the IPv6 interface on which the IPv6 address is created or through which the neighboring device can be reached.
Sorting by	Click one of the following buttons to display and arrange the data according to that button type. The result is then displayed in the summary table above.
Address	Click this button to display and arrange the data according to IPv6 address.
MAC	Click this button to display and arrange the data according to MAC address.
Interface	Click this button to display and arrange the data according to IPv6 interface.

CHAPTER 9
MAC Table

9.1 MAC Table Overview

This chapter introduces the **MAC Table** screen.

The **MAC Table** screen (a MAC table is also known as a filtering database) shows how frames are forwarded or filtered across the Switch's ports. It shows what device MAC address, belonging to what VLAN group (if any) is forwarded to which ports and whether the MAC address is dynamic (learned by the Switch) or static (manually entered in the **SWITCHING** > **Static MAC Forwarding** > **Static MAC Forwarding** screen).

The **MAC Table** screen (a MAC table is also known as a filtering database) shows how frames are forwarded or filtered across the Switch's ports. When a device (which may belong to a VLAN group) sends a packet which is forwarded to a port on the Switch, the MAC address of the device is shown on the Switch's **MAC Table**. It also shows whether the MAC address is dynamic (learned by the Switch) or static (manually entered in the **SWITCHING** > **Static MAC Forwarding** screen).

9.1.1 What You Can Do

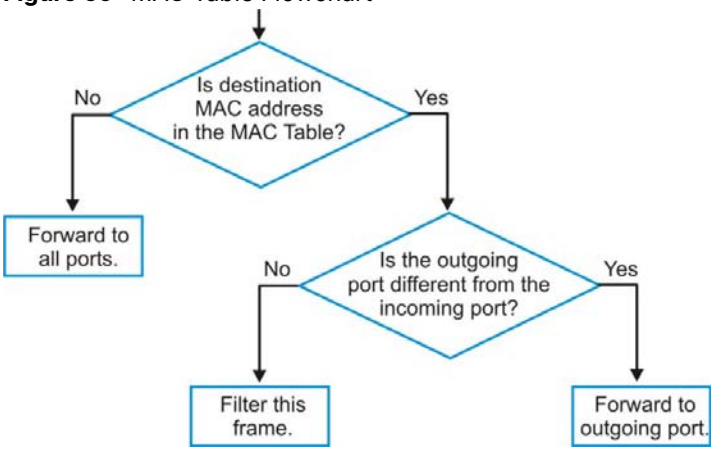
Use the **MAC Table** screen (Section 9.2 on page 129) to check whether the MAC address is dynamic or static.

9.1.2 What You Need to Know

The Switch uses the **MAC Table** to determine how to forward frames. See the following figure.

1. The Switch examines a received frame and learns the port on which this source MAC address came.
2. The Switch checks to see if the frame's destination MAC address matches a source MAC address already learned in the **MAC Table**.
   - If the Switch has already learned the port for this MAC address, then it forwards the frame to that port.
   - If the Switch has not already learned the port for this MAC address, then the frame is flooded to all ports. Too much port flooding leads to network congestion, then the Switch sends an ARP to request the MAC address. The Switch then learns the port that replies with the MAC address.
   - If the Switch has already learned the port for this MAC address, but the destination port is the same as the port it came in on, then it filters the frame.

Figure 69 MAC Table Flowchart

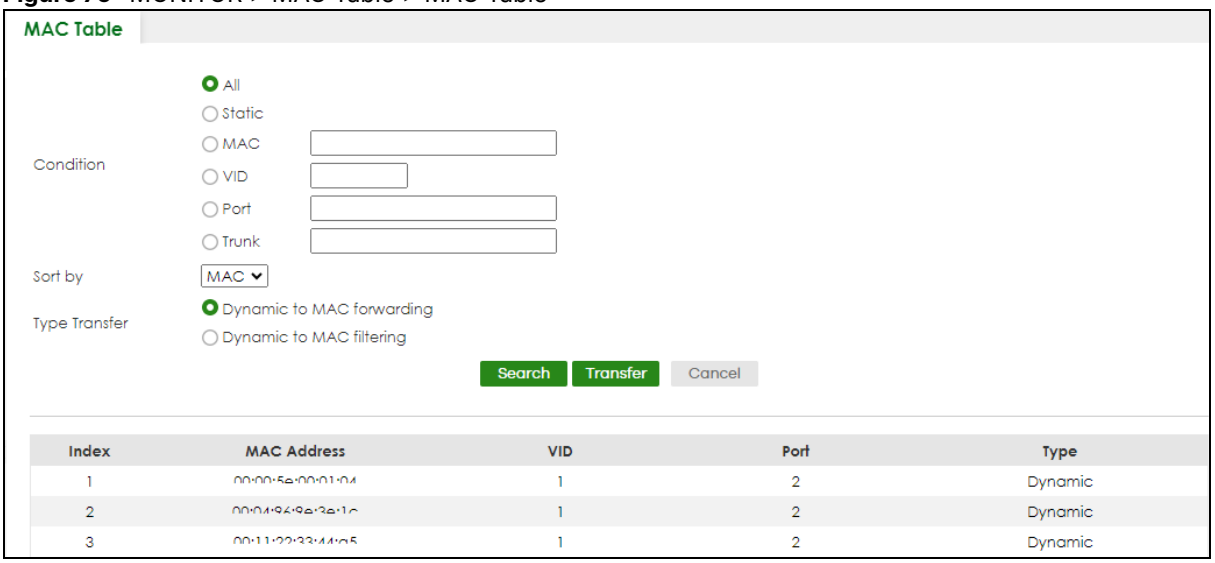


9.2 Viewing the MAC Table

Use this screen to search specific MAC addresses. You can also directly add dynamic MAC addresses into the static MAC forwarding table or MAC filtering table from the MAC table using this screen.

Click **MONITOR** > **MAC Table** > **MAC Table** in the navigation panel to display the following screen.

Figure 70 MONITOR > MAC Table > MAC Table



The following table describes the labels in this screen.

Table 33 MONITOR > MAC Table > MAC Table

LABEL	DESCRIPTION
Condition	Select one of the below search conditions and click **Search** to only display the data which matches the criteria you specified. Select **All** to display any entry in the MAC table of the Switch. Select **Static** to display the MAC entries manually configured on the Switch. Select **MAC** and enter a MAC address in the field provided to display a specified MAC entry. Select **VID** and enter a VLAN ID in the field provided to display the MAC entries belonging to the specified VLAN. Select **Port** and enter a port number in the field provided to display the MAC addresses which are forwarded on the specified port. Select **Trunk** and type the ID of a trunk group to display all MAC addresses learned from the ports in the trunk group.
Sort by	Define how the Switch displays and arranges the data in the summary table below. Select **MAC** to display and arrange the data according to MAC address. Select **VID** to display and arrange the data according to VLAN group. Select **PORT** to display and arrange the data according to port number.
Type Transfer	Select **Dynamic to MAC forwarding** and click the **Transfer** button to change all dynamically learned MAC address entries in the summary table below into static entries. They also display in the **SWITCHING** > **Static MAC Forwarding** > **Static MAC Forwarding** screen. Select **Dynamic to MAC filtering** and click the **Transfer** button to change all dynamically learned MAC address entries in the summary table below into MAC filtering entries. These entries will then display only in the **SWITCHING** > **Static MAC Filtering** > **Static MAC Filtering** screen and the default filtering action is **Discard source**.
Search	Click this to search data in the MAC table according to your input criteria.
Transfer	Click this to perform the MAC address transferring you selected in the **Type Transfer** field.
Cancel	Click **Cancel** to change the fields back to their last saved values.
Index	This is the incoming frame index number.
MAC Address	This is the MAC address of the device from which this incoming frame came.
VID	This is the VLAN group to which this frame belongs.
Port	This is the port where the above MAC address is forwarded.
Type	This shows whether the MAC address is **Dynamic** (learned by the Switch) or **Static** (manually entered in the **SWITCHING** > **Static MAC Forwarding** > **Static MAC Forwarding** screen).

CHAPTER 10 Neighbor

10.1 Neighbor Overview

The **Neighbor** screen allows you to view a summary and manage the Switch's neighboring devices. It uses Layer Link Discovery Protocol (LLDP) to discover all neighbor devices connected to the Switch including non-Zyxel devices. You can use this screen to perform tasks on the neighboring devices like login, power cycle (turn the power off and then back on again), and reset to factory default settings.

This screen shows the neighboring device first recognized on an Ethernet port of the Switch. Device information is displayed in gray when the neighboring device is offline.

10.1.1 What You Can Do

Use the **Neighbor** screen (Section 10.2 on page 131) to view a summary and manage the Switch's neighbor devices.

Use the **Neighbor Details** screen (Section 10.2.1 on page 133) to view more detailed information on the Switch's neighbor devices.

10.2 Neighbor

Click **MONITOR** > **Neighbor** > **Neighbor** to see the following screen.

Figure 71 MONITOR > Neighbor > Neighbor (Standalone Mode)

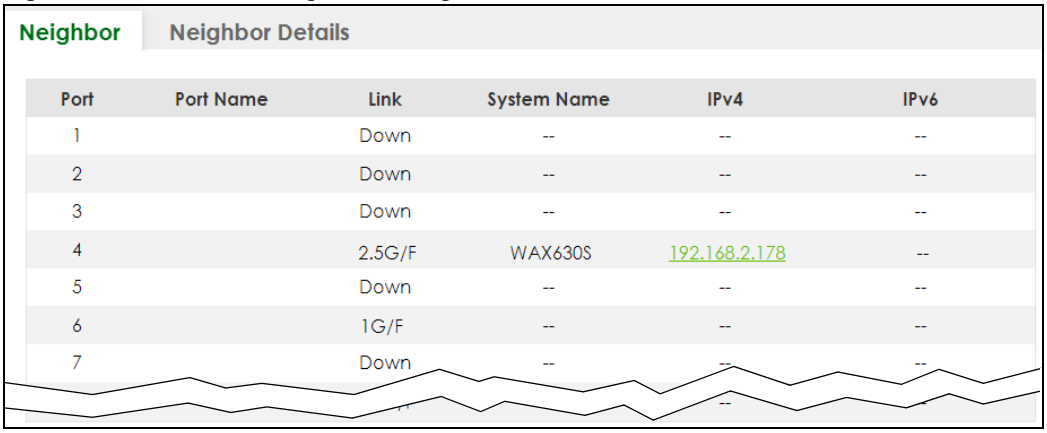
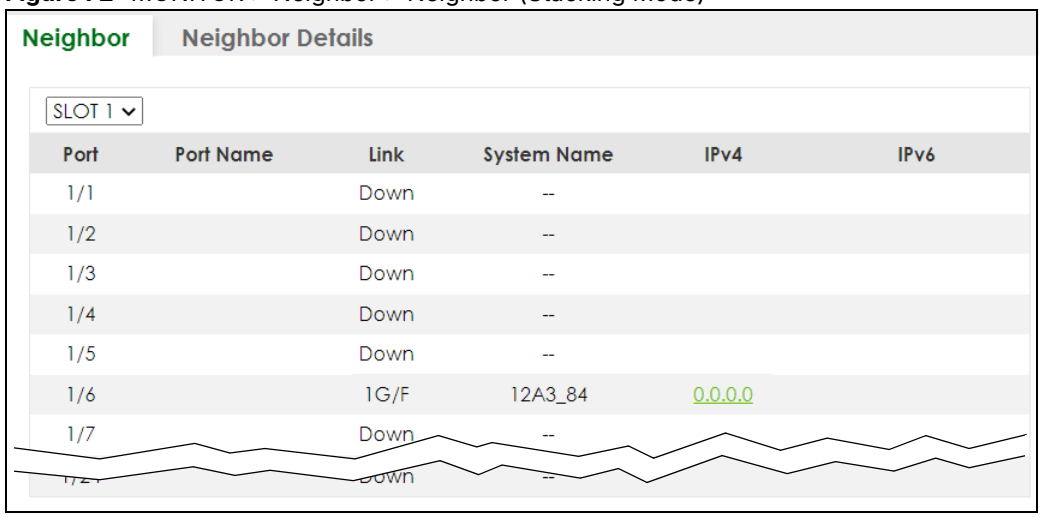


Figure 72 MONITOR > Neighbor > Neighbor (Stacking Mode)



The following table describes the fields in the above screen.

Table 34 MONITOR > Neighbor > Neighbor

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This shows the port of the Switch, on which the neighboring device is discovered. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Port Name	This shows the port description of the Switch.
PD Health	For PoE models. This shows the status of auto PD recovery on this port. • Red: The Switch failed to get information from the PD connected to the port using LLDP, or the connected PD did not respond to the Switch's ping requests. • Yellow: The Switch is restarting the connected PD by turning the power off and turning it on again. • Green: The Switch successfully discovered the connected PD using LLDP or ping. • **–**: Auto PD Recovery is not enabled on the Switch and the port, or the Switch does not supply power to the connected PD. Note: The status will NOT be updated instantaneously after enabling or disabling the **Active** switch in the **Port** > **Auto PD Recovery** screen. It will wait until the configured **Resume Polling Interval (sec)** has lapsed.
Link	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** or – (dash) if the port is not connected to any device.
PoE Draw (W)	For PoE models. This shows the consumption that the neighboring device connected to this port draws from the Switch. This allows you to plan and use within the power budget of the Switch.
System Name	This shows the system name of the neighbor device.
IPv4	This shows the IPv4 address of the neighbor device. The IPv4 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.

Table 34 MONITOR > Neighbor > Neighbor (continued)

LABEL	DESCRIPTION
IPv6	This shows the IPv6 address of the neighbor device. The IPv6 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
Action	For PoE models. Click the **Reset** button to turn OFF the power of the neighbor device and turn it back ON again. Note: The Switch must support power sourcing (PSE) or the network device is a powered device (PD). Click the **Restore** button to restore the neighboring device to its factory default settings. A warning message "**Are you sure you want to load factory default?**" appears prompting you to confirm the action. Note: • The Switch must support power sourcing (PSE) or the network device is a powered device (PD). • If multiple neighbor devices use the same port, the **Reset** button is not available. • You can only reset Zyxel powered devices that support the ZON utility.

10.2.1 Neighbor Details

Use this screen to view detailed information about the neighboring devices. Device information is displayed in gray when the neighboring device is currently offline.

Up to 10 neighboring device records per Ethernet port can be retained in this screen even when the devices are offline. When the maximum number of neighboring device records per Ethernet port is reached, new device records automatically overwrite existing offline device records, starting with the oldest existing offline device record first.

Click **MONITOR** > **Neighbor** > **Neighbor Details** to see the following screen.

Figure 73 MONITOR > Neighbor > Neighbor Details (Standalone Mode)

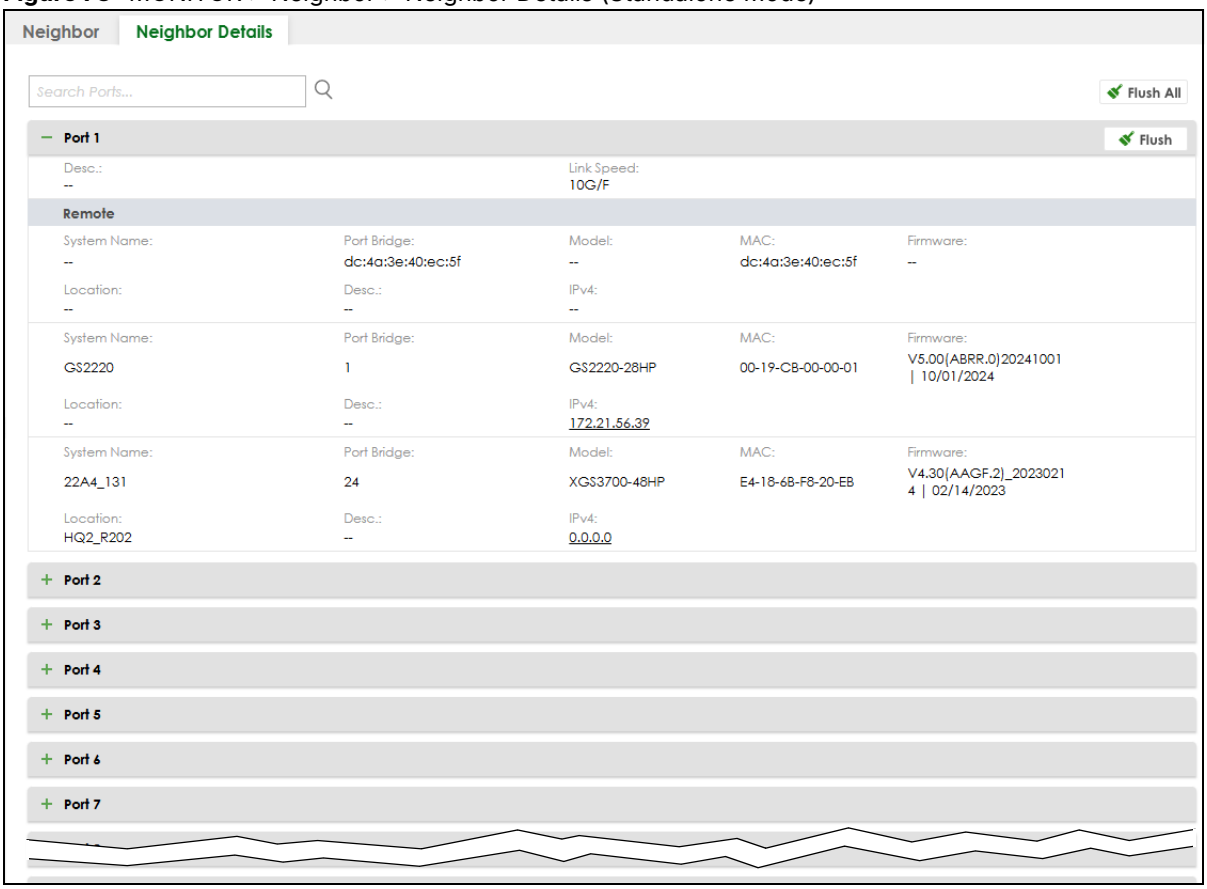
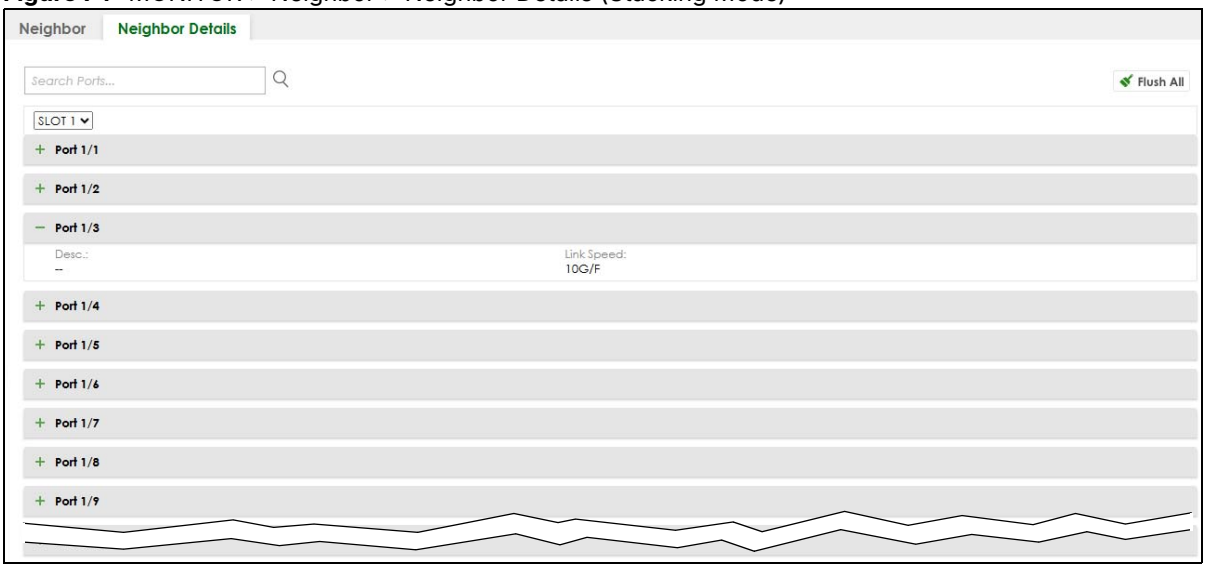


Figure 74 MONITOR > Neighbor > Neighbor Details (Stacking Mode)



The following table describes the fields in the above screen.

Table 35 MONITOR > Neighbor > Neighbor Details

LABEL	DESCRIPTION
Search Ports...	Enter the port number to search and display the ports you specified. The result will display in the below list. You can enter multiple ports separated by comma (“,”) or hyphen (“-”) for a range. For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7. In Stacking mode, the first number represents the slot and the second the port number. Enter “1/1-1/24,2/23” for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This shows the port of the Switch, on which the neighboring device is discovered.
Desc.	This shows the port description of the Switch.
PD Health	For PoE models. This shows the status of auto PD recovery on this port. • Red: The Switch failed to get information from the PD connected to the port using LLDP, or the connected PD did not respond to the Switch’s ping requests. • Yellow: The Switch is restarting the connected PD by turning the power off and turning it on again. • Green: The Switch successfully discovered the connected PD using LLDP or ping. • **–**: Auto PD Recovery is not enabled on the Switch and the port, or the Switch does not supply power to the connected PD.
Link Speed	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** or – (dash) if the port is not connected to any device.
PoE Draw	For PoE models. This shows the consumption that the neighboring device connected to this port draws from the Switch. This allows you to plan and use within the power budget of the Switch.
Reset	Click the **Reset** button to turn OFF the power of the neighbor device and turn it back ON again. Note: The Switch must support power sourcing (PSE) or the network device is a powered device (PD). Note: If multiple neighbor devices use the same port, the **Reset** button is not available.
Remote	
System Name	This shows the system name of the neighbor device.
Port Bridge	This shows the neighboring device’s MAC address or the port number connected to the Switch.
Model	This shows the model name of the neighbor device. This field will show “**–**” for devices that do not support the ZON utility.
MAC	This shows the MAC address of the neighbor device.
Firmware	This shows the firmware version of the neighbor device. This field will show “**–**” for devices that do not support the ZON utility.
Location	This shows the geographic location of the neighbor device. This field will show “**–**” for devices that do not support the ZON utility.
Desc.	This shows the description of the neighbor device’s port which is connected to the Switch.

Table 35 MONITOR > Neighbor > Neighbor Details (continued)

LABEL	DESCRIPTION
IPv4	This shows the IPv4 address of the neighbor device. The IPv4 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
IPv6	This shows the IPv6 address of the neighbor device. The IPv6 address is a **hyper link** that you can click to log into and manage the neighbor device through its Web Configurator.
Restore	Click this button to restore the neighbor device to its factory default settings. A warning message "**Are you sure you want to load factory default?**" appears prompting you to confirm the action. Note: • The Switch must support power sourcing (PSE) or the network device is a powered device (PD). • You can only reset Zyxel powered devices that support the ZON utility.
Flush	Click the **Flush** button on the port tab to remove information about neighbors learned on a specific ports.
Flush All	Click the **Flush All** button to remove information about neighbors learned on all ports.

CHAPTER 11
Path MTU Table

11.1 Path MTU Overview

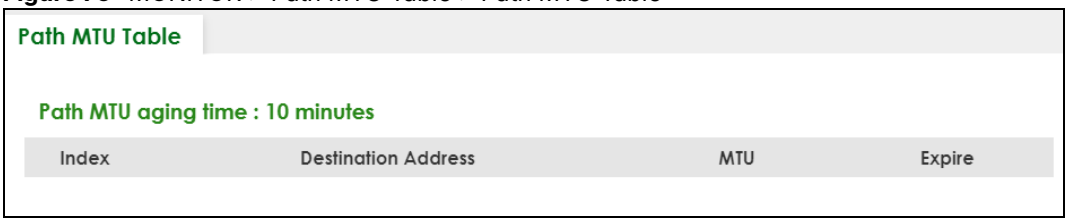
This chapter introduces the IPv6 Path MTU table.

The largest size (in bytes) of a packet that can be transferred over a data link is called the Maximum Transmission Unit (MTU). The Switch uses Path MTU Discovery to discover Path MTU (PMTU), that is, the minimum link MTU of all the links in a path to the destination. If the Switch receives an ICMPv6 Packet Too Big error message after sending a packet, it fragments the next packet according to the suggested MTU in the error message.

11.2 Viewing the Path MTU Table

Use this screen to view IPv6 path MTU information on the Switch. Click **MONITOR** > **Path MTU Table** > **Path MTU Table** in the navigation panel to display the screen as shown.

Figure 75 MONITOR > Path MTU Table > Path MTU Table



The following table describes the labels in this screen.

Table 36 MONITOR > Path MTU Table > Path MTU Table

LABEL	DESCRIPTION
Path MTU aging time	This field displays how long an entry remains in the Path MTU table before it ages out and needs to be relearned.
Index	This field displays the index number of each entry in the table.
Destination Address	This field displays the destination IPv6 address of each path or entry.
MTU	This field displays the maximum transmission unit of the links in the path.
Expire	This field displays how long (in minutes) an entry can still remain in the Path MTU table before it ages out and needs to be relearned.

CHAPTER 12
Port Status

This chapter introduces the **Port Status** screens.

12.1 What You Can Do

Use the **Port Status** screen (Section 12.2 on page 138) to view the port status of the Switch.

Use the **DDMI** screen (Section 12.3 on page 142) to view the DDMI (Digital Diagnostics Monitoring Interface) status of the SFP transceivers on the Switch.

Use the **Port Utilization** screen (Section 12.4 on page 145) to view the current data rate and utilization percentage of each port on the Switch.

12.2 Port Status

This screen displays a port statistical summary with links to each port showing statistical details. To view the port statistics, click **MONITOR** > **Port Status** > **Port Status** to display the **Port Status** screen as shown next. You can also click the **Port Status** link in the **Quick Link** section of the **DASHBOARD** screen to see the following screen.

Figure 76 MONITOR > Port Status > Port Status (Standalone Mode)

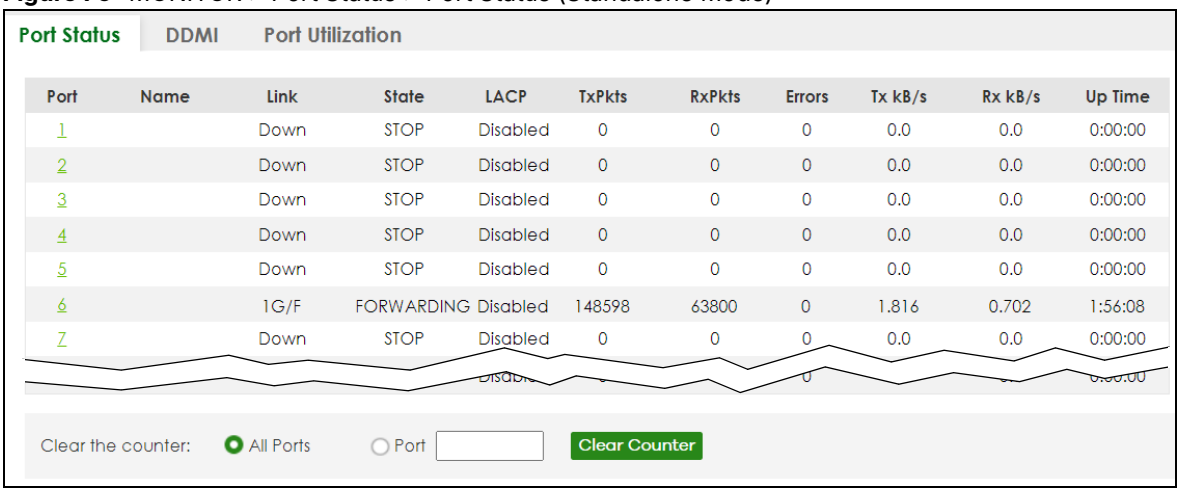
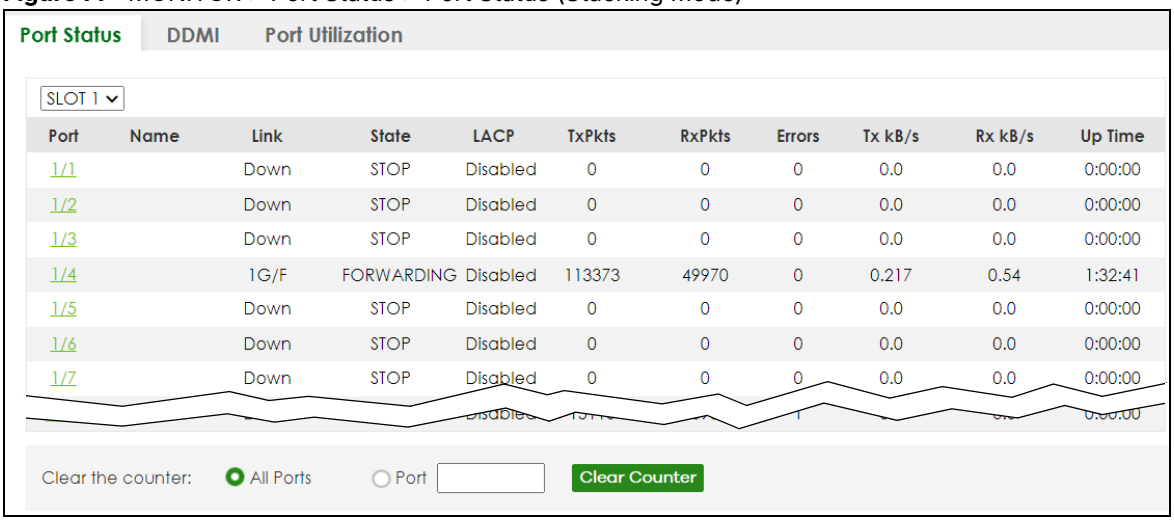


Figure 77 MONITOR > Port Status > Port Status (Stacking Mode)



The following table describes the labels in this screen.

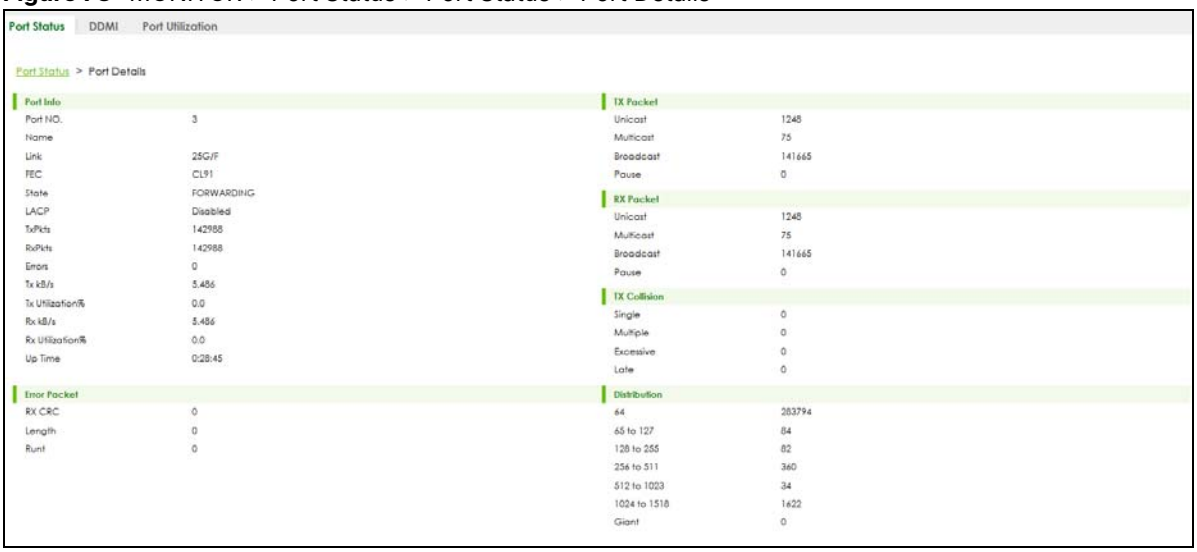
Table 37 MONITOR > Port Status > Port Status

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This identifies the Ethernet port. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only. Click a port number to display the **Port Details** screen.
Name	This is the name you assigned to this port in the **PORT** > **Port Setup** screen.
Link	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** or – (dash) if the port is not connected to any device.
State	If STP (Spanning Tree Protocol) is enabled, this field displays the STP state of the port. If STP is disabled, this field displays **FORWARDING** if the link is up, otherwise, it displays **STOP**. When LACP (Link Aggregation Control Protocol) and STP are in blocking state, it displays **BLOCKING**.
PD	For PoE models only. This field displays whether or not a powered device (PD) is allowed to receive power from the Switch on this port.
LACP	This fields displays whether LACP (Link Aggregation Control Protocol) has been enabled on the port.
TxPkts	This field shows the number of transmitted frames on this port.
RxPkts	This field shows the number of received frames on this port.
Errors	This field shows the number of received errors on this port.
Tx kB/s	This field shows the number of kilobytes per second transmitted on this port.
Rx kB/s	This field shows the number of kilobytes per second received on this port.
Up Time	This field shows the total amount of time in hours, minutes and seconds the port has been up.
Clear the counter	Select **Port**, enter a port number and then click **Clear Counter** to erase the recorded statistical information for that port, or select **ALL Ports** to clear statistics for all ports.

12.2.1 Port Details

Click an index in the **Port** column in the **MONITOR** > **Port Status** > **Port Status** screen to display individual port statistics. Use this screen to check status and detailed performance data about an individual port on the Switch.

Figure 78 MONITOR > Port Status > Port Status > Port Details



The following table describes the labels in this screen.

Table 38 MONITOR > Port Status > Port Status > Port Details

LABEL	DESCRIPTION
Port Info	
Port NO.	This field displays the port number you are viewing. In Stacking mode, the first number represents the slot and the second the port number.
Name	This field displays the name of the port.
Link	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). This field displays **Down** or – (dash) if the port is not connected to any device.
FEC	This field displays the FEC (Forward Error Correction) negotiation result between the port and the connected device such as the following: • **CL74** indicates that both connected ports negotiate through FEC clause 74. • **CL91** indicates that both connected ports negotiate through FEC clause 91. • **CL108** indicates that both connected ports negotiate through FEC clause 108. • **N/A** indicates that FEC is disabled on the port. • **–** (dash) indicates that the port link is down. See CL (Clause) Types and Applications for more information on the Clause types.
State	If STP (Spanning Tree Protocol) is enabled, this field displays the STP state of the port. If STP is disabled, this field displays **FORWARDING** if the link is up, otherwise, it displays **STOP**. When LACP (Link Aggregation Control Protocol), STP, and dot1x are in blocking state, it displays **BLOCKING**.
LACP	This field shows if LACP is enabled on this port or not.
TxPkts	This field shows the number of transmitted frames on this port.

Table 38 MONITOR > Port Status > Port Status > Port Details (continued)

LABEL	DESCRIPTION
RxPkts	This field shows the number of received frames on this port.
Errors	This field shows the number of received errors on this port.
Tx kB/s	This field shows the number of kilobytes per second transmitted on this port.
Tx Utilization %	This field shows the percentage of actual transmitted frames on this port as a percentage of the **Link** speed.
Rx kB/s	This field shows the number of kilobytes per second received on this port.
Rx Utilization %	This field shows the percentage of actual received frames on this port as a percentage of the **Link** speed.
Up Time	This field shows the total amount of time the connection has been up.
TX Packet The following fields display detailed information about packets transmitted.	
Unicast	This field shows the number of good unicast packets transmitted.
Multicast	This field shows the number of good Multicast packets transmitted.
Broadcast	This field shows the number of good broadcast packets transmitted.
Pause	This field shows the number of 802.3x pause packets transmitted.
Tagged	This field shows the number of packets with VLAN tags transmitted.
RX Packet The following fields display detailed information about packets received.	
Unicast	This field shows the number of good unicast packets received.
Multicast	This field shows the number of good Multicast packets received.
Broadcast	This field shows the number of good broadcast packets received.
Pause	This field shows the number of 802.3x pause packets received.
Control	This field shows the number of control packets received (including those with CRC error) but it does not include the 802.3x Pause packets.
TX Collision The following fields display information on collisions while transmitting.	
Single	This is a count of successfully transmitted packets for which transmission is inhibited by exactly one collision.
Multiple	This is a count of successfully transmitted packets for which transmission was inhibited by more than one collision.
Excessive	This is a count of packets for which transmission failed due to excessive collisions. Excessive collision is defined as the number of maximum collisions before the retransmission count is reset.
Late	This is the number of times a late collision is detected, that is, after 512 bits of the packets have already been transmitted.
Error Packet The following fields display detailed information about packets received that were in error.	
RX CRC	This field shows the number of packets received with CRC (Cyclic Redundant Check) errors.
Length	This field shows the number of packets received with a length that was out of range.
Runt	This field shows the number of packets received that were too short (shorter than 64 octets), including the ones with CRC errors.
Distribution	
64	This field shows the number of packets (including bad packets) received that were 64 octets in length.

Table 38 MONITOR > Port Status > Port Status > Port Details (continued)

LABEL	DESCRIPTION
65 to 127	This field shows the number of packets (including bad packets) received that were between 65 and 127 octets in length.
128 to 255	This field shows the number of packets (including bad packets) received that were between 128 and 255 octets in length.
256 to 511	This field shows the number of packets (including bad packets) received that were between 256 and 511 octets in length.
512 to 1023	This field shows the number of packets (including bad packets) received that were between 512 and 1023 octets in length.
1024 to 1518	This field shows the number of packets (including bad packets) received that were between 1024 and 1518 octets in length.
Giant	This field shows the number of packets (including bad packets) received that were between 1519 octets and the maximum frame size. The maximum frame size varies depending on your switch model.

12.3 DDMI

The optical SFP transceiver's support for the Digital Diagnostics Monitoring Interface (DDMI) function lets you monitor the transceiver's parameters to perform component monitoring, fault isolation and failure prediction tasks. This allows proactive, preventative network maintenance to help ensure service continuity.

Use this screen to view the DDMI status of the Switch's SFP transceivers. Click **MONITOR** > **Port Status** > **DDMI** to see the following screen. Alternatively, click **DASHBOARD** from any Web Configurator screen and then the **Port Status** link in the **Quick Link** section of the **DASHBOARD** screen to display the **Port Status** screen and then click the **DDMI** link tab.

Figure 79 MONITOR > Port Status > DDMI (Standalone Mode)

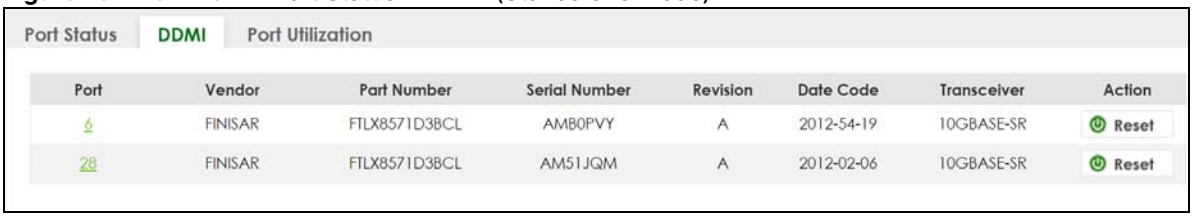
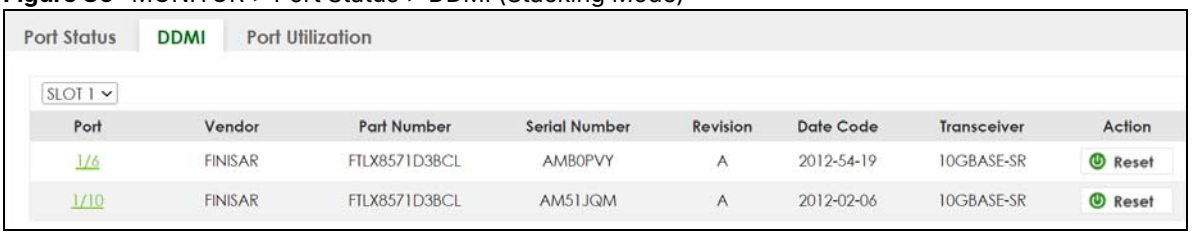


Figure 80 MONITOR > Port Status > DDMI (Stacking Mode)



The following table describes the labels in this screen.

Table 39 MONITOR > Port Status > DDMI

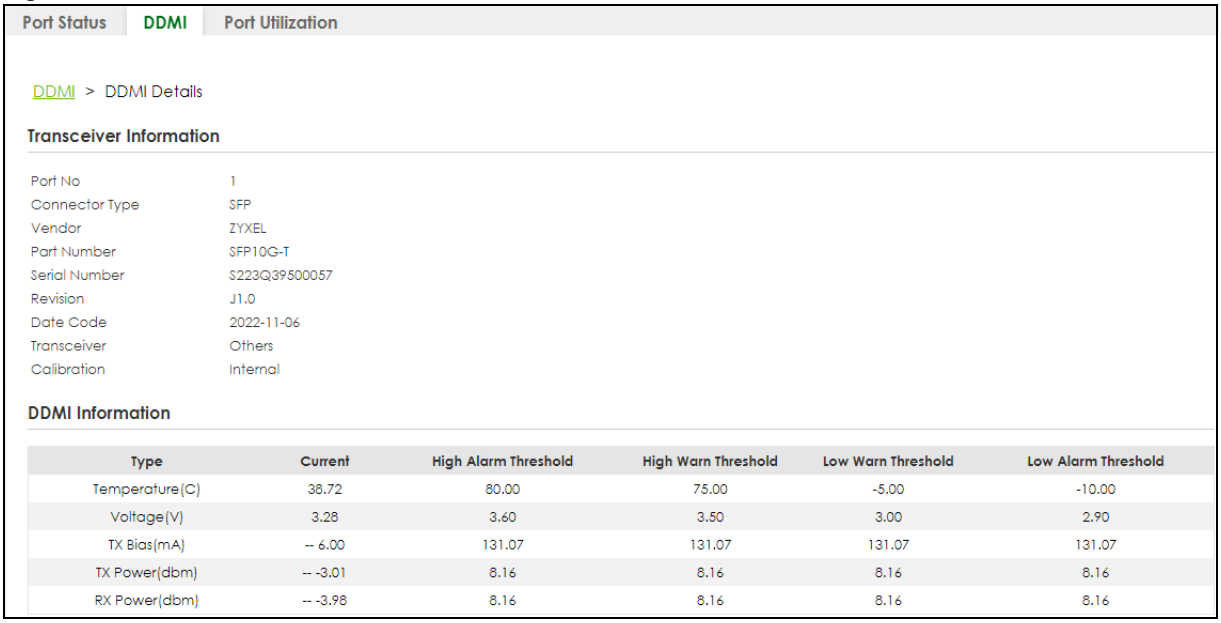
LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This identifies the SFP port. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only. Click a port number to display the **DDMI Details** screen.
Vendor	This displays the vendor name of the optical transceiver.
Part Number	This displays the part number of the optical transceiver.
Serial Number	This displays the serial number of the optical transceiver.
Revision	This displays the revision number of the optical transceiver.
Date Code	This displays the date when the optical transceiver was manufactured.
Transceiver	This displays the type of optical transceiver installed in the SFP slot.
Action	Click **Reset** when your SFP port encounters connection errors. For example, it can receive but cannot transmit data. This **Fiber Module Rescue** function allows you to restart a fiber SFP transceiver that is in error state without having to remove and reinsert the transceiver. The Switch stops then re-supplies power on the specified SFP ports to restart it. After restarting an SFP port, go to **MONITOR** > **Port Status** > **Port Status** to check the SFP port status. You can also check the port LED on the Switch panel to see if the connection has recovered. Note: Make sure an optical transceiver is correctly inserted into the SFP port.

12.3.1 DDMI Details

Use this screen to view the real-time SFP (Small Form Factor Pluggable) transceiver information and operating parameters on the SFP port. The parameters include, for example, transmitting and receiving power, and module temperature.

Click an index in the **Port** column in the **DDMI** screen to view current transceivers' status.

Figure 81 MONITOR > Port Status > DDMI > DDMI Details



The following table describes the labels in this screen.

Table 40 MONITOR > Port Status > DDMI > DDMI Details

LABEL	DESCRIPTION
Transceiver Information	
Port No	This identifies the SFP port. In Stacking mode, the first number represents the slot and the second the port number.
Connector Type	This displays the connector type of the optical transceiver.
Vendor	This displays the vendor name of the optical transceiver.
Part Number	This displays the part number of the optical transceiver.
Serial Number	This displays the serial number of the optical transceiver.
Revision	This displays the revision number of the optical transceiver.
Date Code	This displays the date when the optical transceiver was manufactured.
Transceiver	This displays details about the type of transceiver installed in the SFP slot.
Calibration	This field is available only when an SFP transceiver is inserted into the SFP slot. **Internal** displays if the measurement values are calibrated by the transceiver. **External** displays if the measurement values are raw data which the Switch calibrates.
DDMI Information	
Type	This displays the DDMI parameter.
Temperature (C)	This displays the temperature inside the SFP transceiver in degrees Celsius.
Voltage (V)	This displays the level of voltage being supplied to the SFP transceiver.
TX Bias (mA)	This displays the milliamps (mA) being supplied to the SFP transceiver's Laser Diode Transmitter.
TX Power (dbm)	This displays the amount of power the SFP transceiver is transmitting.
RX Power (dbm)	This displays the amount of power the SFP transceiver is receiving from the fiber cable.
Current	This displays the current status for each monitored DDMI parameter.

Table 40 MONITOR > Port Status > DDMI > DDMI Details (continued)

LABEL	DESCRIPTION
High Alarm Threshold	This displays the high value alarm threshold for each monitored DDMI parameter. An alarm signal is reported to the Switch if the monitored DDMI parameter reaches this value.
High Warn Threshold	This displays the high value warning threshold for each monitored DDMI parameter. A warning signal is reported to the Switch if the monitored DDMI parameter reaches this value.
Low Warn Threshold	This displays the low value warning threshold for each monitored DDMI parameter. A warning signal is reported to the Switch if the monitored DDMI parameter reaches this value.
Low Alarm Threshold	This displays the low value alarm threshold for each monitored DDMI parameter. An alarm signal is reported to the Switch if the monitored DDMI parameter reaches this value.

12.4 Port Utilization

This screen displays the percentage of actual transmitted or received frames on a port as a percentage of the **Link** speed. To view port utilization, click **MONITOR** > **Port Status** > **Port Utilization** to see the following screen. Alternatively, click **DASHBOARD** from any Web Configurator screen and then the **Port Status** link in the **Quick Link** section of the **DASHBOARD** screen to display the **Port Status** screen and then click the **Port Utilization** link tab.

Figure 82 MONITOR > Port Status > Port Utilization (Standalone Mode)

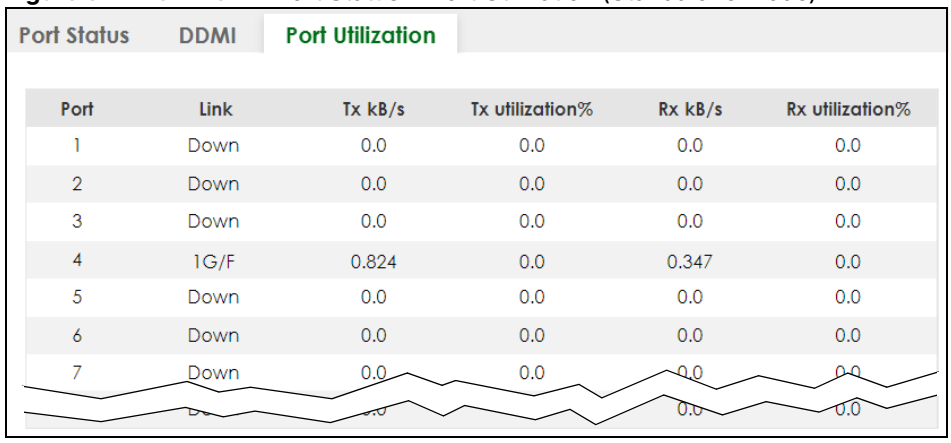
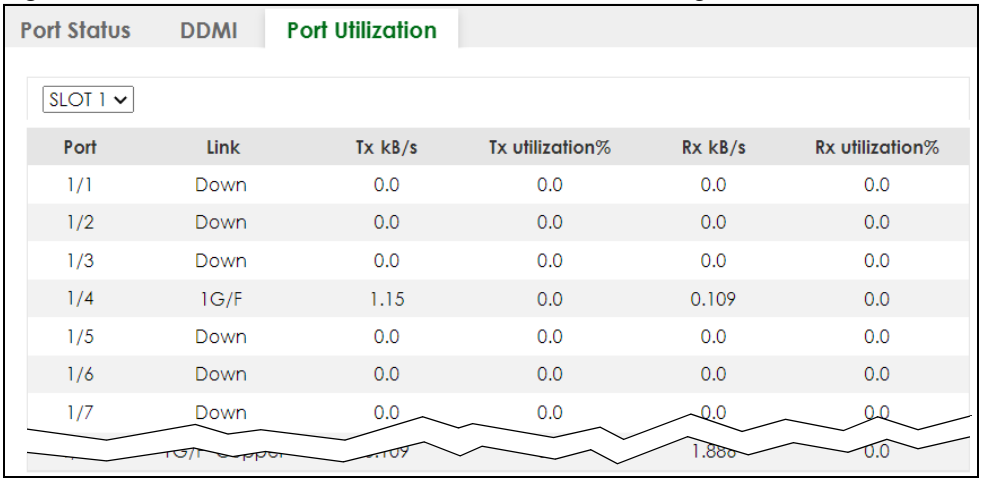


Figure 83 MONITOR > Port Status > Port Utilization (Stacking Mode)



The following table describes the labels in this screen.

Table 41 MONITOR > Port Status > Port Utilization

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This identifies the Ethernet port. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Link	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). It also shows the cable type (**Copper** or **Fiber**) for the combo ports. This field displays **Down** or – (dash) if the port is not connected to any device.
Tx kB/s	This field shows the transmission speed of data sent on this port in kilobytes per second.
Tx Utilization%	This field shows the percentage of actual transmitted frames on this port as a percentage of the **Link** speed.
Rx kB/s	This field shows the transmission speed of data received on this port in kilobytes per second.
Rx Utilization%	This field shows the percentage of actual received frames on this port as a percentage of the **Link** speed.

CHAPTER 13
Routing Table

13.1 Routing Table Overview

This chapter introduces the IPv4/IPv6 routing tables.

The IPv4/IPv6 routing tables record routing information of the best path to destinations where packets were forwarded. Use this table to check information like routing destination, gateway, interface IP addresses, hop count, and routing methods.

13.1.1 What You Can Do

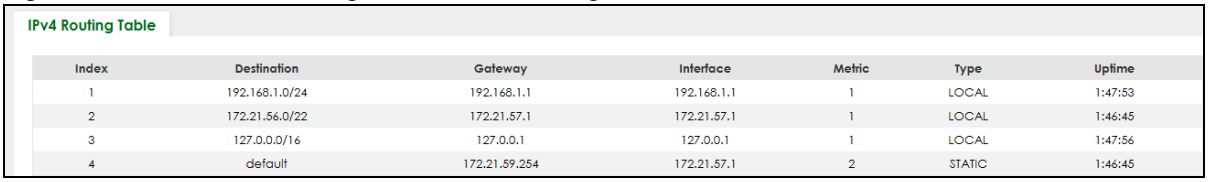
Use the **IPv4 Routing Table** screen (Section 13.2 on page 147) to view the Switch's IPv4 routing table information.

Use the **IPv6 Routing Table** screen (Section 13.3 on page 148) to view the Switch's IPv6 routing table information.

13.2 IPv4 Routing Table

Use this screen to view IPv4 routing table information. Click **MONITOR** > **Routing Table** > **IPv4 Routing Table** in the navigation panel to display the screen as shown.

Figure 84 MONITOR > Routing Table > IPv4 Routing Table



The following table describes the labels in this screen.

Table 42 MONITOR > Routing Table > IPv4 Routing Table

LABEL	DESCRIPTION
Index	This field displays the index number.
Destination	This field displays the destination IP routing domain.
Gateway	This field displays the IP address of the gateway device.
Interface	This field displays the IP address of the IPv4 Interface.
Metric	This field displays the cost of the route.

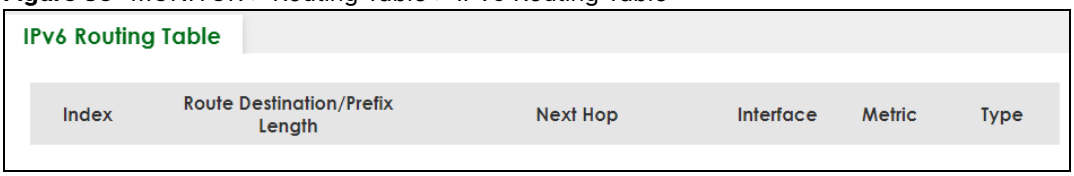
Table 42 MONITOR > Routing Table > IPv4 Routing Table (continued)

LABEL	DESCRIPTION
Type	This field displays the method used to learn the route. **STATIC** – added as a static entry. **LOCAL** – added as a local interface entry.
Uptime	This field displays how long the route has been running since the Switch learned the route and added an entry in the routing table.

13.3 IPv6 Routing Table

Use this screen to view IPv6 routing table information. Click **MONITOR** > **Routing Table** > **IPv6 Routing Table** in the navigation panel to display the screen as shown.

Figure 85 MONITOR > Routing Table > IPv6 Routing Table



The following table describes the labels in this screen.

Table 43 MONITOR > Routing Table > IPv6 Routing Table

LABEL	DESCRIPTION
Index	This field displays the index number.
Route Destination/ Prefix Length	This field displays the IPv6 subnet prefix and prefix length of the final destination.
Next Hop	This field displays the IPv6 address of the gateway that helps forward the packet to the destination.
Interface	This field displays the descriptive name of the IPv6 interface that is used to forward the packets to the destination.
Metric	This field displays the cost of the route.
Type	This field displays the method used to learn the route. **STATIC** – added as a static entry. **Connect** – added as a local interface entry.

CHAPTER 14
System Information

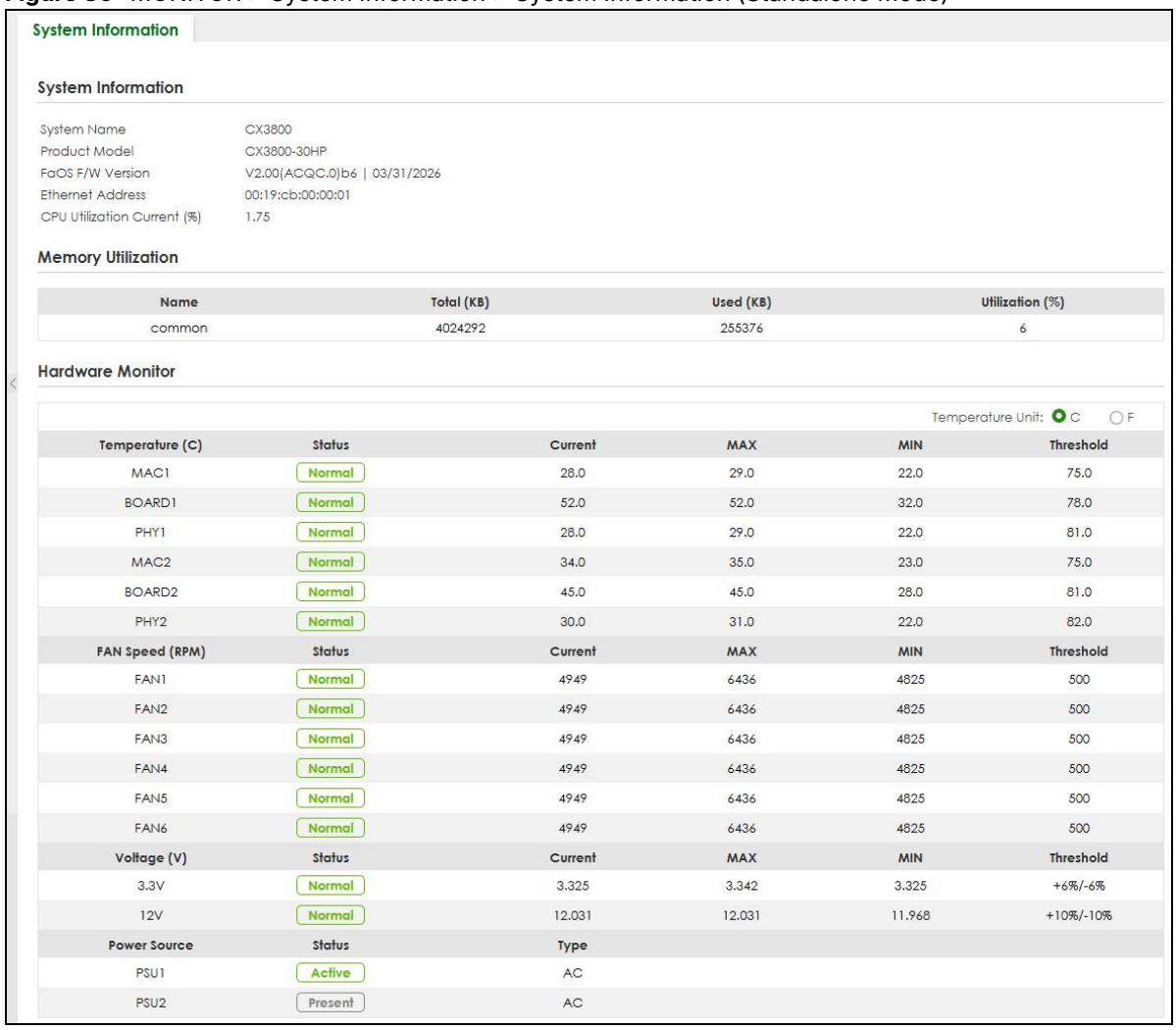
14.1 What You Can Do

Use the **System Information** screen (Section 14.2 on page 149) to view general system information and hardware status of the Switch.

14.2 System Information

In the navigation panel, click **MONITOR** > **System Information** > **System Information** to display the screen as shown. Use this screen to view general system information.

Figure 86 MONITOR > System Information > System Information (Standalone Mode)



System Information

System Information

System Name	CX3800
Product Model	CX3800-30HP
FaOS F/W Version	V2.00(ACQC.0)b6 | 03/31/2026
Ethernet Address	00:19:cb:00:00:01
CPU Utilization Current (%)	1.75

Memory Utilization

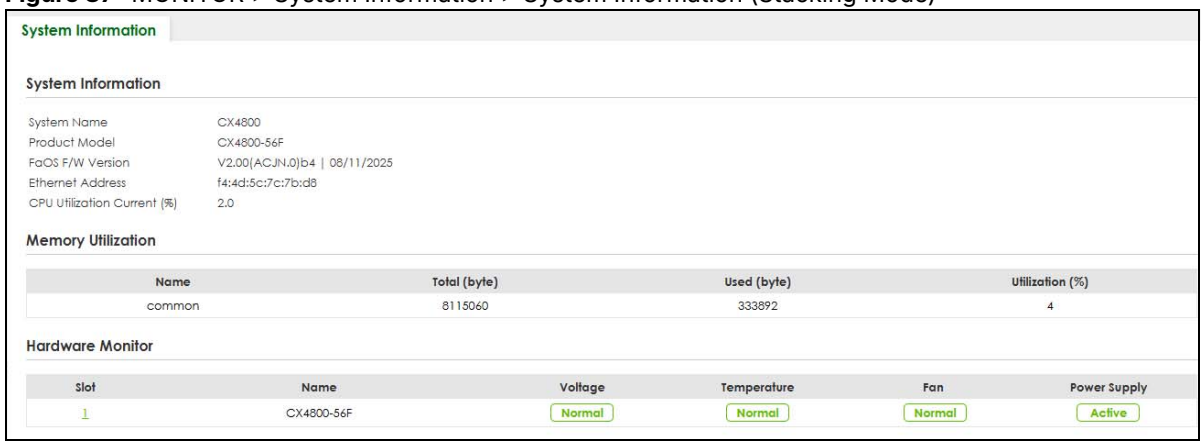
Name	Total (KB)	Used (KB)	Utilization (%)
common	4024292	255376	6

Hardware Monitor

Temperature Unit: C F

Temperature (C)	Status	Current	MAX	MIN	Threshold
MAC1	Normal	28.0	29.0	22.0	75.0
BOARD1	Normal	52.0	52.0	32.0	78.0
PHY1	Normal	28.0	29.0	22.0	81.0
MAC2	Normal	34.0	35.0	23.0	75.0
BOARD2	Normal	45.0	45.0	28.0	81.0
PHY2	Normal	30.0	31.0	22.0	82.0
FAN Speed (RPM)	**Status**	**Current**	**MAX**	**MIN**	**Threshold**
FAN1	Normal	4949	6436	4825	500
FAN2	Normal	4949	6436	4825	500
FAN3	Normal	4949	6436	4825	500
FAN4	Normal	4949	6436	4825	500
FAN5	Normal	4949	6436	4825	500
FAN6	Normal	4949	6436	4825	500
Voltage (V)	**Status**	**Current**	**MAX**	**MIN**	**Threshold**
3.3V	Normal	3.325	3.342	3.325	+6%/-6%
12V	Normal	12.031	12.031	11.968	+10%/-10%
Power Source	**Status**	**Type**			
PSU1	Active	AC			
PSU2	Present	AC			

Figure 87 MONITOR > System Information > System Information (Stacking Mode)



System Information

System Information

System Name	CX4800
Product Model	CX4800-56F
FaOS F/W Version	V2.00(ACJN.0)b4 | 08/11/2025
Ethernet Address	f4:4d:5c:7c:7b:d8
CPU Utilization Current (%)	2.0

Memory Utilization

Name	Total (byte)	Used (byte)	Utilization (%)
common	8115060	333892	4

Hardware Monitor

Slot	Name	Voltage	Temperature	Fan	Power Supply
1	CX4800-56F	Normal	Normal	Normal	Active

The following table describes the labels in this screen.

Table 44 MONITOR > System Information > System Information

LABEL	DESCRIPTION
System Information	
System Name	This displays the descriptive name of the Switch for identification purposes.
Product Model	This displays the product model of the Switch. Use this information when searching for firmware upgrade or looking for other support information in the website.
FaOS F/W Version	This displays the version number of the Switch 's current firmware including the date created.
Ethernet Address	This refers to the Ethernet MAC (Media Access Control) address of the Switch.
CPU Utilization Current (%)	This displays the current percentage of CPU utilization.
Memory Utilization Memory utilization shows how much DRAM memory is available and in use. It also displays the current percentage of memory utilization.	
Name	This displays the name of the memory pool.
Total (byte/ KB)	This displays the total number of bytes or kilobytes in this memory pool.
Used (byte/ KB)	This displays the number of bytes or kilobytes being used in this memory pool.
Utilization (%)	This displays the percentage (%) of memory being used in this memory pool.
Hardware Monitor	
Temperature Unit	The Switch has temperature sensors that are capable of detecting and reporting if the temperature rises above the threshold. You may choose the temperature unit (Centigrade or Fahrenheit) in this field.
Temperature (C/F)	**BOARD**, **MAC**, **CPU**, and **PHY** refer to the location of the temperature sensor on the Switch printed circuit board.
Status	This field displays **Normal** for temperatures below the threshold and **Error** for those above.
Current	This shows the current temperature at this sensor.
MAX	This field displays the maximum temperature measured at this sensor.
MIN	This field displays the minimum temperature measured at this sensor.
Threshold	This field displays the upper temperature limit at this sensor.
Fan Speed (RPM)	A properly functioning fan is an essential component (along with a sufficiently ventilated, cool operating environment) in order for the device to stay within the temperature threshold. Each fan has a sensor that is capable of detecting and reporting if the fan speed falls below the threshold shown.
Status	**Normal** indicates that this fan is functioning above the minimum speed. **Error** indicates that this fan is functioning below the minimum speed.
Current	This field displays this fan's current speed in Revolutions Per Minute (RPM).
MAX	This field displays this fan's maximum speed measured in Revolutions Per Minute (RPM).
MIN	This field displays this fan's minimum speed measured in Revolutions Per Minute (RPM). "<41" is displayed for speeds too small to measure (under 2000 RPM).
Threshold	This field displays the minimum speed at which a normal fan should work.
Voltage(V)	The power supply for each voltage has a sensor that is capable of detecting and reporting if the voltage falls out of the tolerance range.

Table 44 MONITOR > System Information > System Information (continued)

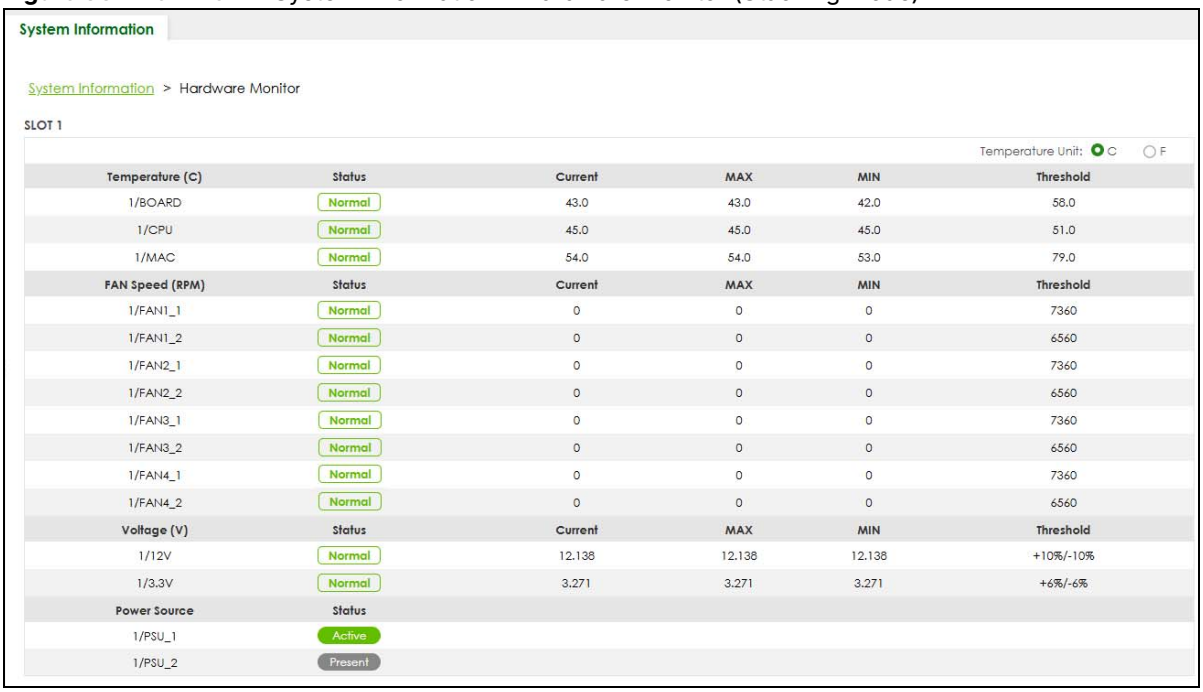
LABEL	DESCRIPTION
Status	**Normal** indicates that the voltage is within an acceptable operating range at this point; otherwise **Error** is displayed.
Current	This is the current voltage reading.
MAX	This field displays the maximum voltage measured at this point.
MIN	This field displays the minimum voltage measured at this point.
Threshold	This field displays the percentage tolerance of the voltage with which the Switch still works.
Power Source	This field lists the power supply module(s) installed in the Switch (for example, **PSU**). For CX4800-56F, **PSU_1** is **PWR1**, and **PSU_2** is **PWR2**. See Rear Panel for the location of the power supply modules.
Status	**Active** indicates the Switch is currently operating from the power source to which the power module is connected. **Present** is displayed when the power module is connected to the Switch, but is not connected to a power source and there is no available power. **Absent** is displayed when there is no power module connected to the Switch. **Error** indicates that this power module is functioning below the power requirement. Or, the fan in this power module is not working.
Type	**AC** indicates the Switch is currently operating from an AC power source. **DC** indicates the Switch is currently operating from a DC power source (DC models only). Note: The following options are available for GS1915-8PDv2 only. **AF** indicates the Switch is currently operating from an IEEE 802.3af (Type 1) power-up mode power source. **AT** indicates the Switch is currently operating from an IEEE 802.3at (Type 2) power-up mode power source. **BT60** indicates the Switch is currently operating from an IEEE 802.3bt (Type 3 60 W) power-up mode power source. **BT90** indicates the Switch is currently operating from an IEEE 802.3bt (Type 4 90 W) power-up mode power source.
Hardware Monitor (Stacking Mode)	
Slot	This number identifies the Switch in the stack. Click the number to see more detailed information on the Switch.
Name	This is the system name of the Switch in the stack.
Voltage	This shows if the power supply voltage sensor is within normal tolerance range.
Temperature	This shows if the temperature sensors on the Switch printed circuit board are within normal tolerance range.
Fan	This shows if the fan sensors are within normal tolerance range.
Power Supply	This shows if the Switch is properly operating from the connected power source.

14.3 Hardware Monitor (Stacking Mode)

This screen only appears when the Switch is in Stacking mode.

In the **MONITOR** > **System Information** > **System Information** screen, click an index of a **Slot** under **Hardware Monitor** to display the screen as shown. Use this screen to view hardware information of a specific slot (Switch) in your stacking system.

Figure 88 MONITOR > System Information > Hardware Monitor (Stacking Mode)



The following table describes the labels in this screen.

Table 45 MONITOR > System Information > Hardware Monitor

LABEL	DESCRIPTION
	This displays the slot ID of the Switch in the stacking system.
Temperature Unit	The Switch has temperature sensors that are capable of detecting and reporting if the temperature rises above the threshold. You may choose the temperature unit: **C** (Centigrade) or **F** (Fahrenheit) in this field.
Temperature (C/F)	**CPU**, **MAC**, and **BOARD** refer to the location of the temperature sensors on the Switch printed circuit board. The first number represents the slot ID.
Status	This field displays **Normal** for temperatures below the threshold and **Error** for those above.
Current	This shows the current temperature at this sensor.
MAX	This field displays the maximum temperature measured at this sensor.
MIN	This field displays the minimum temperature measured at this sensor.
Threshold	This field displays the upper temperature limit at this sensor.
Fan Speed (RPM)	A properly functioning fan is an essential component (along with a sufficiently ventilated, cool operating environment) in order for the device to stay within the temperature threshold. Each fan has a sensor that is capable of detecting and reporting if the fan speed falls below the threshold shown. The first number represents the slot ID.
Status	**Normal** indicates that this fan is functioning above the minimum speed. **Error** indicates that this fan is functioning below the minimum speed.
Current	This field displays this fan's current speed in Revolutions Per Minute (RPM).
MAX	This field displays this fan's maximum speed measured in Revolutions Per Minute (RPM).
MIN	This field displays this fan's minimum speed measured in Revolutions Per Minute (RPM). "<41" is displayed for speeds too small to measure (under 2000 RPM).

Table 45 MONITOR > System Information > Hardware Monitor (continued)

LABEL	DESCRIPTION
Threshold	This field displays the minimum speed at which a normal fan should work.
Voltage (V)	The power supply for each voltage has a sensor that is capable of detecting and reporting if the voltage falls out of the tolerance range. The first number represents the slot ID.
Status	**Normal** indicates that the voltage is within an acceptable operating range at this point; otherwise **Error** is displayed.
Current	This is the current voltage reading.
MAX	This field displays the maximum voltage measured at this point.
MIN	This field displays the minimum voltage measured at this point.
Threshold	This field displays the percentage tolerance of the voltage with which the Switch still works.
Power Source	This field lists the power supply modules installed in the Switch. **PSU_1** is **PWR1**, and **PSU_2** is **PWR2**. The first number represents the slot ID.
Status	**Active** indicates the Switch is currently operating from the power source to which the power module is connected. **Standby** indicates the power module is connected to a power source but the Switch is NOT operating from it. **N/A** is displayed when the power module is not connected to a power source and there is no available power.

CHAPTER 15
System Log

15.1 System Log Overview

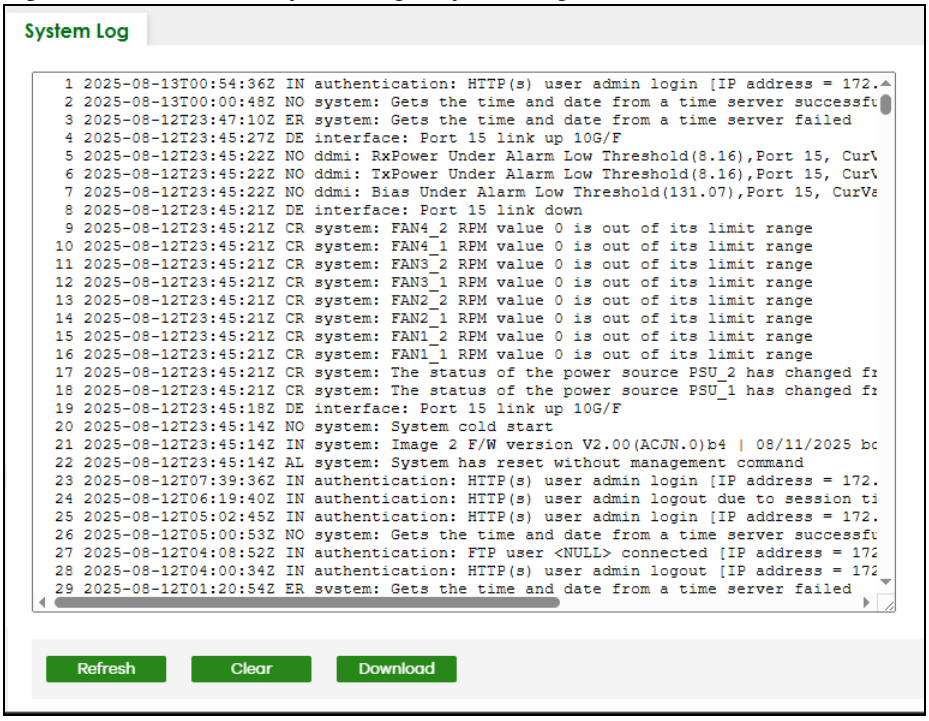
A log message stores the system history information for viewing.

15.2 System Log

Click **MONITOR** > **System Log** > **System Log** in the navigation panel to open this screen. Use this screen to check current system logs.

Note: When a log reaches the maximum number of log messages, new log messages automatically overwrite existing log messages, starting with the oldest existing log message first.

Figure 89 MONITOR > System Log > System Log



The summary table shows the time the log message was recorded and the reason the log message was generated. Click **Refresh** to update this screen. Click **Clear** to clear the whole log, regardless of what is currently displayed on the screen. Click **Download** to save the log to your computer.

CHAPTER 16 SYSTEM

The following chapters introduces the configurations of the links under the **SYSTEM** navigation panel.

Quick links to chapters:

- Cloud Management
- General Setup
- Hardware Monitor Setup
- Interface Setup
- IP Setup
- IPv6
- Logins
- Precision Time Protocol
- SNMP
- Stacking
- Switch Setup
- Syslog Setup
- Time Range

CHAPTER 17
Cloud Management

17.1 Cloud Management Overview

The Zyxel Nebula Control Center (NCC) is a cloud-based network management system that allows you to remotely manage and monitor Zyxel Nebula APs, Ethernet switches and security gateways.

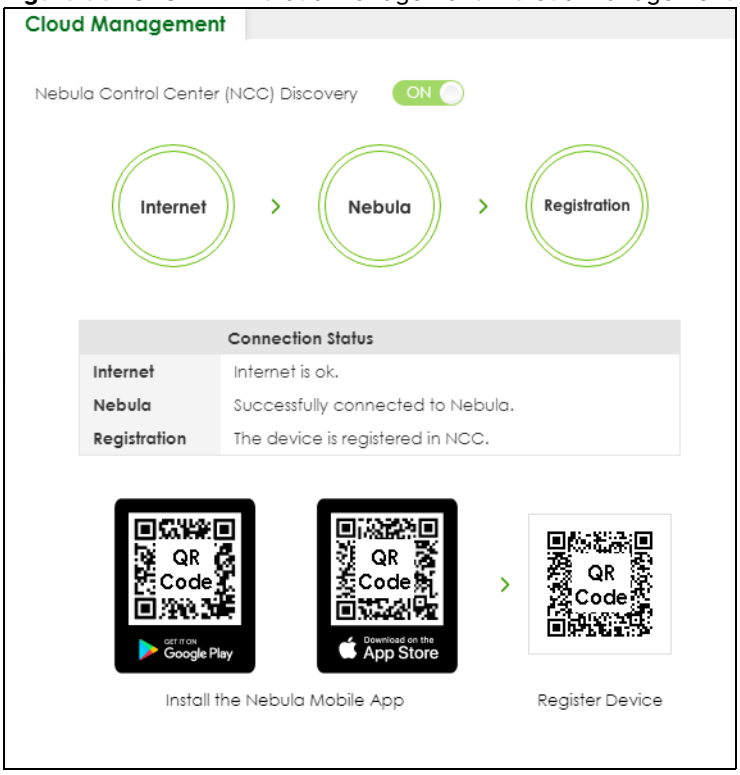
The Switch is managed and provisioned automatically by the NCC (Nebula Control Center) when:

- It is connected to the Internet.
- The **Nebula Control Center (NCC) Discovery** feature is enabled.
- It has been registered in the NCC.

17.2 Nebula Center Control Discovery

Click **SYSTEM** > **Cloud Management** > **Cloud Management** to display this screen.

Figure 90 SYSTEM > Cloud Management > Cloud Management



The following table describes the labels in this screen.

Table 46 SYSTEM > Cloud Management > Cloud Management

LABEL	DESCRIPTION
Nebula Control Center (NCC) Discovery	Enable the switch button to turn on Nebula Control Center (NCC) discovery on the Switch. This field displays: • The Switch Internet connection status. • The connection status between the Switch and NCC. • The Switch registration status on NCC. To pass your Switch management to NCC, first make sure your Switch is connected to the Internet. Then go to NCC and register your Switch. **1. Internet** Green – The Switch is connected to the Internet. Orange – The Switch is not connected to the Internet. **2. Nebula** Green – The Switch is connected to NCC. Orange – The Switch is not connected to NCC. **3. Registration** Green – The Switch is registered on NCC. Gray – The Switch is not registered on NCC. Note: All circles will gray out if you disable Nebula Discovery.
Connection Status	This table displays the NCC connection status information. Use status logs in the **Internet**, **Nebula**, and **Registration** fields for connection troubleshooting.

Cloud Management Mode

Enable the switch button to turn on NCC discovery on the Switch. If the Switch has Internet access and has been registered on the NCC, it will automatically go into cloud management mode. Follow the steps to register your Switch on NCC:

1 Download the Nebula Mobile App

First, download the app from the Google Play store for Android devices or the App Store for iOS devices and create an organization and site.

You can scan an app store QR code to open the app installation page on the app store.

2 Scan the Device QR code

The **Register Device** QR code in this screen contains the Switch's serial number and the registration MAC address for handy NCC registration of the Switch using the Nebula Mobile app.

Follow the wizard in the Nebula Mobile app to scan the QR code to register the Switch on NCC and add the Switch into a site.

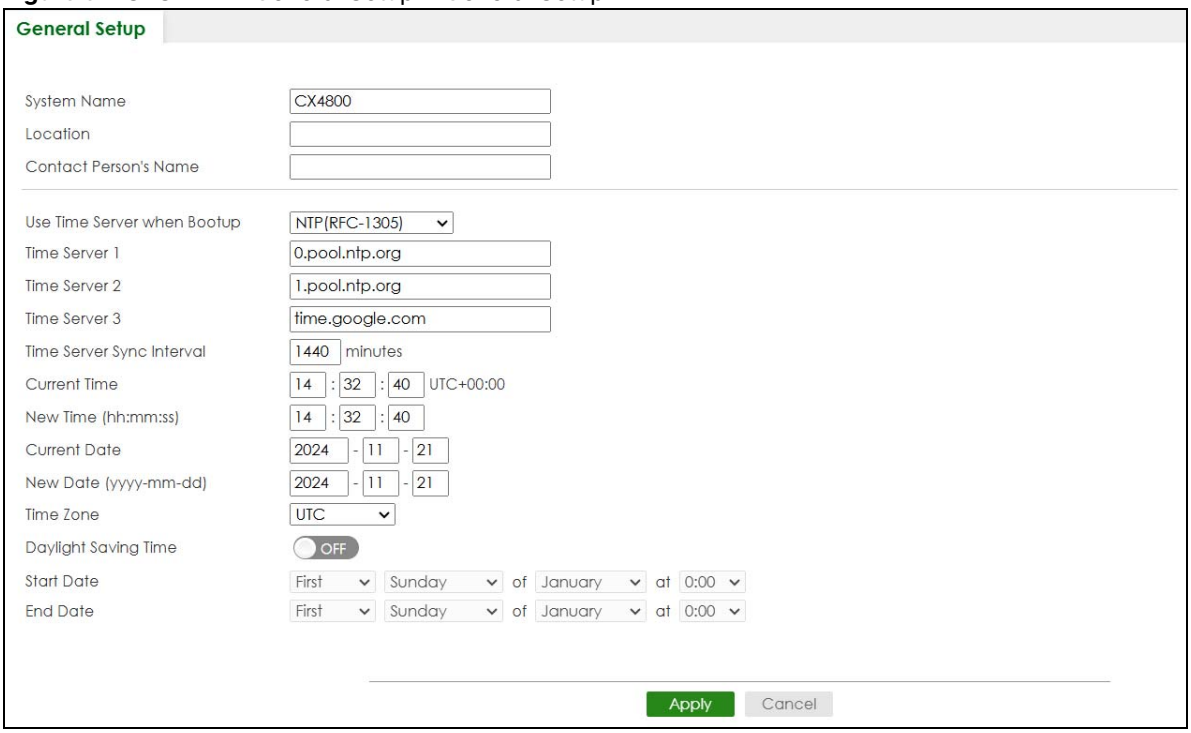
If **Nebula Control Center (NCC) Discovery** is disabled, the Switch will NOT discover the NCC and remain in Standalone mode.

CHAPTER 18
General Setup

18.1 General Setup

Use this screen to configure general settings such as the system name and time. Click **SYSTEM** > **General Setup** > **General Setup** in the navigation panel to display the screen as shown.

Figure 91 SYSTEM > General Setup > General Setup



Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,].

Note: Avoid changing the default timezone on a cloud-managed Switch. Doing so may prevent the Switch status from being displayed correctly on Nebula Control Center (NCC).

The following table describes the labels in this screen.

Table 47 SYSTEM > General Setup > General Setup

LABEL	DESCRIPTION
System Name	Choose a descriptive name for identification purposes. This name consists of up to 64 printable ASCII characters; spaces are allowed.
Location	Enter the geographic location of your Switch. You can use up to 128 printable ASCII characters; spaces are allowed.

Table 47 SYSTEM > General Setup > General Setup (continued)

LABEL	DESCRIPTION
Contact Person's Name	Enter the name of the person in charge of this Switch. You can use up to 32 printable ASCII characters; spaces are allowed.
Use Time Server when Bootup	Enter the time service protocol that your time server uses. Not all time servers support all protocols, so you may have to use trial and error to find a protocol that works. The main differences between them are the time format. When you select the **Daytime (RFC-867)** format, the Switch displays the day, month, year and time with no time zone adjustment. When you use this format it is recommended that you use a Daytime timeserver within your geographical time zone. **Time (RFC-868)** format displays a 4-byte integer giving the total number of seconds since 1970/1/1 at 00:00:00. **NTP (RFC-1305)** is similar to **Time (RFC-868)**. **None** is the default value. Enter the time manually. Each time you turn on the Switch, the time and date will be reset to 2022-01-01 00:00:00.
Time Server 1/2/3	Enter the IPv4 / IPv6 address or domain name of your time server. The Switch searches for the first, then the second, then the third time server for around 60 seconds.
Time Server Sync Interval	Enter the period in minutes between each time server synchronization. The Switch checks the time server after every synchronization interval.
Current Time	This field displays the time you open this menu (or refresh the menu).
New Time (hh:mm:ss)	Enter the new time in hour, minute and second format. The new time then appears in the **Current Time** field after you click **Apply**.
Current Date	This field displays the date you open this menu.
New Date (yyyy-mm-dd)	Enter the new date in year, month and day format. The new date then appears in the **Current Date** field after you click **Apply**.
Time Zone	Select the time difference between UTC (Universal Time Coordinated, formerly known as GMT, Greenwich Mean Time) and your time zone from the drop-down list box.
Daylight Saving Time	Daylight saving is a period from late spring to early fall when many countries set their clocks ahead of normal local time by one hour to give more daytime light in the evening. Enable the switch button if you use Daylight Saving Time.
Start Date	Configure the day and time when Daylight Saving Time starts if you selected **Daylight Saving Time**. The time is displayed in the 24 hour format. Here are a couple of examples: Daylight Saving Time starts in most parts of the United States on the second Sunday of March. Each time zone in the United States starts using Daylight Saving Time at 2 A.M. local time. So in the United States you would select **Second**, **Sunday**, **March** and **2:00**. Daylight Saving Time starts in the European Union on the last Sunday of March. All of the time zones in the European Union start using Daylight Saving Time at the same moment (1 A.M. GMT or UTC). So in the European Union you would select **Last**, **Sunday**, **March** and the last field depends on your time zone. In Germany for instance, you would select **2:00** because Germany's time zone is one hour ahead of GMT or UTC (GMT+1).
End Date	Configure the day and time when Daylight Saving Time ends if you selected **Daylight Saving Time**. The time field uses the 24 hour format. Here are a couple of examples: Daylight Saving Time ends in the United States on the first Sunday of November. Each time zone in the United States stops using Daylight Saving Time at 2 A.M. local time. So in the United States you would select **First**, **Sunday**, **November** and **2:00**. Daylight Saving Time ends in the European Union on the last Sunday of October. All of the time zones in the European Union stop using Daylight Saving Time at the same moment (1 A.M. GMT or UTC). So in the European Union you would select **Last**, **Sunday**, **October** and the last field depends on your time zone. In Germany for instance, you would select **2:00** because Germany's time zone is one hour ahead of GMT or UTC (GMT+1).

Table 47 SYSTEM > General Setup > General Setup (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

18.2 Hardware Monitor Setup

This section introduces **Fan Control** for the temperature of the SFP transceiver inserted in the Switch.

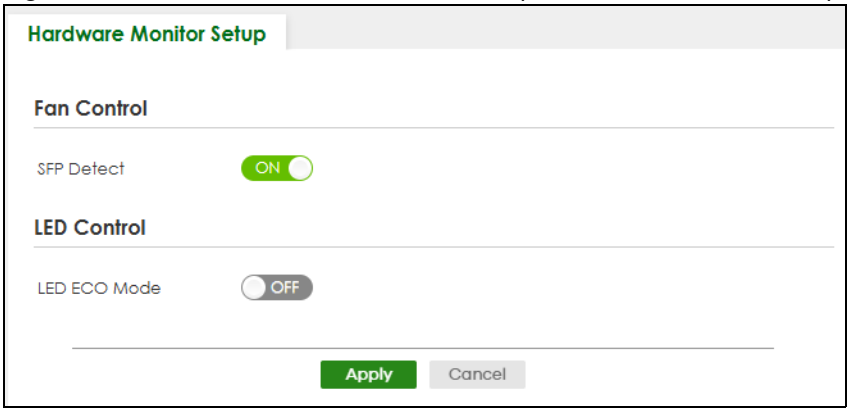
When the SFP transceiver temperature exceeds the temperature threshold (see your transceiver documentation), the Switch automatically turns on the fans with maximum fan speed to cool down the system.

The fans do not automatically turn off after the SFP transceiver temperature returns below threshold. To turn off the fans, you have to temporarily disable **SFP Detect** or reboot the Switch.

Click **SYSTEM** > **Hardware Monitor Setup** > **Hardware Monitor Setup** to display the screen as shown below.

Note: The **SFP Detect** feature only functions if at least one of your SFP transceiver(s) support DDMI (Digital Diagnostic Monitoring Interface). See the transceiver documentation.

Figure 92 SYSTEM > Hardware Monitor Setup > Hardware Monitor Setup



The following table describes the labels in this screen.

Table 48 SYSTEM > Hardware Monitor Setup > Hardware Monitor Setup

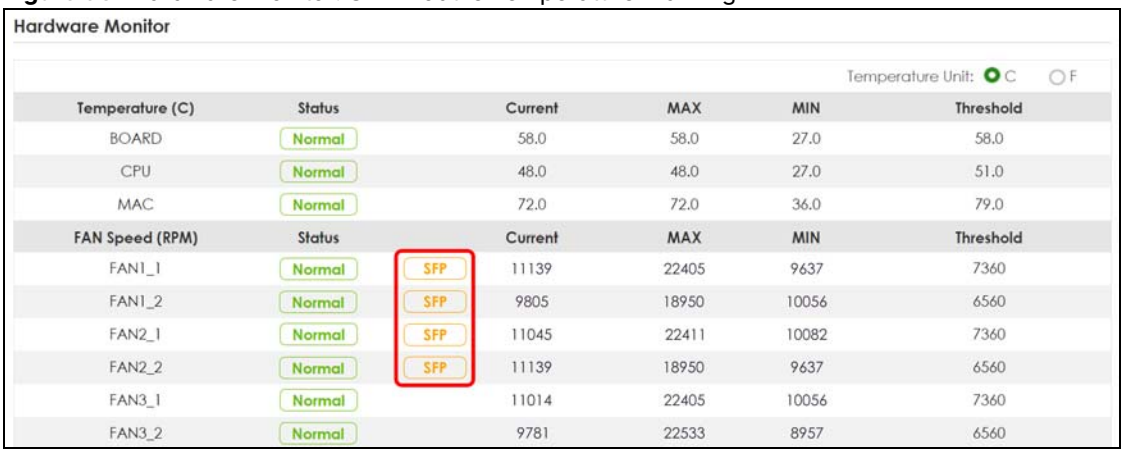
LABEL	DESCRIPTION
Fan Control	
SFP Detect	Enable the switch button to enable **SFP Detect** on the Switch.
LED Control	
LED ECO Mode	Enable the switch button to turn off the front panel LEDs except the **PWR** and **SYS** LEDs. Disable the switch button to restore the front panel LEDs.

Table 48 SYSTEM > Hardware Monitor Setup > Hardware Monitor Setup (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

You will see SFP warning icons next to the **FAN**s in the **MONITOR** > **System Information** > **System Information** screen when **SFP Detect** has triggered the fans.

Figure 93 Hardware Monitor: SFP Module Temperature Warning



CHAPTER 19
Interface Setup

19.1 Interface Setup Overview

This chapter shows you how to create virtual interfaces for interface-based configurations. An IPv6 address is configured on a per-interface basis. The interface can be a physical interface (for example, an Ethernet port) or a virtual interface (for example, a VLAN).

19.2 Interface Setup

Use this screen to view and set IPv6 interfaces on which you can configure an IPv6 address to access and manage the Switch.

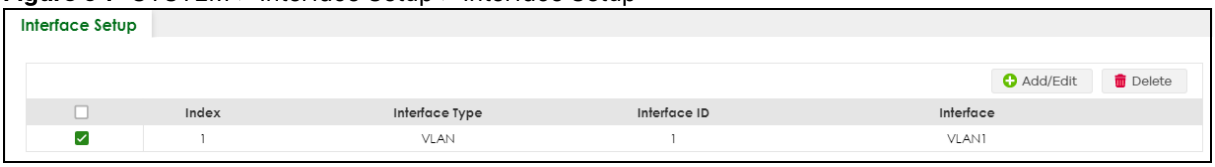
Use this screen to view and create IPv4 loopback interfaces for routing protocols.

The interfaces you create here will only take effect after you configure them in:

- **SYSTEM** > **IPv6** screens, or
- **NETWORKING** > **Loopback Interface** > **IPv4 Loopback Interface** screen.

Click **SYSTEM** > **Interface Setup** > **Interface Setup** in the navigation panel to display the configuration screen.

Figure 94 SYSTEM > Interface Setup > Interface Setup



The following table describes the labels in this screen.

Table 49 SYSTEM > Interface Setup > Interface Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of an entry.
Interface Type	This field displays the type of interface.
Interface ID	This field displays the identification number of the interface.
Interface	This field displays the interface's descriptive name which is generated automatically by the Switch. The name is from a combination of the interface type and ID number.

Table 49 SYSTEM > Interface Setup > Interface Setup (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new interface or edit a selected one.
Delete	Click **Delete** to remove the selected interfaces.

19.2.1 Add/Edit Interfaces

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **Interface Setup** > **Interface Setup** screen to display the configuration screen.

Figure 95 SYSTEM > Interface Setup > Interface Setup > Add/Edit

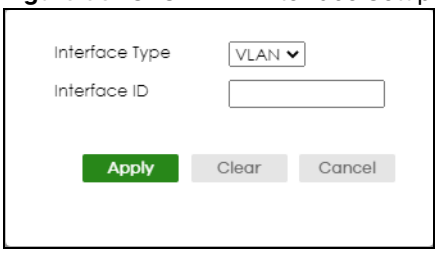
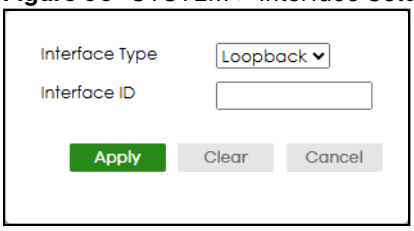


Figure 96 SYSTEM > Interface Setup > Interface Setup > Add/Edit (L3 Aggregation Switch)



The following table describes the labels in this screen.

Table 50 SYSTEM > Interface Setup > Interface Setup > Add/Edit

LABEL	DESCRIPTION
Interface Type (Loopback)	Select the type of interface you want to create. At the time of writing, the Switch supports the IPv4 loopback interface.
Interface Type (VLAN)	Select the type of IPv6 interface for which you want to configure. The Switch supports the VLAN interface type for IPv6 at the time of writing.
Interface ID (Loopback)	Specify a unique identification number (from 0 to 7) for the loopback interface.
Interface ID (VLAN)	Specify a unique identification number (from 1 to 4094) for the interface. To have IPv6 function properly, you should configure a static VLAN with the same ID number in the **SWITCHING > VLAN** screens.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 20
IP Setup

20.1 IP Setup Overview

This chapter shows you how to configure IP settings and set up IP interfaces on the Switch using the **IP Setup** screens.

20.1.1 What You Can Do

- Use the **IP Status** screen (Section 20.2 on page 166) to view the current IP interfaces and DNS server settings on the Switch.
- Use the **IP Setup** screen (Section 20.3 on page 168) to configure the default gateway device, the default domain name server and add IP domains.
- Use the **Network Proxy Configuration** screen (Section 20.4 on page 172) to configure network proxy configurations.

20.1.2 IP Interfaces

The Switch needs an IP address for it to be managed over the network. When the Switch (in Standalone mode) fails to obtain an IP address from a DHCP server, the default static IP address 192.168.1.1 will be automatically added and used as the Switch's management IP address. The subnet mask specifies the network number portion of an IP address. The factory default subnet mask is 255.255.255.0.

On the Switch, an IP address is not bound to any physical ports. Since each IP address on the Switch must be in a separate subnet, the configured IP address is also known as IP interface (or routing domain). In addition, this allows routing between subnets based on the IP address without additional routers.

You can configure multiple routing domains on the same VLAN as long as the IP address ranges for the domains do not overlap. To change the IP address of the Switch in a routing domain, simply add a new routing domain entry with a different IP address in the same subnet.

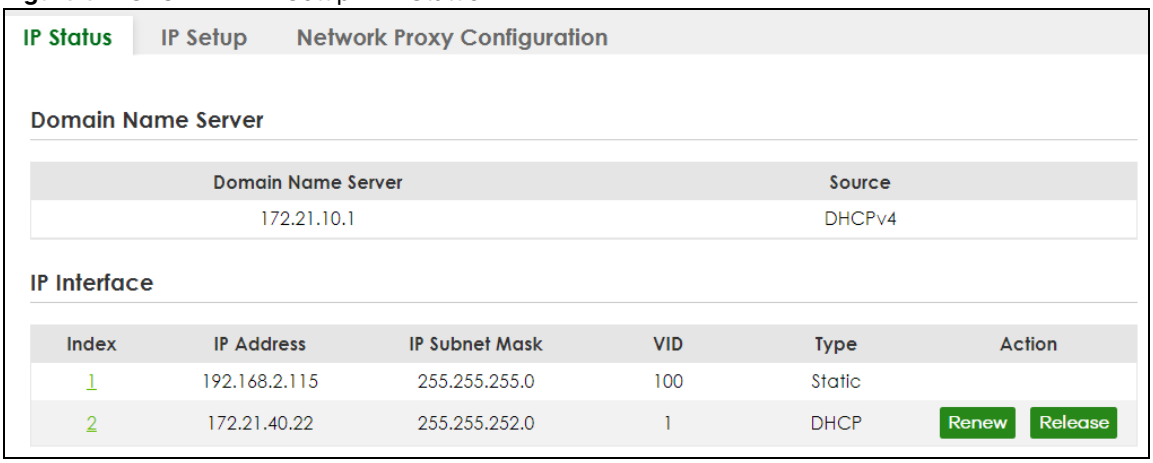
Note: To know the maximum number of IP domains supported by a Switch Series, refer to the corresponding datasheet in the Zyxel Download Library for details. The IP domains are used to access and manage the Switch from the ports belonging to the pre-defined VLANs.

Note: You must configure a VLAN first before adding a management IP address. For a Layer-2 Switch, each VLAN can only have one management IP address. For a Layer-3 Switch, each VLAN can have multiple management IP addresses, and you can log into the Switch through different management IP addresses simultaneously.

20.2 IP Status

Click **SYSTEM** > **IP Setup** > **IP Status** to display the screen as shown.

Figure 97 SYSTEM > IP Setup > IP Status



The following table describes the labels in this screen.

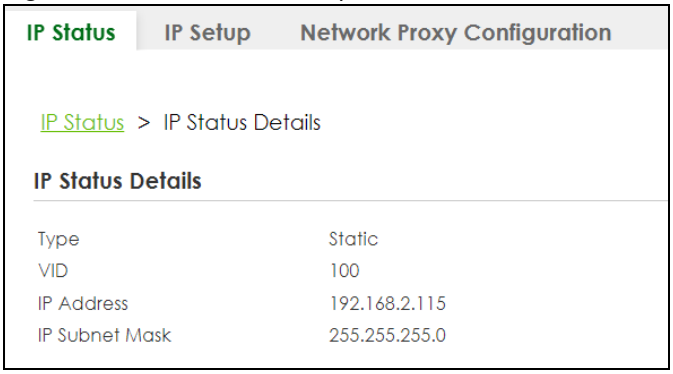
Table 51 SYSTEM > IP Setup > IP Status

LABEL	DESCRIPTION
Domain Name Server	
Domain Name Server	This field displays the IP address of the DNS server.
Source	This field displays whether the DNS server address is configured manually (**Static**) or obtained automatically using **DHCPv4**. Note: If DNS server is not configured or configuration is deleted, the system automatically uses the default **Backup** server.
IP Interface	
Index	This field displays the index number of an entry.
IP Address	This field displays the IP address of the Switch in the IP domain.
IP Subnet Mask	This field displays the subnet mask of the Switch in the IP domain.
VID	This field displays the VLAN identification number of the IP domain on the Switch.
Type	This shows whether this IP address is dynamically assigned from a DHCP server (**DHCP**) or manually assigned (**Static**).
Renew	Click this to renew the dynamic IP address.
Release	Click this to release the dynamic IP address.

20.2.1 IP Status Details

Use this screen to view IP status details. Click a number in the **Index** column in the **SYSTEM** > **IP Setup** > **IP Status** screen to display the screen as shown next.

Figure 98 SYSTEM > IP Setup > IP Status > IP Status Details: Static

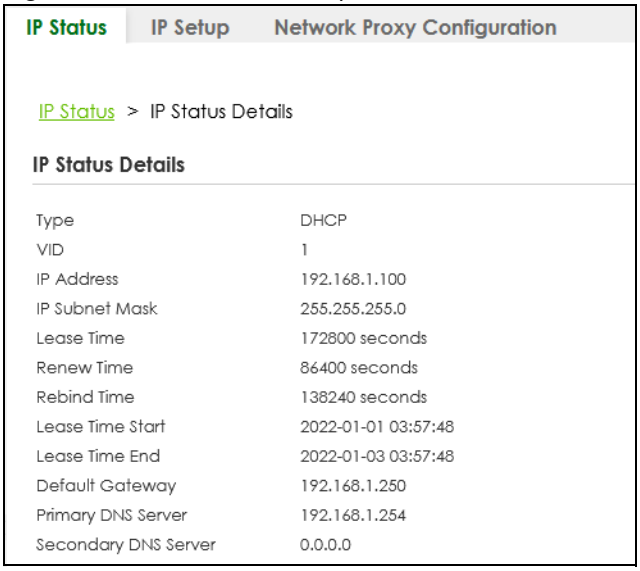


The following table describes the labels in this screen.

Table 52 SYSTEM > IP Setup > IP Status > IP Status Details: Static

LABEL	DESCRIPTION
Type	This shows the IP address is manually assigned (**Static**).
VID	This is the VLAN identification number to which an IP routing domain belongs.
IP Address	This is the IP address of your Switch in dotted decimal notation for example 192.168.1.1.
IP Subnet Mask	This is the IP subnet mask of your Switch in dotted decimal notation for example 255.255.255.0.

Figure 99 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP



The following table describes the labels in this screen.

Table 53 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP

LABEL	DESCRIPTION
Type	This shows the IP address is dynamically assigned from a DHCP server (**DHCP**).
VID	This is the VLAN identification number to which an IP routing domain belongs.
IP Address	This is the IP address of your Switch in dotted decimal notation for example 192.168.1.1.
IP Subnet Mask	This is the IP subnet mask of your Switch in dotted decimal notation for example 255.255.255.0.
Lease Time	This displays the length of time in seconds that this interface can use the current dynamic IP address from the DHCP server.

Table 53 SYSTEM > IP Setup > IP Status > IP Status Details: DHCP (continued)

LABEL	DESCRIPTION
Renew Time	This displays the length of time from the lease start that the Switch will request to renew its current dynamic IP address from the DHCP server.
Rebind Time	This displays the length of time from the lease start that the Switch will request to get any dynamic IP address from the DHCP server.
Lease Time Start	This displays the date and time that the current dynamic IP address assignment from the DHCP server began. You should configure date and time in **SYSTEM** > **General Setup** > **General Setup**.
Lease Time End	This displays the date and time that the current dynamic IP address assignment from the DHCP server will end. You should configure date and time in **SYSTEM** > **General Setup** > **General Setup**.
Default Gateway	This displays the IP address of the default gateway assigned by the DHCP server. 0.0.0.0 means no gateway is assigned.
Primary / Secondary DNS Server	This displays the IP address of the primary and secondary DNS servers assigned by the DHCP server. 0.0.0.0 means no DNS server is assigned.

20.3 IP Setup

Use this screen to configure the default gateway device, the default domain name server and add IP domains. Click **SYSTEM** > **IP Setup** > **IP Setup** in the navigation panel to display the screen as shown.

Note: The Switch allows you to set a static IP interface in the same subnet that already has a DHCP-assigned IP interface on the Switch. The Switch will use the static IP you set and the DHCP-assigned IP will be set to 0.0.0.0.

Figure 100 SYSTEM > IP Setup > IP Setup

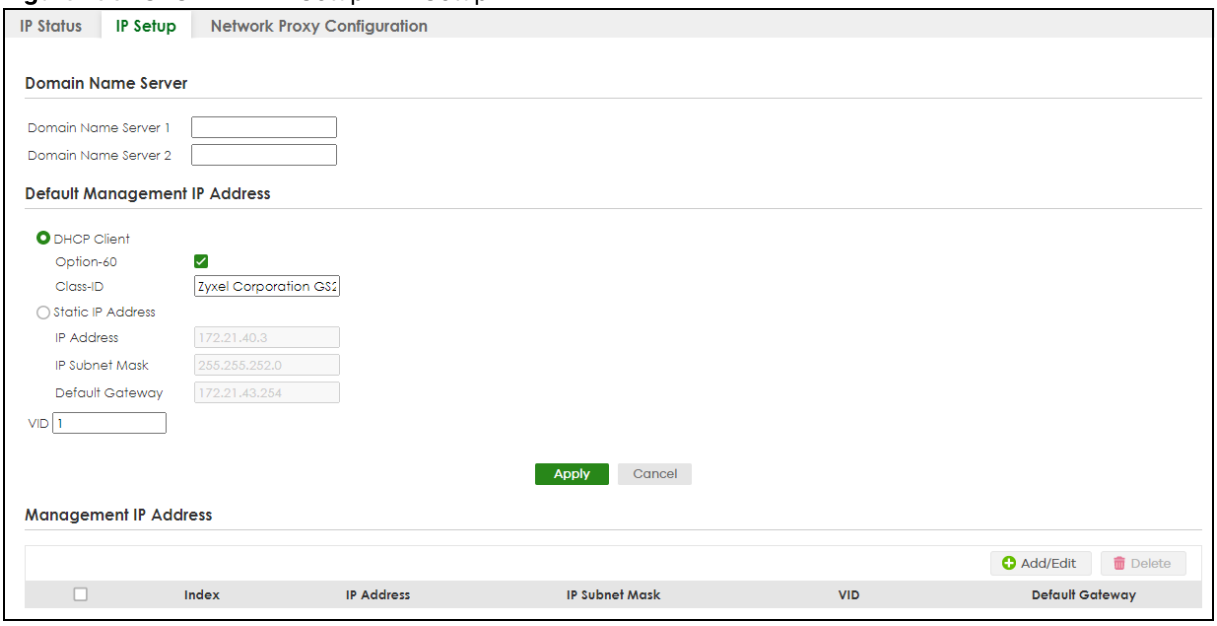
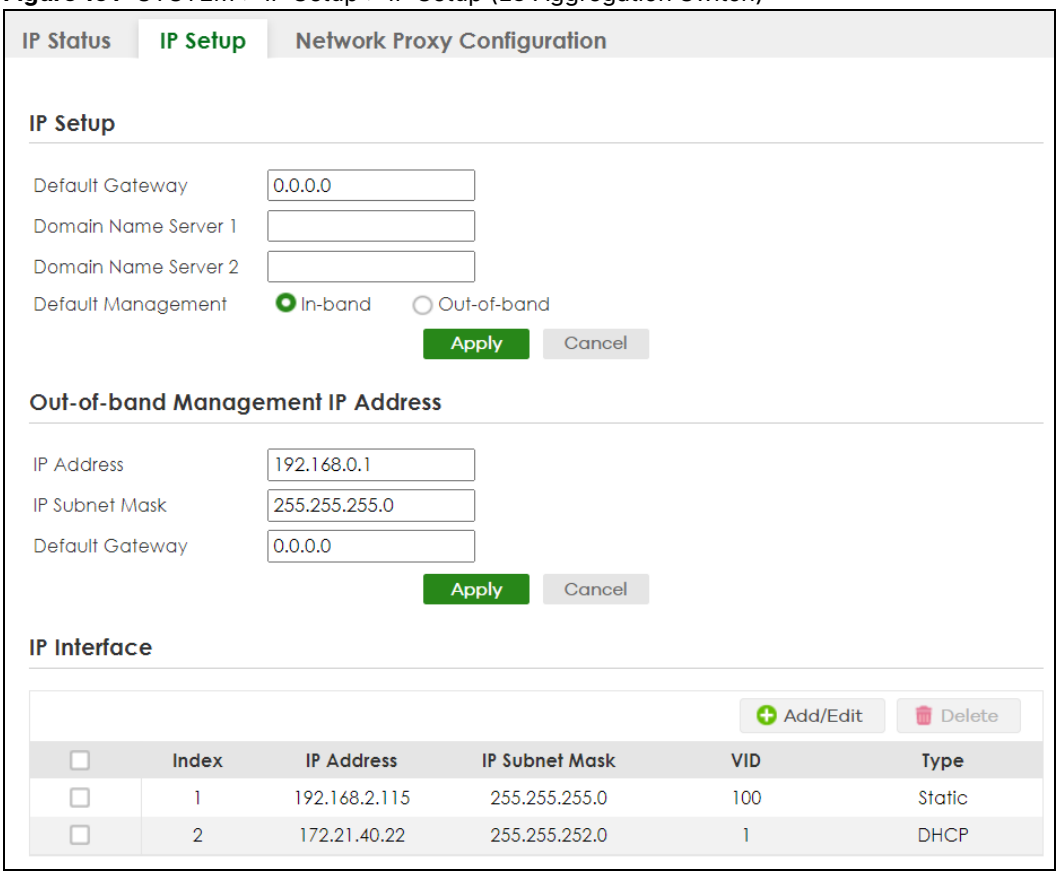


Figure 101 SYSTEM > IP Setup > IP Setup (L3 Aggregation Switch)



The following table describes the labels in this screen.

Table 54 SYSTEM > IP Setup > IP Setup

LABEL	DESCRIPTION
IP Setup	
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
Domain Name Server 1/2	Enter a domain name server IPv4 address in order to be able to use a domain name instead of an IP address.
Default Management	Specify which traffic flow (**In-band** or **Out-of-band**) the Switch is to send packets originating from itself (such as SNMP traps) or packets with unknown source. Select **Out-of-band** to have the Switch send the packets to the management port labeled **MGMT**. This means that devices connected to the other ports do not receive these packets. Select **In-band** to have the Switch send the packets to all ports except the management port (labeled **MGMT**) to which connected devices do not receive these packets.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.
Out-of-band Management IP Address Use these fields to set the settings for the out-of-band management port.	
IP Address	Enter the out-of-band management IP address of your Switch in dotted decimal notation. For example, 192.168.0.1.

Table 54 SYSTEM > IP Setup > IP Setup (continued)

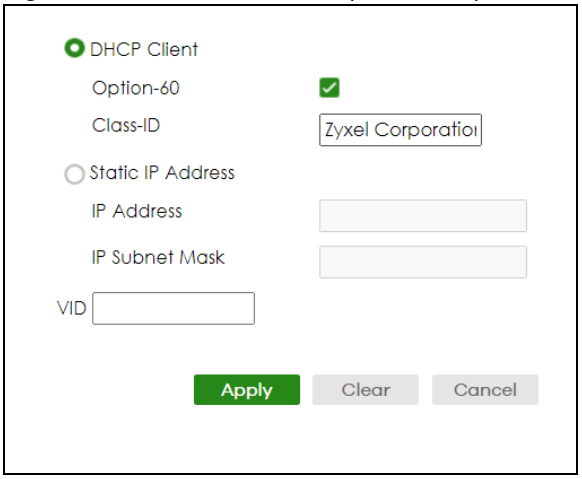
LABEL	DESCRIPTION
IP Subnet Mask	Enter the IP subnet mask of your Switch in dotted decimal notation, for example, 255.255.255.0.
Default Gateway	Enter the IP address of the default outgoing gateway in dotted decimal notation, for example, 192.168.0.254.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.
IP Interface Use this section to view and configure IP routing domains on the Switch.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of an entry.
IP Address	This field displays the IP address of the Switch in the IP domain.
IP Subnet Mask	This field displays the subnet mask of the Switch in the IP domain.
VID	This field displays the VLAN identification number of the IP domain on the Switch.
Type	This field displays the type of IP address status. **Static** or **DHCP**.
Add/Edit	Click **Add/Edit** to add a new IP interface or edit a selected one.
Delete	Click **Delete** to remove the selected IP interfaces.

20.3.1 Add/Edit IP Interfaces

Use this screen to add or edit IP interfaces. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **IP Setup** > **IP Setup** screen to display this screen.

Figure 102 SYSTEM > IP Setup > IP Setup > Add/Edit

Figure 103 SYSTEM > IP Setup > IP Setup > Add/Edit (Layer 3 Switch Series with Access L3 License)



The following table describes the labels in this screen.

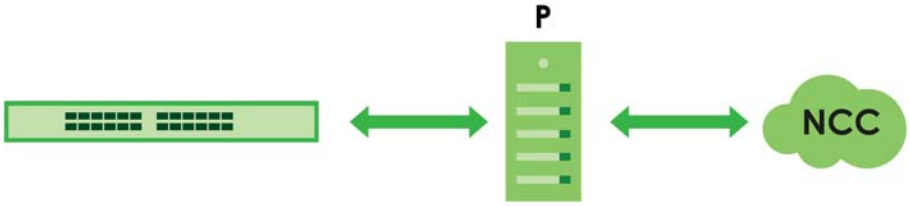
Table 55 SYSTEM > IP Setup > IP Setup > Add/Edit

LABEL	DESCRIPTION
DHCP Client	Select this option if you have a DHCP server that can assign the Switch an IP address, subnet mask, a default gateway IP address and a domain name server IP address automatically.
Option-60	DHCP Option 60 is used by the Switch for identification to the DHCP server using the VCI (Vendor Class Identifier) on the DHCP server. The Switch adds it in the initial DHCP discovery message that a DHCP client broadcasts in search of an IP address. The DHCP server can assign different IP addresses or options to clients with the specific VCI or reject the request from clients without the specific VCI. Select this and enter the device identity you want the Switch to add in the DHCP discovery frames that go to the DHCP server. This allows the Switch to identify itself to the DHCP server.
Class-ID	Enter a string of up to 32 printable ASCII characters to identify this Switch to the DHCP server. For example, Zyxel-TW. The string should not contain [?], [|], ['], ["], or [,].
Static IP Address	Select this option if you do not have a DHCP server or if you wish to assign static IP address information to the Switch. You need to fill in the following fields when you select this option.
IP Address	Enter the IP address of your Switch in dotted decimal notation, for example, 192.168.1.1. This is the IP address of the Switch in an IP routing domain.
IP Subnet Mask	Enter the IP subnet mask of an IP routing domain in dotted decimal notation, for example, 255.255.255.0.
Default Gateway	Enter the IP address of the default outgoing gateway in dotted decimal notation, for example 172.21.43.254.
VID	Enter the VLAN identification number to which an IP routing domain belongs.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

20.4 Network Proxy Configuration

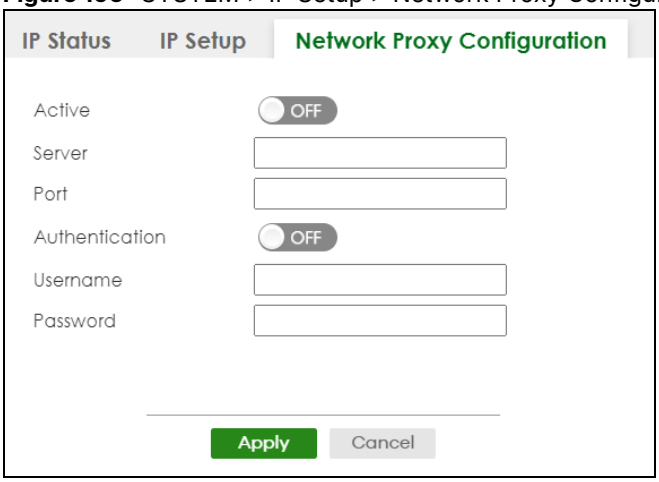
The proxy server of an organization may prohibit communication between the Switch and NCC (Nebula Control Center) (See Section 17.1 on page 157). Use this screen to enable communication between the Switch and NCC through the proxy server (**P**).

Figure 104 Network Proxy Configuration Application



As of this writing, this setting only allows communication between the Switch and the NCC.

Figure 105 SYSTEM > IP Setup > Network Proxy Configuration



The following table describes the labels in this screen.

Table 56 SYSTEM > IP Setup > Network Proxy Configuration

LABEL	DESCRIPTION
Active	Enable the switch button to enable communication between the Switch and NCC through a proxy server.
Server	Enter the IP address (dotted decimal notation) or host name of the proxy server. When entering the host name, up to 128 alphanumeric characters are allowed for the **Server** except [?], [|], ['], or ["].
Port	Enter the port number of the proxy server (1 to 65535).
Authentication	Enable the switch button to enable proxy server authentication using a **Username** and **Password**.
Username	Enter a login user name from the proxy server administrator. Up to 32 alphanumeric characters are allowed for the **Username**. The string should not contain [?], [|], ['], ["], [,], [:], or space.
Password	Enter a login password from the proxy server administrator. Up to 32 alphanumeric characters are allowed for the **Password** except [?], [|], ['], and ["].
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.

CHAPTER 21
IPv6

21.1 IPv6 Overview

This chapter introduces the **IPv6** screens.

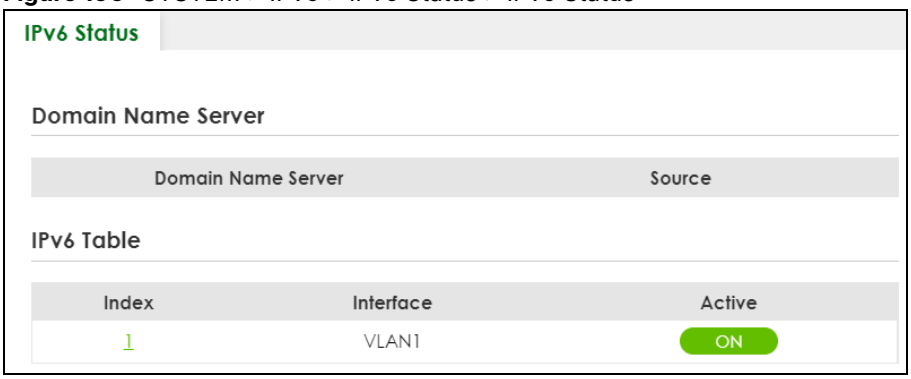
21.1.1 What You Can Do

- Use the **IPv6 Status** screen (Section 21.2 on page 173) to view the IPv6 table and DNS server information.
- Use the **IPv6 Global Setup** screen (Section 21.3 on page 176) to configure the global IPv6 settings.
- Use the **IPv6 Interface Setup** screen (Section 21.4 on page 177) to view and configure IPv6 interfaces.
- Use the **IPv6 Link-Local Address Setup** screen (Section 21.5 on page 178) to view and configure IPv6 link-local addresses.
- Use the **IPv6 Global Address Setup** screen (Section 21.6 on page 180) to view and configure IPv6 global addresses.
- Use the **IPv6 Neighbor Discovery Setup** screen (Section 21.7 on page 181) to view and configure neighbor discovery settings on each interface.
- Use the **IPv6 Router Discovery Setup** screen (Section 21.8 on page 183) to view and configure router discovery settings on each interface.
- Use the **IPv6 Prefix Setup** screen (Section 21.9 on page 185) to configure the Switch's IPv6 prefix list for each interface.
- Use the **IPv6 Neighbor Setup** screen (Section 21.10 on page 186) to configure static IPv6 neighbor entries in the Switch's IPv6 neighbor table.
- Use the**DHCPv6 Client Setup** screen (Section 21.11 on page 187) to configure the Switch's DHCP settings when it is acting as a DHCPv6 client.

21.2 IPv6 Status

Click **SYSTEM** > **IPv6** > **IPv6 Status** > **IPv6 Status** in the navigation panel to display the IPv6 status screen as shown next.

Figure 106 SYSTEM > IPv6 > IPv6 Status > IPv6 Status



The following table describes the labels in this screen.

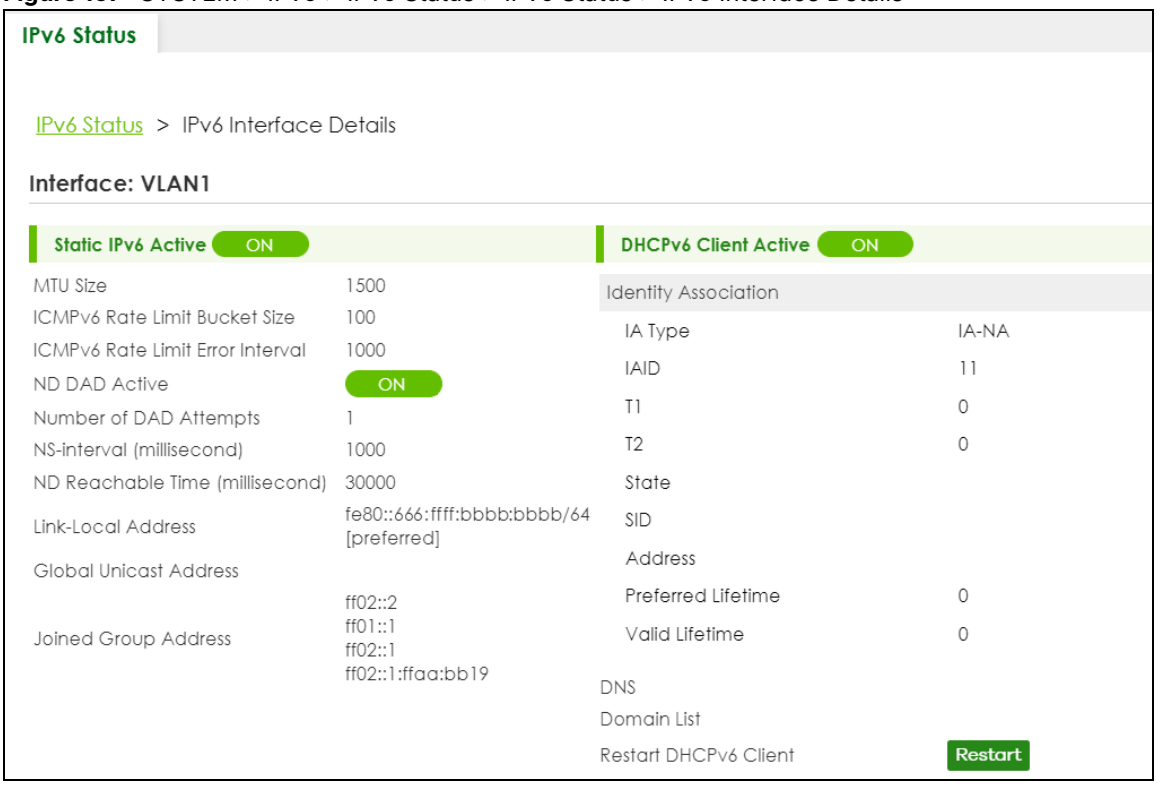
Table 57 SYSTEM > IPv6 > IPv6 Status > IPv6 Status

LABEL	DESCRIPTION
Domain Name Server	
Domain Name Server	This field displays the IP address of the DNS server.
Source	This field displays whether the DNS server address is configured manually (**Static**) or obtained automatically using **DHCPv6**.
IPv6 Table	
Index	This field displays the index number of an IPv6 interface. Click on an index number to view more interface details.
Interface	This is the name of the IPv6 interface you created.
Active	This field displays whether the IPv6 interface is activated or not.

21.2.1 IPv6 Interface Status Details

Use this screen to view a specific IPv6 interface status and detailed information. Click an interface index number in the **SYSTEM** > **IPv6** > **IPv6 Status** > **IPv6 Status** screen. The following screen opens.

Figure 107 SYSTEM > IPv6 > IPv6 Status > IPv6 Status > IPv6 Interface Details



The following table describes the labels in this screen.

Table 58 SYSTEM > IPv6 > IPv6 Status > IPv6 Status > IPv6 Interface Details

LABEL	DESCRIPTION
Static IPv6 Active This field displays whether the IPv6 interface is activated or not.	
MTU Size	This field displays the Maximum Transmission Unit (MTU) size for IPv6 packets on this interface.
ICMPv6 Rate Limit Bucket Size	This field displays the maximum number of ICMPv6 error messages which are allowed to transmit in a given time interval. If the bucket is full, subsequent error messages are suppressed.
ICMPv6 Rate Limit Error Interval	This field displays the time period (in milliseconds) during which ICMPv6 error messages of up to the bucket size can be transmitted. 0 means no limit.
ND DAD Active	This field displays whether Neighbor Discovery (ND) Duplicate Address Detection (DAD) is enabled on the interface.
Number of DAD Attempts	This field displays the number of consecutive neighbor solicitations the Switch sends for this interface.
NS-Interval (millisecond)	This field displays the time interval (in milliseconds) at which neighbor solicitations are re-sent for this interface.
ND Reachable Time (millisecond)	This field displays how long (in milliseconds) a neighbor is considered reachable for this interface.
Stateless Address Autoconfig	This field displays whether the Switch's interface can automatically generate a link-local address through stateless auto-configuration.

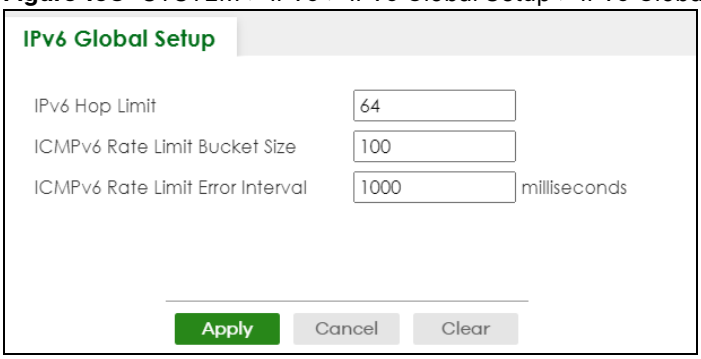
Table 58 SYSTEM > IPv6 > IPv6 Status > IPv6 Status > IPv6 Interface Details (continued)

LABEL	DESCRIPTION
Link-Local Address	This field displays the Switch's link-local IP address and prefix generated by the interface. It also shows whether the IP address is preferred, which means it is a valid address and can be used as a sender or receiver address.
Global Unicast Address	This field displays the Switch's global unicast address to identify this interface.
Joined Group Address	This field displays the IPv6 multicast addresses of groups the Switch's interface joins.
DHCPv6 Client Active This field displays whether the Switch acts as a DHCPv6 client to get an IPv6 address from a DHCPv6 server.	
Identity Association An Identity Association (IA) is a collection of addresses assigned to a DHCP client, through which the server and client can manage a set of related IP addresses. Each IA must be associated with exactly one interface.	
IA Type	The IA type is the type of address in the IA. Each IA holds one type of address. **IA_NA** means an identity association for non-temporary addresses and **IA_TA** is an identity association for temporary addresses.
IAID	Each IA consists of a unique IAID and associated IP information.
T1	This field displays the DHCPv6 T1 timer. After T1, the Switch sends the DHCPv6 server a Renew message. An IA_NA option contains the T1 and T2 fields, but an IA_TA option does not. The DHCPv6 server uses T1 and T2 to control the time at which the client contacts with the server to extend the lifetimes on any addresses in the IA_NA before the lifetimes expire.
T2	This field displays the DHCPv6 T2 timer. If the time T2 is reached and the server does not respond, the Switch sends a Rebind message to any available server.
State	This field displays the state of the TA. It shows **Active** when the Switch obtains addresses from a DHCPv6 server and the TA is created. **Renew** when the TA's address lifetime expires and the Switch sends out a Renew message. **Rebind** when the Switch does not receive a response from the original DHCPv6 server and sends out a Rebind message to another DHCPv6 server.
SID	This field displays the DHCPv6 server's unique ID.
Address	This field displays the Switch's global address which is assigned by the DHCPv6 server.
Preferred Lifetime	This field displays how long (in seconds) that the global address remains preferred.
Valid Lifetime	This field displays how long (in seconds) that the global address is valid.
DNS	This field displays the DNS server address assigned by the DHCPv6 server.
Domain List	This field displays the address record when the Switch queries the DNS server to resolve domain names.
Restart DHCPv6 Client	Click **Restart** to send a new DHCP request to the DHCPv6 server and update the IPv6 address and DNS information for this interface.

21.3 IPv6 Global Setup

Use this screen to configure the global IPv6 settings. Click **SYSTEM** > **IPv6** > **IPv6 Global Setup** > **IPv6 Global Setup** to display the screen as shown next.

Figure 108 SYSTEM > IPv6 > IPv6 Global Setup > IPv6 Global Setup



The following table describes the labels in this screen.

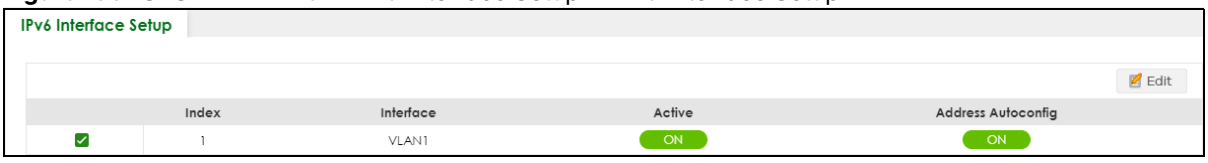
Table 59 SYSTEM > IPv6 > IPv6 Global Setup > IPv6 Global Setup

LABEL	DESCRIPTION
IPv6 Hop Limit	Specify the maximum number of hops (from 1 to 255) in router advertisements. This is the maximum number of hops on which an IPv6 packet is allowed to transmit before it is discarded by an IPv6 router, which is similar to the TTL field in IPv4.
ICMPv6 Rate Limit Bucket Size	Specify the maximum number of ICMPv6 error messages (from 1 to 200) which are allowed to transmit in a given time interval. If the bucket is full, subsequent error messages are suppressed.
ICMPv6 Rate Limit Error Interval	Specify the time period (from 0 to 2147483647 milliseconds) during which ICMPv6 error messages of up to the bucket size can be transmitted. 0 means no limit.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Clear	Click **Clear** to reset the fields to the factory defaults.

21.4 IPv6 Interface Setup

Use this screen to view and configure an IPv6 interface you create in the **SYSTEM** > **Interface Setup** screen. Click **SYSTEM** > **IPv6** > **IPv6 Interface Setup** > **IPv6 Interface Setup** to display the screen as shown next.

Figure 109 SYSTEM > IPv6 > IPv6 Interface Setup > IPv6 Interface Setup



The following table describes the labels in this screen.

Table 60 SYSTEM > IPv6 > IPv6 Interface Setup > IPv6 Interface Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry.
Index	This is the interface index number.

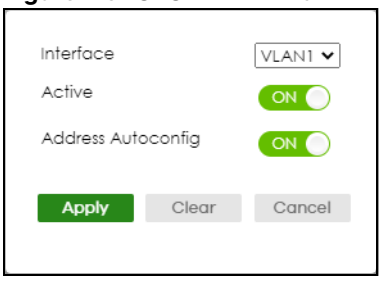
Table 60 SYSTEM > IPv6 > IPv6 Interface Setup > IPv6 Interface Setup (continued)

LABEL	DESCRIPTION
Interface	This is the name of the IPv6 interface you created.
Active	This field displays whether the IPv6 interface is activated or not.
Address Autoconfig	This field displays whether stateless auto-configuration is enabled on the interface.
Edit	Click **Edit** to edit the selected interface.

21.4.1 Edit an IPv6 Interface

Use this screen to turn on or off an IPv6 interface you create in the **SYSTEM** > **Interface Setup** > **Interface Setup** screen. Select an entry and click **Edit** in the **SYSTEM** > **IPv6** > **IPv6 Interface Setup** > **IPv6 Interface Setup** screen to display the screen as shown next.

Figure 110 SYSTEM > IPv6 > IPv6 Interface Setup > IPv6 Interface Setup > Edit



The following table describes the labels in this screen.

Table 61 SYSTEM > IPv6 > IPv6 Interface Setup > IPv6 Interface Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Active	Enable the switch button to enable the interface.
Address Autoconfig	Select this option to allow the interface to automatically generate a link-local address through stateless auto-configuration.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.5 IPv6 Link-Local Address Setup

A link-local address uniquely identifies a device on the local network (the LAN). It is similar to a "private IP address" in IPv4. You can have the same link-local address on multiple interfaces on a device. A link-local unicast address has a predefined prefix of fe80::/10.

Use this screen to view and configure the interface's link-local address and default gateway. Click **SYSTEM** > **IPv6** > **IPv6 Addressing** > **IPv6 Link-Local Address Setup** to display the screen as shown next.

Note: You should first create an IPv6 interface in the **SYSTEM** > **Interface Setup** > **Interface Setup** screen.

Figure 111 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup

The following table describes the labels in this screen.

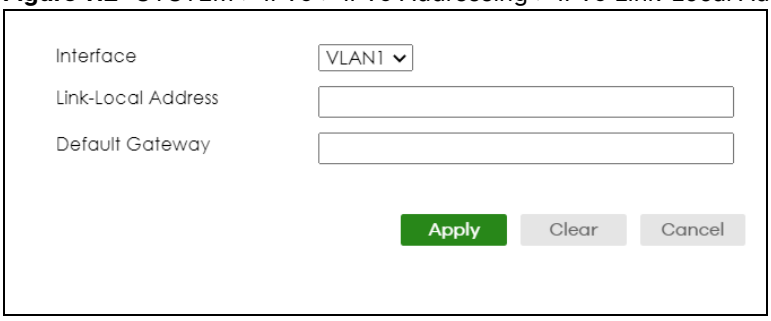
Table 62 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
IPv6 Link-Local Address	This is the static IPv6 link-local address for the interface.
IPv6 Default Gateway	This is the default gateway IPv6 address for the interface.
Edit	Click **Edit** to edit the selected entry.

21.5.1 Edit an IPv6 Link-Local Address

Use this screen to configure the link-local address and default gateway of an IPv6 interface you create in the **SYSTEM** > **Interface Setup** screen. Select an entry and click **Edit** in the **SYSTEM** > **IPv6** > **IPv6 Addressing** > **IPv6 Link-Local Address Setup** screen to display this screen.

Figure 112 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup > Edit



The following table describes the labels in this screen.

Table 63 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Link-Local Address	Manually configure a static IPv6 link-local address for the interface.
Default Gateway	Set the default gateway IPv6 address for the interface. When an interface cannot find a routing information for a frame's destination, it forwards the packet to the default gateway.

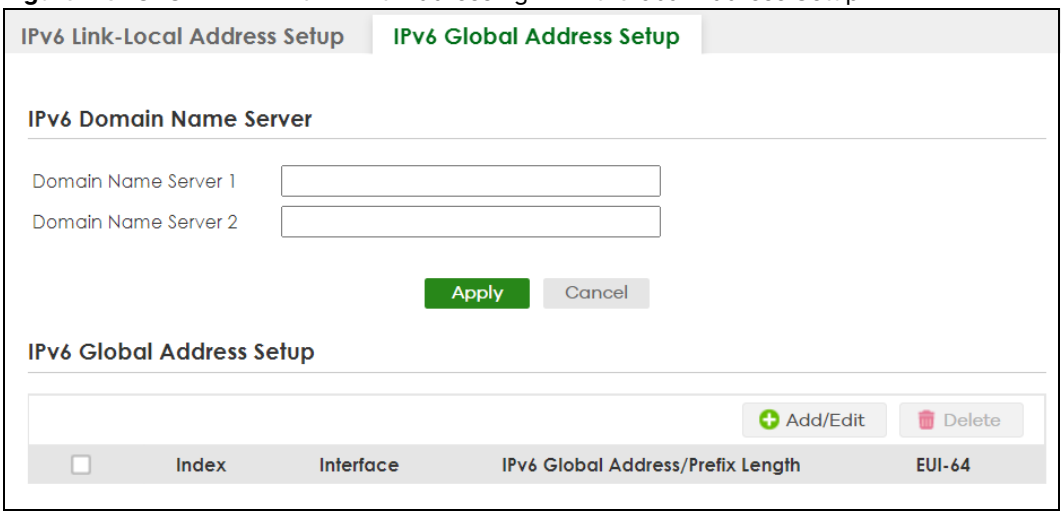
Table 63 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Link-Local Address Setup > Edit (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.6 IPv6 Global Address Setup

Use this screen to view and configure the interface's IPv6 global address. Click **SYSTEM** > **IPv6 Addressing** > **IPv6 Global Address Setup** to display the screen as shown next.

Figure 113 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup



The following table describes the labels in this screen.

Table 64 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup

LABEL	DESCRIPTION
IPv6 Domain Name Server	
Domain Name Server 1/2	Enter a domain name server IPv6 address in order to be able to use a domain name instead of an IP address.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the **Domain Name Server** values in this screen to their last-saved values.
IPv6 Global Address Setup	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.

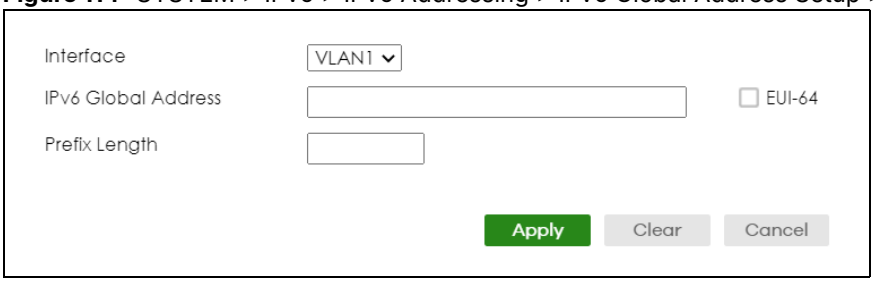
Table 64 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup (continued)

LABEL	DESCRIPTION
IPv6 Global Address/Prefix Length	This field displays the IPv6 global address and prefix length for the interface.
EUI-64	This shows whether the interface ID of the global address is generated using the EUI-64 format.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

21.6.1 Add/Edit an IPv6 Global Address

Use this screen to configure the interface's IPv6 global address. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **IPv6** > **IPv6 Addressing** > **IPv6 Global Address Setup** screen to display this screen.

Figure 114 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup > Add/Edit



The following table describes the labels in this screen.

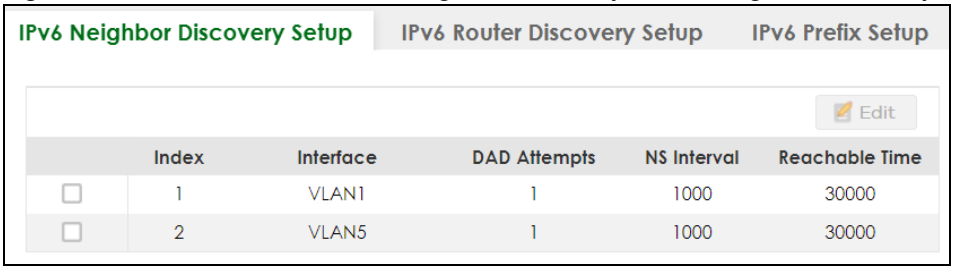
Table 65 SYSTEM > IPv6 > IPv6 Addressing > IPv6 Global Address Setup > Add/Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
IPv6 Global Address	Manually configure a static IPv6 global address for the interface.
Prefix Length	Specify an IPv6 prefix length that specifies how many most significant bits (start from the left) in the address compose the network address.
EUI-64	Select this option to have the interface ID be generated automatically using the EUI-64 format.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.7 IPv6 Neighbor Discovery Setup

Use this screen to configure neighbor discovery settings for each interface. Click **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Neighbor Discovery Setup** to display the screen as shown next.

Figure 115 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup



The following table describes the labels in this screen.

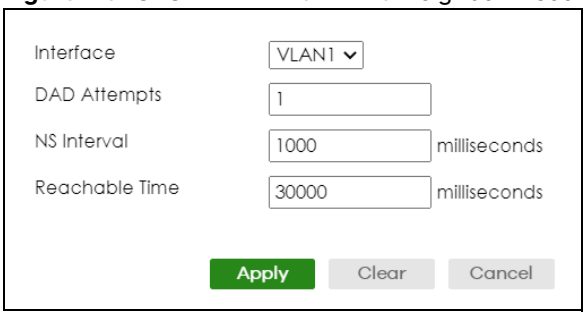
Table 66 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
DAD Attempts	This field displays the number of consecutive neighbor solicitations the Switch sends for this interface.
NS Interval	This field displays the time interval (in milliseconds) at which neighbor solicitations are re-sent for this interface.
Reachable Time	This field displays how long (in milliseconds) a neighbor is considered reachable for this interface.
Edit	Click **Edit** to edit the selected entry.

21.7.1 Edit an IPv6 Neighbor Discovery

Use this screen to configure neighbor discovery settings for each interface. Select an entry and click **Edit** in the **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Neighbor Discovery Setup screen** to display this screen.

Figure 116 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup > Edit



The following table describes the labels in this screen.

Table 67 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
DAD Attempts	The Switch uses Duplicate Address Detection (DAD) with neighbor solicitation and advertisement messages to check whether an IPv6 address is already in use before assigning it to an interface. Specify the number of consecutive neighbor solicitations (from 0 to 600) the Switch sends for this interface. Enter 0 to turn off DAD.

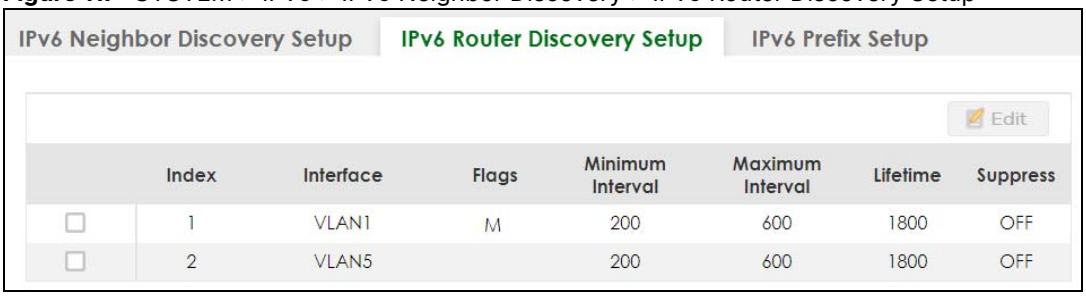
Table 67 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Neighbor Discovery Setup > Edit (continued)

LABEL	DESCRIPTION
NS Interval	Specify the time interval (from 1000 to 3600000 milliseconds) at which neighbor solicitations are re-sent for this interface.
Reachable Time	Specify how long (from 1000 to 3600000 milliseconds) a neighbor is considered reachable for this interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.8 IPv6 Router Discovery Setup

Use this screen to configure router discovery settings for each interface. Click **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Router Discovery Setup** to display the screen as shown next.

Figure 117 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup



The following table describes the labels in this screen.

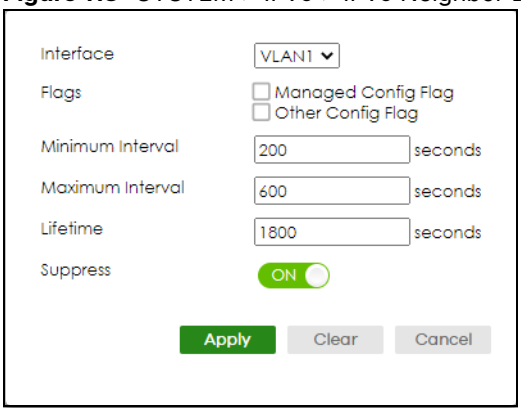
Table 68 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Flags	This field displays whether IPv6 hosts use DHCPv6 to obtain IPv6 stateful addresses (**M**) and/or additional configuration settings (**O**).
Minimum Interval	This field displays the minimum time interval at which the Switch sends router advertisements for this interface.
Maximum Interval	This field displays the maximum time interval at which the Switch sends router advertisements for this interface.
Lifetime	This field displays how long the router in router advertisements can be used as a default router for this interface.
Suppress	The Switch sends router advertisements and responses when **Suppress** is **OFF**.
Edit	Click **Edit** to edit the selected entry.

21.8.1 Edit IPv6 Router Discovery

Use this screen to configure router discovery settings for each interface. Select an entry and click **Edit** in the **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Router Discovery Setup** screen to display the screen as shown next.

Figure 118 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup > Edit



The following table describes the labels in this screen.

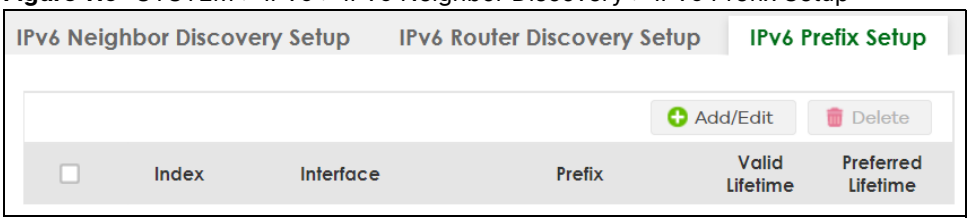
Table 69 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Router Discovery Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Flags	Select the **Managed Config Flag** option to have the Switch set the "managed address configuration" flag (the M flag) to 1 in IPv6 router advertisements, which means IPv6 hosts use DHCPv6 to obtain IPv6 stateful addresses. De-select the option to set the flag to 0 and the host will not use DHCPv6 to obtain IPv6 stateful addresses. Select the **Other Config Flag** option to have the Switch set the "Other stateful configuration" flag (the O flag) to 1 in IPv6 router advertisements, which means IPv6 hosts use DHCPv6 to obtain additional configuration settings, such as DNS information. De-select the option to set the flag to 0 and the host will not use DHCPv6 to obtain additional configuration settings.
Minimum Interval	Specify the minimum time interval (from 3 to 1350 seconds) at which the Switch sends router advertisements for this interface. Note: The minimum time interval cannot be greater than three-quarters of the maximum time interval.
Maximum Interval	Specify the maximum time interval (from 4 to 1800 seconds) at which the Switch sends router advertisements for this interface.
Lifetime	Specify how long (from 0 to 9000 seconds) the router in router advertisements can be used as a default router for this interface.
Suppress	Enable the switch button to set the Switch to not send router advertisements and responses to router solicitations on this interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.9 IPv6 Prefix Setup

Use this screen to configure the Switch's IPv6 prefix list for each interface. Click **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Prefix Setup** to display the screen as shown next.

Figure 119 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup



The following table describes the labels in this screen.

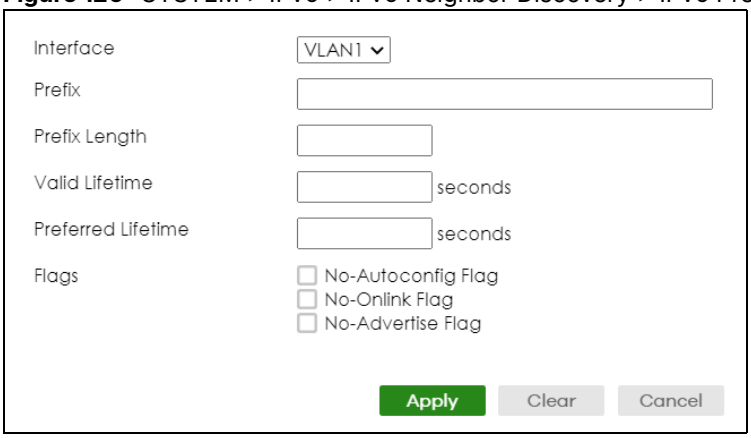
Table 70 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Prefix	This field displays the IPv6 prefix and prefix length that the Switch includes in router advertisements for this interface.
Valid Lifetime	This field displays the IPv6 prefix valid lifetime.
Preferred Lifetime	This field displays the preferred lifetime of an IPv6 address generated from the prefix.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

21.9.1 Add/Edit IPv6 Prefix

Use this screen to configure the Switch's IPv6 prefix list for each interface. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **IPv6** > **IPv6 Neighbor Discovery** > **IPv6 Prefix Setup** screen to display this screen.

Figure 120 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup > Add/Edit



The following table describes the labels in this screen.

Table 71 SYSTEM > IPv6 > IPv6 Neighbor Discovery > IPv6 Prefix Setup > Add/Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
Prefix	Set the IPv6 prefix that the Switch includes in router advertisements for this interface.
Prefix Length	Set the prefix length that the Switch includes in router advertisements for this interface.
Valid Lifetime	Specify how long (from 0 to 4294967295 seconds) the prefix is valid for on-link determination.
Preferred Lifetime	Specify how long (from 0 to 4294967295 seconds) that addresses generated from the prefix remain preferred. The preferred lifetime cannot exceed the valid lifetime.
Flags	Select **No-Autoconfig Flag** to not allow IPv6 hosts to use this prefix. Select **No-Onlink Flag** to not allow the specified prefix to be used for on-link determination. Select **No-Advertise Flag** to set the Switch to not include the specified IPv6 prefix, prefix length in router advertisements for this interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.10 IPv6 Neighbor Setup

Use this screen to view and configure static IPv6 neighbor entries in the Switch's IPv6 neighbor table to store the neighbor information permanently. Click **SYSTEM** > **IPv6** > **IPv6 Neighbor Setup** > **IPv6 Neighbor Setup** to display the screen as shown next.

Figure 121 SYSTEM > IPv6 > IPv6 Neighbor Setup > IPv6 Neighbor Setup

The following table describes the labels in this screen.

Table 72 SYSTEM > IPv6 > IPv6 Neighbor Setup > IPv6 Neighbor Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
Neighbor Address	This field displays the IPv6 address of the neighboring device which can be reached through the interface.
MAC	This field displays the MAC address of the neighboring device which can be reached through the interface.

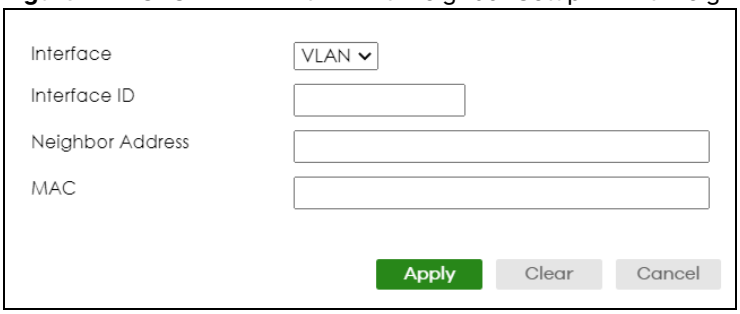
Table 72 SYSTEM > IPv6 > IPv6 Neighbor Setup > IPv6 Neighbor Setup (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

21.10.1 Add/Edit IPv6 Neighbor

Use this screen to create a static IPv6 neighbor entry. Click **Add/Edit,** or select an entry and click **Add/Edit** in the **SYSTEM** > **IPv6** > **IPv6 Neighbor Setup** > **IPv6 Neighbor Setup** screen to display this screen.

Figure 122 SYSTEM > IPv6 > IPv6 Neighbor Setup > IPv6 Neighbor Setup > Add/Edit



The following table describes the labels in this screen.

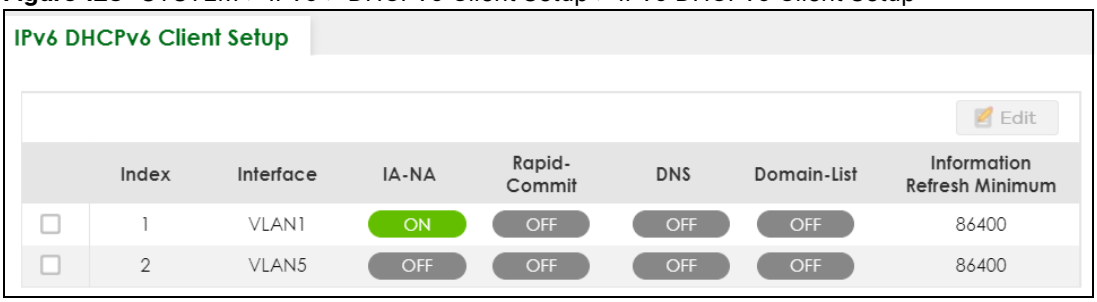
Table 73 SYSTEM > IPv6 > IPv6 Neighbor Setup > IPv6 Neighbor Setup > Add/Edit

LABEL	DESCRIPTION
Interface	Select the type of IPv6 interface for which you want to configure. The Switch supports the VLAN interface type for IPv6 at the time of writing.
Interface ID	Specify a unique identification number (from 1 to 4094) for the interface. A static IPv6 neighbor entry displays in the **MONITOR** > **IPv6 Neighbor Table** > **IPv6 Neighbor Table** screen only when the interface ID is also created in the **SYSTEM** > **Interface Setup** > **Interface Setup** screen. To have IPv6 function properly, you should configure a static VLAN with the same ID number in the **SWITCHING** > **VLAN** screens.
Neighbor Address	Specify the IPv6 address of the neighboring device which can be reached through the interface.
MAC	Specify the MAC address of the neighboring device which can be reached through the interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

21.11 IPv6 DHCPv6 Client Setup

Use this screen to configure the Switch's DHCP settings when it is acting as a DHCPv6 client. Click **SYSTEM** > **IPv6** > **DHCPv6 Client Setup** > **IPv6 DHCPv6 Client Setup** to display the screen as shown next.

Figure 123 SYSTEM > IPv6 > DHCPv6 Client Setup > IPv6 DHCPv6 Client Setup



The following table describes the labels in this screen.

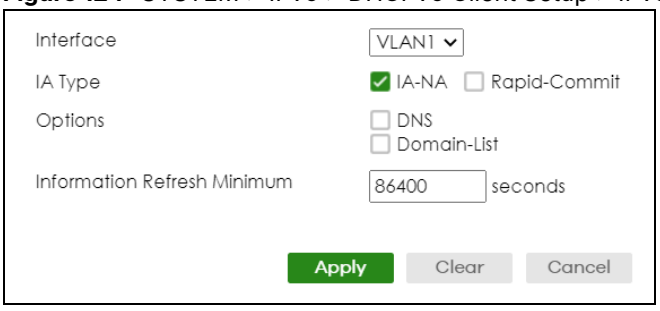
Table 74 SYSTEM > IPv6 > DHCPv6 Client Setup > IPv6 DHCPv6 Client Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry.
Index	This is the interface index number.
Interface	This is the name of the IPv6 interface you created.
IA-NA	This field displays whether the Switch obtains a non-temporary IP address from the DHCPv6 server.
Rapid-Commit	This field displays whether the Switch obtains information from the DHCPv6 server by a rapid two-message exchange.
DNS	This field displays whether the Switch obtains DNS server IPv6 addresses from the DHCPv6 server.
Domain-List	This field displays whether the Switch obtains a list of domain names from the DHCP server.
Information Refresh Minimum	This field displays the time interval (in seconds) at which the Switch exchanges other configuration information with a DHCPv6 server again.
Edit	Click **Edit** to edit the selected entry.

21.11.1 Edit IPv6 DHCPv6 Client Setup

Use this screen to configure the Switch's DHCP settings when it is acting as a DHCPv6 client. Select an entry and click **Edit** in the **SYSTEM** > **IPv6** > **DHCPv6 Client Setup** > **IPv6 DHCPv6 Client Setup** screen to display this screen.

Figure 124 SYSTEM > IPv6 > DHCPv6 Client Setup > IPv6 DHCPv6 Client Setup > Edit



The following table describes the labels in this screen.

Table 75 SYSTEM > IPv6 > DHCPv6 Client Setup > IPv6 DHCPv6 Client Setup > Edit

LABEL	DESCRIPTION
Interface	Select the IPv6 interface you want to configure.
IA Type	Select **IA-NA** to set the Switch to get a non-temporary IP address from the DHCPv6 server for this interface. Optionally, you can also select **Rapid-Commit** to have the Switch send its DHCPv6 Solicit message with a Rapid Commit option to obtain information from the DHCPv6 server by a rapid two-message exchange. The Switch discards any Reply messages that do not include a Rapid Commit option. The DHCPv6 server should also support the Rapid Commit option to have it work well.
Options	Select **DNS** to have the Switch obtain DNS server IPv6 addresses and/or select **Domain-List** to have the Switch obtain a list of domain names from the DHCP server.
Information Refresh Minimum	Specify the time interval (from 600 to 4294967295 seconds) at which the Switch exchanges other configuration information with a DHCPv6 server again.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 22
Logins

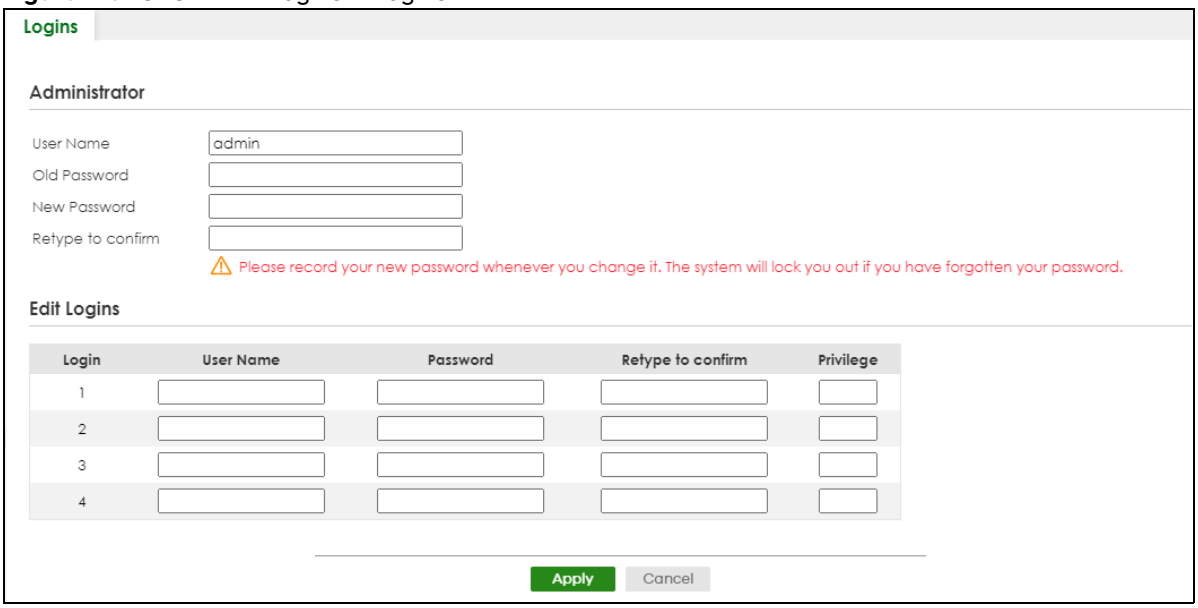
22.1 Set Up Login Accounts

Up to five people (one administrator and four non-administrators) may access the Switch through Web Configurator at any one time.

- An administrator is someone who can both view and configure Switch changes. The default user name for the Administrator is **admin**. See the default administrator password on the bottom label of the Switch.
- A non-administrator (user name is something other than **admin**) is someone who can view and/or configure Switch settings. The configuration right varies depending on the user's privilege level.

Click **SYSTEM** > **Logins** > **Logins** to view the screen as shown.

Figure 125 SYSTEM > Logins > Logins



The following table describes the labels in this screen.

Table 76 SYSTEM > Logins > Logins

LABEL	DESCRIPTION
Administrator This is the default administrator account with the “admin” user name. You can change the default administrator user name.	
User Name	Change the default “admin” system user name (up to 32 printable ASCII characters except [?], [|], ['], ["], [space], [,], or [:].
Old Password	Enter the existing system password (see the bottom label on the Switch for the default password).
New Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, ‘Ea5yPas5W0rd’) • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, ‘777’, ‘AaA’) • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, ‘qWer’, ‘1234’), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Retype to confirm	Retype your new system password for confirmation. You can enter up to 32 printable ASCII characters.
Edit Logins You may configure passwords for up to four users. These users can have read-only or read/write access. Note: You can give users higher privileges through the Web Configurator or the CLI. For more information on assigning privileges through the CLI see the Ethernet Switch CLI Reference Guide.	
Login	This is the index of an user account.
User Name	Specify the user name (up to 32 printable ASCII characters except [?], [|], ['], ["], [space], [,], or [:]).
Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, ‘Ea5yPas5W0rd’) • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, ‘777’, ‘AaA’) • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, ‘qWer’, ‘1234’), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.

Table 76 SYSTEM > Logins > Logins (continued)

LABEL	DESCRIPTION
Retype to confirm	Retype your new system password for confirmation.
Privilege	Type the privilege level for this user. At the time of writing, users may have a privilege level of 0, 3, 13, or 14 representing different configuration rights as shown below. • 0 – Display basic system information. • 3 – Display configuration or status. • 13 – Configure features except for login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, administrator and enable passwords, and configuration information display. • 14 – Configure login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, and administrator and enable passwords, and display configuration information. Users can run command lines if the session's privilege level is greater than or equal to the command's privilege level. The session privilege initially comes from the privilege of the login account. For example, if the user has a privilege of 5, he or she can run commands that requires privilege level of 5 or less but not more.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 23
Precision Time Protocol

23.1 Enable Precision Time Protocol (PTP)

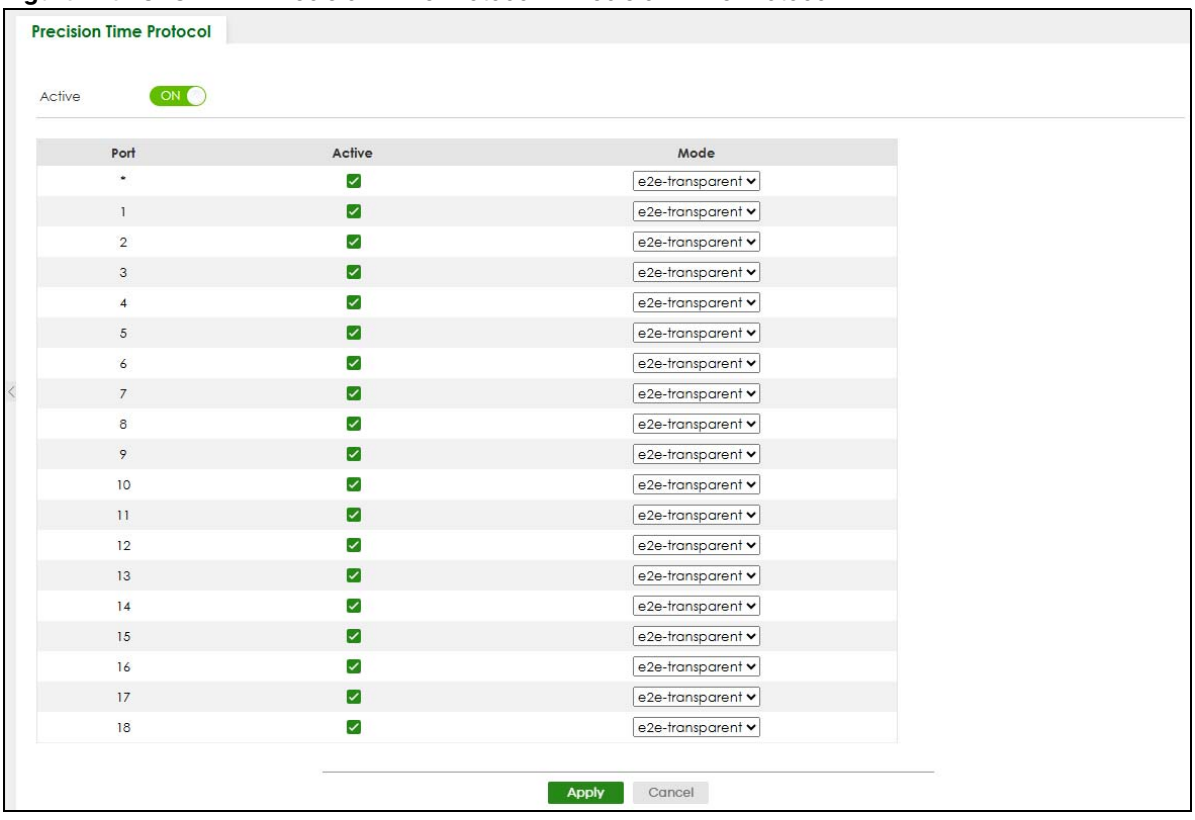
Precision Time Protocol (PTP), as defined in IEEE 1588, is a protocol to synchronize clocks throughout a computer network with a sub-microsecond accuracy.

PTP messages are commonly carried either at the Ethernet (Layer-2) or over IP using UDP (User Datagram Protocol).

A Transparent Clock (TC) is a device that measures and compensates the time a PTP event packet spends traversing through the Switch (Residence Time). The Switch supports a PTP end-to-end Transparent Clock, which is enabled by default.

Click **SYSTEM** > **Precision Time Protocol** > **Precision Time Protocol** to view the screen as shown.

Figure 126 SYSTEM > Precision Time Protocol > Precision Time Protocol



The following table describes the labels in this screen.

Table 77 SYSTEM > Precision Time Protocol > Precision Time Protocol

LABEL	DESCRIPTION
Active	Click the switch to the right to enable the PTP (Precision Time Protocol) pass-through feature on the Switch.
Port	Select the port that connects to a PTP-supported device. In Stacking mode, the first number represents the slot ID and the second is the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Click the checkbox to enable the port's end-to-end transparent clock (PTP) feature. Alternatively, clear this checkbox to disable the PTP feature on this port.
Mode	This field shows **e2e–transparent** (end-to-end-transparent clock). The **e2e-transparent** determines the duration a PTP packet remains inside the Switch and updates the 'Correction Field' of the PTP message. This compensates for the queuing and processing delays within the Switch, improving synchronization accuracy across the network.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 24
SNMP

24.1 SNMP Overview

This chapter introduces the SNMP screens and shows you how to setup SNMP settings for management.

24.1.1 What You Can Do

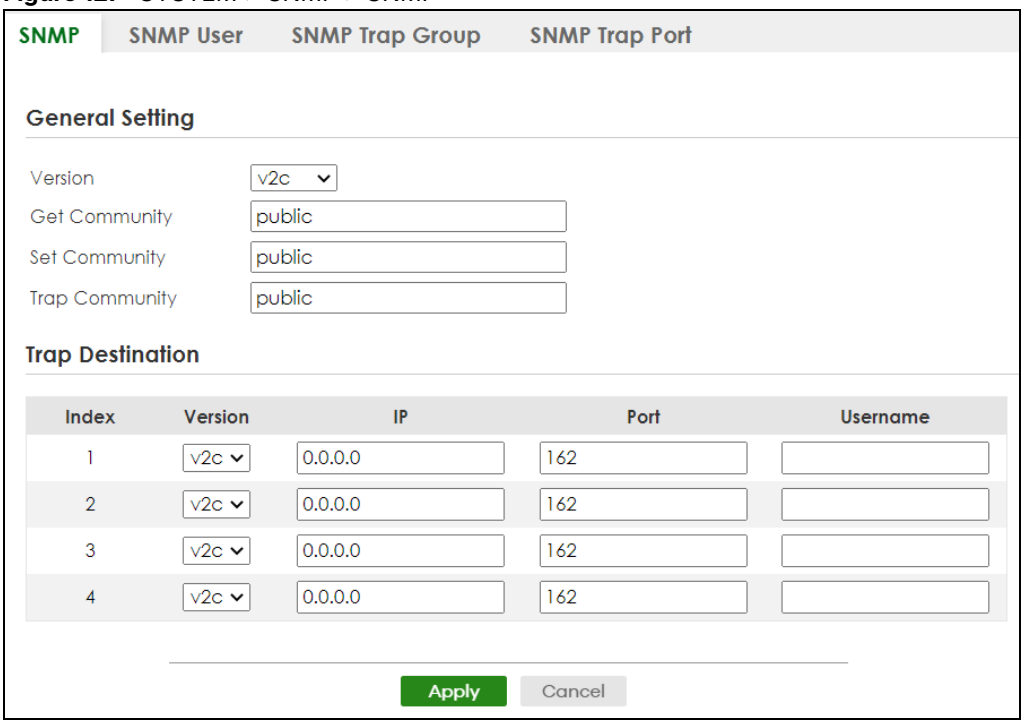
- Use the **SNMP** screen (Section 24.2 on page 195) to configure general SNMP settings.
- Use the **SNMP User** screen (Section 24.3 on page 197) to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups.
- Use the **SNMP Trap Group** screen (Section 24.4 on page 200) to specify the types of SNMP traps that should be sent to each SNMP manager.
- Use the **SNMP Trap Port** screen (Section 24.5 on page 201) to enable/disable sending SNMP traps on a port.

24.2 Configure SNMP

Use this screen to configure your SNMP settings.

Click **SYSTEM** > **SNMP** > **SNMP** to view the screen as shown.

Figure 127 SYSTEM > SNMP > SNMP



Note: The string of any field in this screen should not contain [?], [|], ['], ["], or [,].

The following table describes the labels in this screen.

Table 78 SYSTEM > SNMP > SNMP

LABEL	DESCRIPTION
General Setting Use this section to specify the SNMP version and community (password) values.	
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNext-requests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Destination Use this section to configure where to send SNMP traps from the Switch.	
Index	This is the index of a trap destination.
Version	Specify the version of the SNMP trap messages.
IP	Enter the IP addresses of up to four managers to send your SNMP traps to.

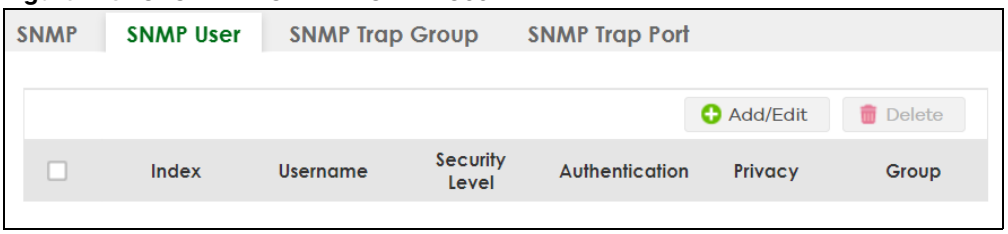
Table 78 SYSTEM > SNMP > SNMP (continued)

LABEL	DESCRIPTION
Port	Enter the port number upon which the manager listens for SNMP traps.
Username	Enter the user name to be sent to the SNMP manager along with the SNMP v3 trap. The string should not contain [?], [|], ['], ["], [,], [:], or space. This user name must match an existing account on the Switch (configured in the **SYSTEM** > **SNMP** > **SNMP User** screen).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

24.3 Configure SNMP User

Use this screen to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups. An SNMP user is an SNMP manager. Click **SYSTEM** > **SNMP** > **SNMP User** to view the screen as shown.

Figure 128 SYSTEM > SNMP > SNMP User



The following table describes the labels in this screen.

Table 79 SYSTEM > SNMP > SNMP User

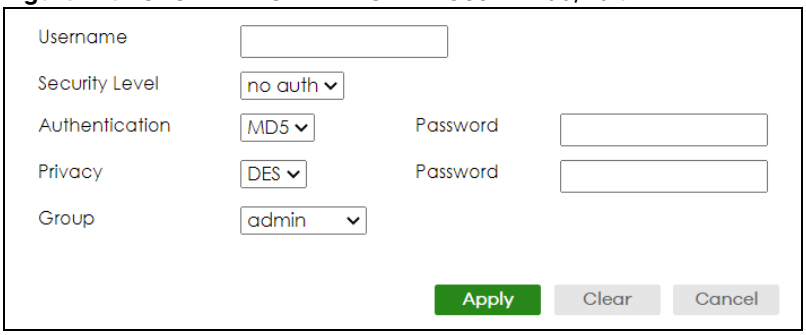
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is a read-only number identifying a login account on the Switch.
Username	This field displays the user name of a login account on the Switch.
Security Level	This field displays whether you want to implement authentication and/or encryption for SNMP communication with this user.
Authentication	This field displays the authentication algorithm used for SNMP communication with this user.
Privacy	This field displays the encryption method used for SNMP communication with this user.
Group	This field displays the SNMP group to which this user belongs.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

24.3.1 Add/Edit SNMP User

Use this screen to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups. An SNMP user is an SNMP manager. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **SNMP** > **SNMP User** screen to view the screen.

Note: Use the user name and password of the login accounts you specify in this screen to create accounts on the SNMP v3 manager.

Figure 129 SYSTEM > SNMP > SNMP User > Add/Edit



The following table describes the labels in this screen.

Table 80 SYSTEM > SNMP > SNMP User > Add/Edit

LABEL	DESCRIPTION
Username	Specify the user name (up to 32 printable ASCII characters) of a login account on the Switch. The string should not contain [?], [|], ['], ["], [space], [,], or [:].
Security Level	Select whether you want to implement authentication and/or encryption for SNMP communication from this user. Choose: • **no auth** – to use the user name as the password string to send to the SNMP manager. This is equivalent to the Get, Set and Trap Community in SNMP v2c. This is the lowest security level. • **auth** – to implement an authentication algorithm for SNMP messages sent by this user. • **priv** – to implement authentication and encryption for SNMP messages sent by this user. This is the highest security level. Note: The settings on the SNMP manager must be set at the same security level or higher than the security level settings on the Switch. Note: **Password Complexity** feature is not supported when you select **no auth**. See **SECURITY** > **Access Control** > **Account Security** > **Account Security** for more information on **Password Complexity**.
Authentication	Select an authentication algorithm. **MD5** (Message Digest 5) and **SHA** (Secure Hash Algorithm) are hash algorithms used to authenticate SNMP data. SHA authentication is generally considered stronger than MD5, but is slower.

Table 80 SYSTEM > SNMP > SNMP User > Add/Edit (continued)

LABEL	DESCRIPTION
Password	When you select **no auth** in **Security Level**, enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], [,], [[ ] , or [ ]]). When you select **auth** or **priv** in **Security Level**, the password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** for SNMP user authentication is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Privacy	Specify the encryption method for SNMP communication from this user. You can choose one of the following: • **DES** – Data Encryption Standard is a widely used (but breakable) method of data encryption. It applies a 56-bit key to each 64-bit block of data. • **AES** – Advanced Encryption Standard is another method for data encryption that also uses a secret key. AES applies a 128-bit key to 128-bit blocks of data.
Password	When you select **no auth** or **auth** in **Security Level**, enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], [,], [[ ] , or [ ]]). When you select **priv** in **Security Level**, the password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** for encrypting SNMP packets is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.

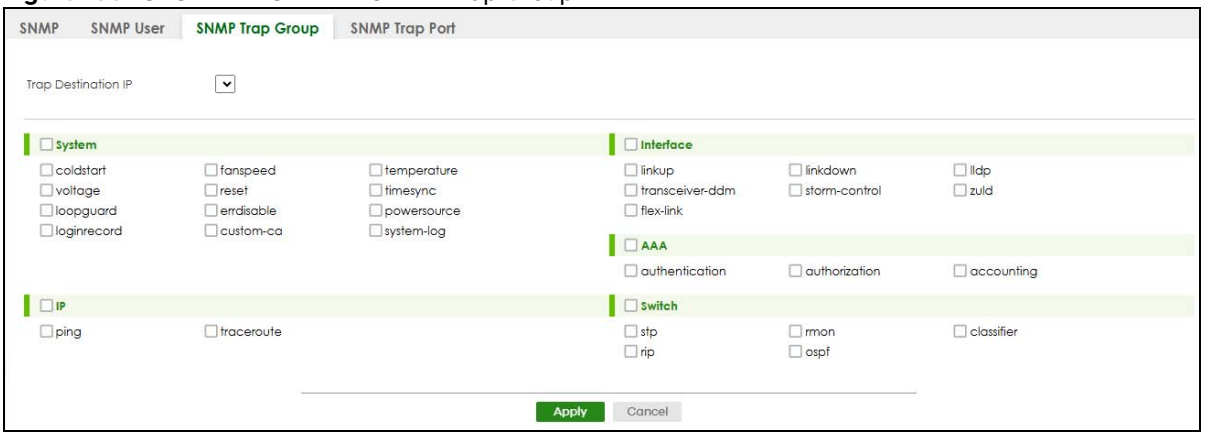
Table 80 SYSTEM > SNMP > SNMP User > Add/Edit (continued)

LABEL	DESCRIPTION
Group	SNMP v3 adopts the concept of View-based Access Control Model (VACM) group. SNMP managers in one group are assigned common access rights to MIBs. Specify in which SNMP group this user is. **admin** – Members of this group can perform all types of system configuration, including the management of administrator accounts. **read-write** – Members of this group have read and write rights, meaning that the user can create and edit the MIBs on the Switch, except the user account and AAA configuration. **read-only** – Members of this group have read rights only, meaning the user can collect information from the Switch.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

24.4 SNMP Trap Group

Use this screen to specify the types of SNMP traps that should be sent to each SNMP manager. Click **SYSTEM** > **SNMP** > **SNMP Trap Group** to view the screen as shown.

Figure 130 SYSTEM > SNMP > SNMP Trap Group



The following table describes the labels in this screen.

Table 81 SYSTEM > SNMP > SNMP Trap Group

LABEL	DESCRIPTION
Trap Destination IP	Select one of your configured trap destination IP addresses. These are the IP addresses of the SNMP managers. You must first configure a trap destination IP address in the **SYSTEM** > **SNMP** > **SNMP** screen. Use the rest of the screen to select which traps the Switch sends to that SNMP manager.
Options	Select the individual SNMP traps that the Switch is to send to the SNMP station. The traps are grouped by category. Selecting a category in the heading row automatically selects all of the SNMP traps under that category. Clear the checkboxes for individual traps that you do not want the Switch to send to the SNMP station. Clearing a category's checkbox automatically clears all of the category's trap checkboxes (the Switch only sends traps from selected categories).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

24.5 Enable or Disable Sending of SNMP Traps on a Port

Click **SYSTEM** > **SNMP** > **SNMP Trap Port** to view the screen as shown. Use this screen to set whether a trap received on the ports would be sent to the SNMP manager.

Figure 131 SYSTEM > SNMP > SNMP Trap Port (Standalone Mode)

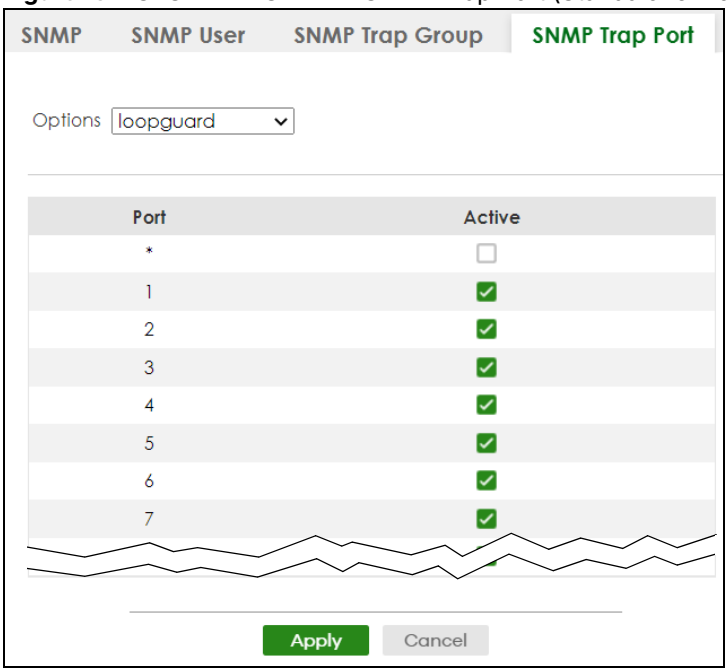
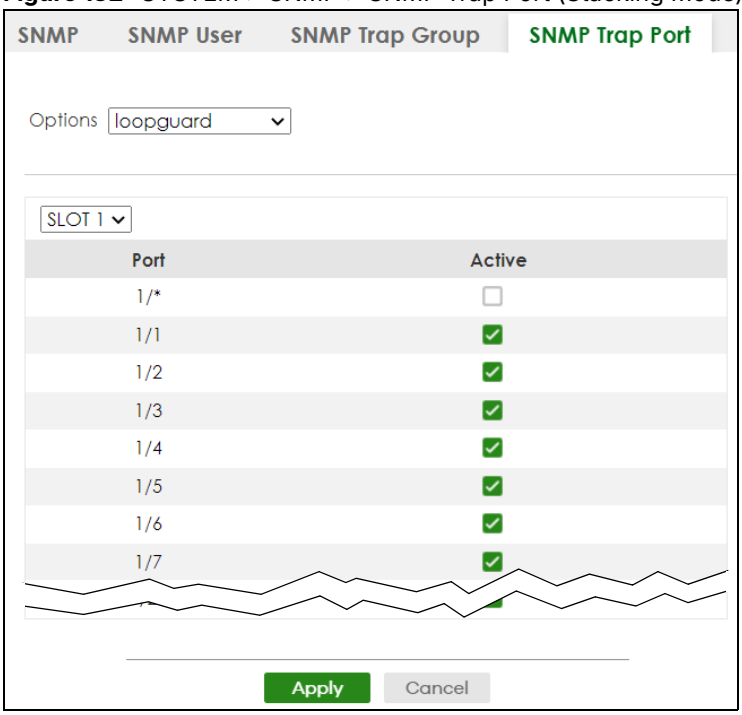


Figure 132 SYSTEM > SNMP > SNMP Trap Port (Stacking Mode)



The following table describes the labels in this screen.

Table 82 SYSTEM > SNMP > SNMP Trap Port

LABEL	DESCRIPTION
Options	Select the trap type you want to configure here.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
1/*	Settings in this row apply to all ports for the Switch represented by the slot ID (in Stacking mode). Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the trap type of SNMP traps on this port. The Switch sends the related traps received on this port to the SNMP manager. Clear this checkbox to disable the sending of SNMP traps on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

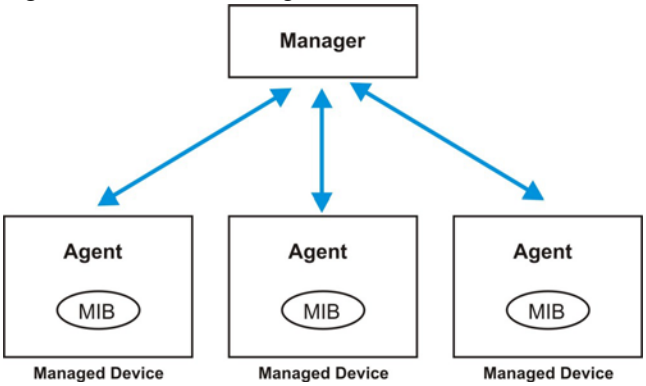
24.6 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

24.6.1 About SNMP

Simple Network Management Protocol (SNMP) is an application layer protocol used to manage and monitor TCP/IP-based devices. SNMP is used to exchange management information between the network management system (NMS) and a network element (NE). A manager station can manage and monitor the Switch through the network through SNMP version 1 (SNMPv1), SNMP version 2c or SNMP version 3. The next figure illustrates an SNMP management operation. SNMP is only available if TCP/IP is configured.

Figure 133 SNMP Management Model



An SNMP managed network consists of two main components: agents and a manager.

An agent is a management software module that resides in a managed Switch (the Switch). An agent translates the local management information from the managed Switch into a form compatible with SNMP. The manager is the console through which network administrators perform network management functions. It executes applications that control and monitor managed devices.

The managed devices contain object variables or managed objects that define each piece of information to be collected about a Switch. Examples of variables include number of packets received, node port status, and so on. A Management Information Base (MIB) is a collection of managed objects. SNMP allows a manager and agents to communicate for the purpose of accessing these objects.

SNMP itself is a simple request or response protocol based on the manager or agent model. The manager issues a request and the agent returns responses using the following protocol operations:

Table 83 SNMP Commands

LABEL	DESCRIPTION
Get	Allows the manager to retrieve an object variable from the agent.
GetNext	Allows the manager to retrieve the next object variable from a table or list within an agent. In SNMPv1, when a manager wants to retrieve all elements of a table from an agent, it initiates a Get operation, followed by a series of GetNext operations.
Set	Allows the manager to set values for object variables within an agent.
Trap	Used by the agent to inform the manager of some events.

SNMP v3 and Security

SNMP v3 enhances security for SNMP management. SNMP managers can be required to authenticate with agents before conducting SNMP management sessions.

Security can be further enhanced by encrypting the SNMP messages sent from the managers. Encryption protects the contents of the SNMP messages. When the contents of the SNMP messages are encrypted, only the intended recipients can read them.

Supported MIBs

A MIB is a collection of managed objects that is organized according to hierarchy. The objects define the attributes of the managed device, which includes the names, status, access rights, and data types. Each object can be addressed through an object identifier (OID). An OID that begins with "**1.3.6.1.4.1.890.1.15**" is a Zyxel-defined private MIB. Otherwise, it is a standard MIB OID.

MIBs let administrators collect statistics and monitor status and performance. The Switch uses standard public (RFC-defined) MIBs for standard functionality, and private MIBs that support additional Switch functionality. Private MIBs contain Switch specific managed objects.

To view a list of standard MIBs supported by your Switch, see the product datasheet at *www.zyxel.com* (**Support** > **Download Library** > **Datasheet**).

To get the private MIBs supported by your Switch, download (and unzip) the correct model MIB from *www.zyxel.com* (**Support** > **Download Library** > **MIB File**).

SNMP Traps

The Switch sends traps to an SNMP manager when an event occurs. The following tables outline the SNMP traps by category.

Table 84 SNMP System Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
coldstart	coldStart	1.3.6.1.6.3.1.1.5.1	This trap is sent when the Switch is turned on.
warmstart	warmStart	1.3.6.1.6.3.1.1.5.2	This trap is sent when the Switch restarts.
fanspeed	zyHwMonitorFanSpeedOutOfRange	1.3.6.1.4.1.890.1.15.3.26.2.1	This trap is sent when the fan speed goes above or below the normal operating range.
	zyHwMonitorFANSpeedOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.26.2.6	This trap is sent when the fan speed is recovered from the out of range to normal operating range.
temperature	zyHwMonitorTemperatureOutOfRange	1.3.6.1.4.1.890.1.15.3.26.2.2	This trap is sent when the temperature goes above or below the normal operating range.
	zyHwMonitorTemperatureOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.26.2.7	This trap is sent when the temperature is recovered from the out of range to normal operating range.
voltage	zyHwMonitorPowerSupplyVoltageOutOfRange	1.3.6.1.4.1.890.1.15.3.26.2.3	This trap is sent when the voltage goes above or below the normal operating range.
reset	zySysMgmtUncontrolledSystemReset	1.3.6.1.4.1.890.1.15.3.49.2.1	This trap is sent when the Switch automatically resets.

Table 84 SNMP System Traps (continued)

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
	zySysMgmtControlledSystemReset	1.3.6.1.4.1.890.1.15.3.49.2.2	This trap is sent when the Switch resets by an administrator through a management interface.
	zySysMgmtBootImageInconsistence	1.3.6.1.4.1.890.1.15.3.49.2.3	This trap is sent when the index number of image which is loaded when the Switch starts up is different from what is specified through the CLI.
	RebootEvent	1.3.6.1.4.1.890.1.5.1.1.2	This trap is sent when the Switch reboots by an administrator through a management interface.
timesync	zyDateTimeTrapTimeServerNotReachable	1.3.6.1.4.1.890.1.15.3.82.3.1	This trap is sent when the Switch's date and time is not manually entered or the specified time server is not reachable.
	zyDateTimeTrapTimeServerNotReachableRecovered	1.3.6.1.4.1.890.1.15.3.82.3.2	This trap is sent when the Switch's real time clock is up to date.
loopguard	zyLoopGuardLoopDetect	1.3.6.1.4.1.890.1.15.3.45.2.1	This trap is sent when loopguard shuts down a port.
errdisable	zyErrdisableDetect	1.3.6.1.4.1.890.1.15.3.24.4.1	This trap is sent when an error is detected on a port, such as a loop occurs or the rate limit for specific control packets is exceeded.
	zyErrdisableRecovery	1.3.6.1.4.1.890.1.15.3.24.4.2	This trap is sent when the Switch ceases the action taken on a port, such as shutting down the port or discarding packets on the port, after the specified recovery interval.
poe (For PoE models only)	pethPsePortOnOffNotification	1.3.6.1.2.1.105.0.1	This trap is sent when the PoE port delivers power or delivers no power to a PD.
	pethMainPowerUsageOnNotification	1.3.6.1.2.1.105.0.2	This trap is sent when the usage power is above the usage indication threshold.
	pethMainPowerUsageOffNotification	1.3.6.1.2.1.105.0.3	This trap is sent when the usage power is below the usage indication threshold.
poe (For PoE models only)	zyPoePowerPortOverload	1.3.6.1.4.1.890.1.15.3.59.4.1	This trap is sent when the port is turned off to supply power due to overloading.
	zyPoePowerPortShortCircuit	1.3.6.1.4.1.890.1.15.3.59.4.2	This trap is sent when the port is turned off to supply power due to short circuit.
	zyPoePowerPortOverSystemBudget	1.3.6.1.4.1.890.1.15.3.59.4.3	This trap is sent when the port is turned off to supply power because the requested power exceeds the total PoE power budget on the Switch.
	zyPoePowerPortOverloadRecovered	1.3.6.1.4.1.890.1.15.3.59.4.5	This trap is sent when the port is turned on to recover from an overloaded state.
	zyPoePowerPortShortCircuitRecovered	1.3.6.1.4.1.890.1.15.3.59.4.6	This trap is sent when the port is turned on to recover from a short circuit.
	zyPoePowerPortOverSystemBudgetRecovered	1.3.6.1.4.1.890.1.15.3.59.4.7	This trap is sent when the port is turned on to recover from an over system budget.
powersource	zyHwMonitorPowerSourceAbnormal	1.3.6.1.4.1.890.1.15.3.26.2.10	This trap is sent when the power source status has an abnormal change.

Table 84 SNMP System Traps (continued)

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
	zyHwMonitorPowerSourceAbnormalRecovered	1.3.6.1.4.1.890.1.15.3.26.2.11	This trap is sent when the power source status is changed to normal.
	zyHwMonitorPowerSourceStatusChange	1.3.6.1.4.1.890.1.15.3.26.2.12	This trap is sent when the power source status is changed.
loginrecord	zyAccessControlLoginRecord	1.3.6.1.4.1.890.1.15.3.9.4.1	This trap is sent when users log in.
	zyAccessControlLogoutRecord	1.3.6.1.4.1.890.1.15.3.9.4.2	This trap is sent when users log out.
	zyAccessControlLoginFail	1.3.6.1.4.1.890.1.15.3.9.4.3	This trap is sent when users fail in login.
stacking	zyStackingChannelUp	1.3.6.1.4.1.890.1.15.3.97.4.1	This trap is sent when stacking channel changes from down to up.
	zyStackingChannelDown	1.3.6.1.4.1.890.1.15.3.97.4.2	This trap is sent when stacking channel changes from up to down.
	zyStackingSlotAttach	1.3.6.1.4.1.890.1.15.3.97.4.3	This trap is sent when a Switch is attached successfully into the stacking system.
	zyStackingSlotDetach	1.3.6.1.4.1.890.1.15.3.97.4.4	This trap is sent when a Switch is detached from a stacking system.
	zyStackingNewMaster	1.3.6.1.4.1.890.1.15.3.97.4.5	This trap is sent when a Switch is selected as the new master in stacking system.
	zyStackingUpgradeFirmwareFail	1.3.6.1.4.1.890.1.15.3.97.4.6	This trap is sent when upgrade firmware fails on a stacked Switch.
	zyStackingNewBackup	1.3.6.1.4.1.890.1.15.3.97.4.7	This trap is sent when a Switch is selected as the new backup in stacking system.
	zyStackingBackupTakeover	1.3.6.1.4.1.890.1.15.3.97.4.8	This trap is sent when a master Switch is loss and replaced by a backup to become the new master.
	zyStackingNewMasterFromTakeover	1.3.6.1.4.1.890.1.15.3.97.4.9	This trap is sent when a new master Switch takes over from a former master.
	zyStackingSyncConfFail	1.3.6.1.4.1.890.1.15.3.97.4.10	This trap is sent when a configuration sync fails.
	zyStackingSysRestoreConfFail	1.3.6.1.4.1.890.1.15.3.97.4.11	This trap is sent when a backup Switch becomes the master and configuration restore fails.
	zyStackingSlotInitFail	1.3.6.1.4.1.890.1.15.3.97.4.12	This trap is sent when a newly attached Switch initialization fails.
	zyStackingSlotChangeIndex	1.3.6.1.4.1.890.1.15.3.97.4.13	This trap is sent when a stacking slot index changes.
	zyStackingPriorityChange	1.3.6.1.4.1.890.1.15.3.97.4.14	This trap is sent when the stacking priority changes. Stacking priority determines which is master.
	zyStackingTopologyChange	1.3.6.1.4.1.890.1.15.3.97.4.15	This trap is sent when a stacking topology (ring or chain) changes.
custom-ca	zySysMgmtReloadCustomCAFail	1.3.6.1.4.1.890.1.15.3.49.2.4	This trap is sent when the uploaded HTTPS certificate fails to load during the Switch restart.
system-log	zyxelSysLogSystemLogOverThreshold	1.3.6.1.4.1.890.1.15.3.81.2.1	This trap is sent when system log usage has reached 90%.

Table 85 SNMP Interface Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
linkup	linkUp	1.3.6.1.6.3.1.1.5.4	This trap is sent when the Ethernet link is up.
linkdown	linkDown	1.3.6.1.6.3.1.1.5.3	This trap is sent when the Ethernet link is down.
autonegotiation	zyPortAutonegotiationFailed	1.3.6.1.4.1.890.1.15.3.61.3.1	This trap is sent when an Ethernet interface fails to auto-negotiate with the peer Ethernet interface.
	zyPortAutonegotiationFailedRecovered	1.3.6.1.4.1.890.1.15.3.61.3.3	This trap is sent when the Ethernet interface auto-negotiation link speed and duplex mode have recovered.
lldp	lldpRemTablesChange	1.0.8802.1.1.2.0.0.1	The trap is sent when entries in the remote database have any updates. Link Layer Discovery Protocol (LLDP), defined as IEEE 802.1ab, enables LAN devices that support LLDP to exchange their configured settings. This helps eliminate configuration mismatch issues.
transceiver-ddm	zyTransceiverDdmiTemperatureOutOfRange	1.3.6.1.4.1.890.1.15.3.84.3.1	This trap is sent when the transceiver temperature is above or below the normal operating range.
	zyTransceiverDdmiTxPowerOutOfRange	1.3.6.1.4.1.890.1.15.3.84.3.2	This trap is sent when the transmitted optical power is above or below the normal operating range.
	zyTransceiverDdmiRxPowerOutOfRange	1.3.6.1.4.1.890.1.15.3.84.3.3	This trap is sent when the received optical power is above or below the normal operating range.
	zyTransceiverDdmiVoltageOutOfRange	1.3.6.1.4.1.890.1.15.3.84.3.4	This trap is sent when the transceiver supply voltage is above or below the normal operating range.
	zyTransceiverDdmiTxBiasOutOfRange	1.3.6.1.4.1.890.1.15.3.84.3.5	This trap is sent when the transmitter laser bias current is above or below the normal operating range.
	zyTransceiverDdmiTemperatureOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.84.3.6	This trap is sent when the transceiver temperature is recovered from the out of normal operating range.
	zyTransceiverDdmiTxPowerOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.84.3.7	This trap is sent when the transmitted optical power is recovered from the out of normal operating range.
	zyTransceiverDdmiRxPowerOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.84.3.8	This trap is sent when the received optical power is recovered from the out of normal operating range.
	zyTransceiverDdmiVoltageOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.84.3.9	This trap is sent when the transceiver supply voltage is recovered from the out of normal operating range.
	zyTransceiverDdmiTxBiasOutOfRangeRecovered	1.3.6.1.4.1.890.1.15.3.84.3.10	This trap is sent when the transmitter laser bias current is recovered from the out of normal operating range.
storm-control	zyPortStormControlTrap	1.3.6.1.4.1.890.1.15.3.78.2.1	This trap is sent when storm control is detected on a specific port. A packet filter action has been applied on the interface.

Table 85 SNMP Interface Traps (continued)

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
zuld	zyZuldUnidirectionalDetected	1.3.6.1.4.1.890.1.15.3.110.3.1	This trap is sent when a unidirectional link is detected.
	zyZuldBidirectionalRecovered	1.3.6.1.4.1.890.1.15.3.110.3.2	This trap is sent when the port which is shut down by ZULD becomes active again.
flex-link	zyFlexLinkPortStateChange	1.3.6.1.4.1.890.1.15.3.124.4.1	This trap is sent when the port state of a flex link pair changes.

Table 86 SNMP AAA Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
authentication	authenticationFailure	1.3.6.1.6.3.1.1.5.5	This trap is sent when authentication fails due to incorrect user name and/or password.
authentication	zyRadiusServerAuthenticationServerNotReachable	1.3.6.1.4.1.890.1.15.3.71.2.1	This trap is sent when there is no response message from the RADIUS authentication server.
	zyRadiusServerAuthenticationServerNotReachableRecovered	1.3.6.1.4.1.890.1.15.3.71.2.3	This trap is sent when there is a response message from the previously unreachable RADIUS authentication server.
	zyTacacsServerAuthenticationServerUnreachable	1.3.6.1.4.1.890.1.15.3.83.2.1	This trap is sent when there is no response message from the TACACS+ authentication server.
	zyTacacsServerAuthenticationServerUnreachableRecovered	1.3.6.1.4.1.890.1.15.3.83.2.3	This trap is sent when there is a response message from the previously unreachable TACACS+ authentication server.
	zyAaaAuthenticationFailure	1.3.6.1.4.1.890.1.15.3.8.3.1	This trap is sent when authentication fails due to incorrect user name and/or password.
	authenticationFailure	1.3.6.1.6.3.1.1.5.5	This trap is sent when authentication fails due to incorrect user name and/or password.
authorization	zyAaaAuthorizationFailure	1.3.6.1.4.1.890.1.15.3.8.3.2	This trap is sent when management connection authorization failed.
accounting	zyRadiusServerAccountingServerNotReachable	1.3.6.1.4.1.890.1.15.3.71.2.2	This trap is sent when there is no response message from the RADIUS accounting server.
	zyTacacsServerAccountingServer Unreachable	1.3.6.1.4.1.890.1.15.3.83.2.2	This trap is sent when there is no response message from the TACACS+ accounting server.
	zyRadiusServerAccountingServerNotReachableRecovered	1.3.6.1.4.1.890.1.15.3.71.2.4	This trap is sent when there is a response message from the previously unreachable RADIUS accounting server.
	zyTacacsServerAccountingServer UnreachableRecovered	1.3.6.1.4.1.890.1.15.3.83.2.4	This trap is sent when there is a response message from the previously unreachable TACACS+ accounting server.

Table 87 SNMP IP Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
ping	pingProbeFailed	1.3.6.1.2.1.80.0.1	This trap is sent when a single ping probe fails.
	pingTestFailed	1.3.6.1.2.1.80.0.2	This trap is sent when a ping test (consisting of a series of ping probes) fails.
	pingTestCompleted	1.3.6.1.2.1.80.0.3	This trap is sent when a ping test is completed.
traceroute	traceRouteTestFailed	1.3.6.1.2.1.81.0.2	This trap is sent when a traceroute test fails.
	traceRouteTestCompleted	1.3.6.1.2.1.81.0.3	This trap is sent when a traceroute test is completed.

Table 88 SNMP Switch Traps

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
stp	STPNewRoot	1.3.6.1.2.1.17.0.1	This trap is sent when the STP root switch changes.
	STPTopologyChange	1.3.6.1.2.1.17.0.2	This trap is sent when the STP topology changes.
stp	zyMrstpNewRoot	1.3.6.1.4.1.890.1.15.3.52.3.1	This trap is sent when the MRSTP root switch changes.
	zyMstpNewRoot	1.3.6.1.4.1.890.1.15.3.53.3.1	This trap is sent when the MSTP root switch changes.
	zyMrstpTopologyChange	1.3.6.1.4.1.890.1.15.3.52.3.2	This trap is sent when the MRSTP topology changes.
	zyStpRootGuardDetect	1.3.6.1.4.1.890.1.15.3.79.3.1	This trap is sent when the STP root switch detects superior BPDUs on a root guard enabled port and blocks the port.
	zyStpRootGuardRecovered	1.3.6.1.4.1.890.1.15.3.79.3.2	This trap is sent when a port blocked by root guard stops sending superior BPDUs and is enabled again.
	zyMstpTopologyChange	1.3.6.1.4.1.890.1.15.3.53.3.2	This trap is sent when the MSTP root switch changes.
mactable	zyMacForwardingTableFull	1.3.6.1.4.1.890.1.15.3.48.2.1	This trap is sent when more than 99% of the MAC table is used.
	zyMacForwardingTableFullRecovered	1.3.6.1.4.1.890.1.15.3.48.2.2	This trap is sent when the MAC address switching table has become normal from full.
rmon	RmonRisingAlarm	1.3.6.1.2.1.16.0.1	This trap is sent when a variable goes over the RMON "rising" threshold.
	RmonFallingAlarm	1.3.6.1.2.1.16.0.2	This trap is sent when the variable falls below the RMON "falling" threshold.
classifier	zyAclV2ClassifierLogNotification	1.3.6.1.4.1.890.1.15.3.105.4.1	This trap is sent when the Switch detects classifier log information.

Table 88 SNMP Switch Traps (continued)

OPTION	OBJECT LABEL	OBJECT ID	DESCRIPTION
rip	zyRipExceedMaxDynamicRoute	1.3.6.1.4.1.890.1.15.3.74.2.1	This trap is sent when the maximum allowed number of dynamic routes learned through RIP has been exceeded.
ospf	zyOspfExceedMaxDynamicRoutePath	1.3.6.1.4.1.890.1.15.3.57.3.1	This trap is sent when the maximum allowed number of dynamic routes learned through OSPF has been exceeded.

CHAPTER 25 Stacking

25.1 Stacking Overview

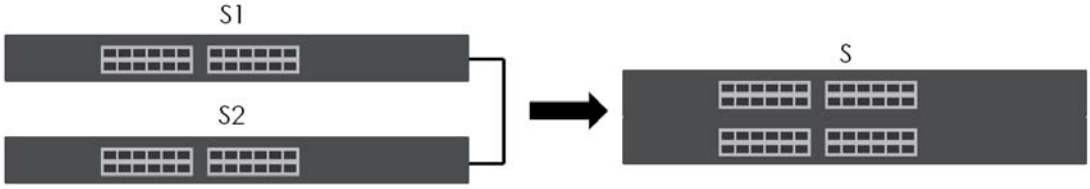
This chapter introduces switch stacking and discusses how to configure stacking mode on the Switch to form a switch system.

- Use the **Stacking Status** screen (Section 25.2 on page 212) to view the stacking system status and topology for the Switch.
- Use the **Stacking Setup** screen (Section 25.3 on page 214) to configure the stacking system.
- Use the **Stacking Port Setup** screen (Section 25.4 on page 217) to select the media type, SFP+ transceiver or Direct Attach Copper (DAC) that is attached to the 10 Gigabit interface.

25.1.1 What you need to know

Stacking is directly connecting Switches to form a larger system that behaves as a single Switch or a virtual chassis with increased port density.

Figure 134 Switch Stacking Concept



The last four SFP ports of your Switch are dedicated for Switch stacking. At the time of writing, the Switch can only connect to another Switch of the same model and firmware version.

Note: The maximum number of stacked Switches (physical) can be found on the Switch datasheet.

You can manage each Switch in the stack from a master Switch using its Web Configurator or console. Each Switch supports up to two stacking channels. Use the master Switch to assign a ‘slot ID’ for each ‘linecard’ non-master Switch. ‘Slot’ refers to a Switch in the ‘virtual chassis’ stack.

Table 89 Stacking Channels and Ports

	STACKING CHANNEL	STACKING PORTS
CX4800-56F	1	53, 54
	2	55, 56

You can build a Switch stack using a ring or chain topology. In a ring topology, the last Switch is connected to the first.

Use the master Switch to assign a 'slot ID' for each 'linecard' non-master Switch. 'Slot' refers to a Switch in the 'virtual chassis' stack.

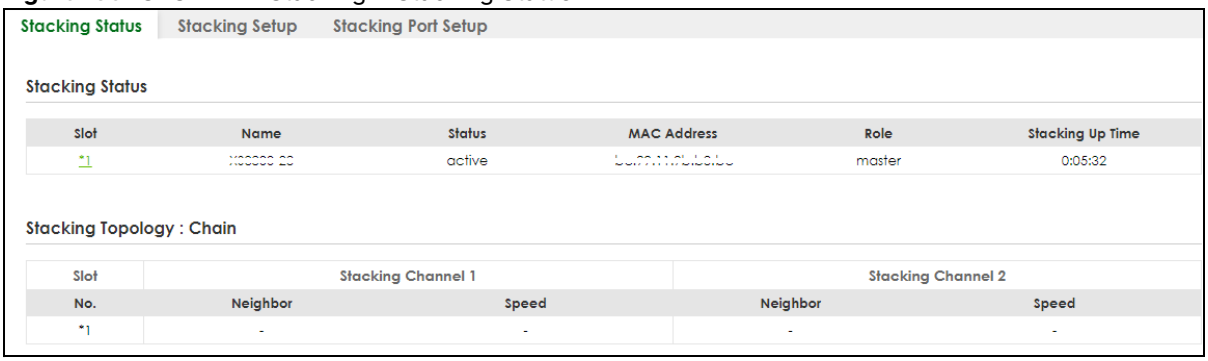
The advantages of stacking are:

- High port density – for example, two 24-port Switches can become one 48-port logical Switch
- Centralized management – log into a single IP address of the master switch to control all Switches in the stacking system using the Web Configurator, CLI, SNMP or FTP
- Redundancy – Data redundancy allows traffic to be forwarded even if one Switch in the stack fails. Management redundancy lets you still manage the stack even if one Switch in the stack fails
- Modularity and hot-swappable – you can add, remove, or replace Switches to increase or decrease the stack with minimum disruption to ongoing network traffic.

25.2 Stacking Status

Click **SYSTEM** > **Stacking** > **Stacking Status** to display the screen as shown next.

Figure 135 SYSTEM > Stacking > Stacking Status



The following table describes the labels in this screen.

Table 90 SYSTEM > Stacking > Stacking Status

LABEL	DESCRIPTION
Slot	'Slot' refers to a Switch in the 'virtual chassis' stack. This field displays the slot ID of the stacked Switch. You can click the ID number to go to the **Stacking Status Details** screen.
Name	This field displays the model name of the stacked Switch.
Status	This field displays whether the stacked Switch is **active** or **inactive** in a stack system. **Init** means the slot ID is being initialized by the master Switch. **active*** means the Switch is in the stack, but some items failed to initiate. See the system logs for details. If the Switch is not a master, disconnect and reconnect the stacking port and wait. Restart the Switch if it still displays **active***. If the Switch is a master, restart it or choose another master.
MAC address	This field displays the MAC address of the stacked Switch.
Role	This field displays whether the Switch is a master, backup or linecard. There's only one master and one backup Switch in the stacking mode; all others are linecard Switches.
Stacking Up Time	This field displays the time that the active Switch has been running in a stack. The master Switch records the time when a Switch in Stacking mode joins the stacking system. Time count will restart when master Switch changes.
Stacking Topology: Ring/Chain	

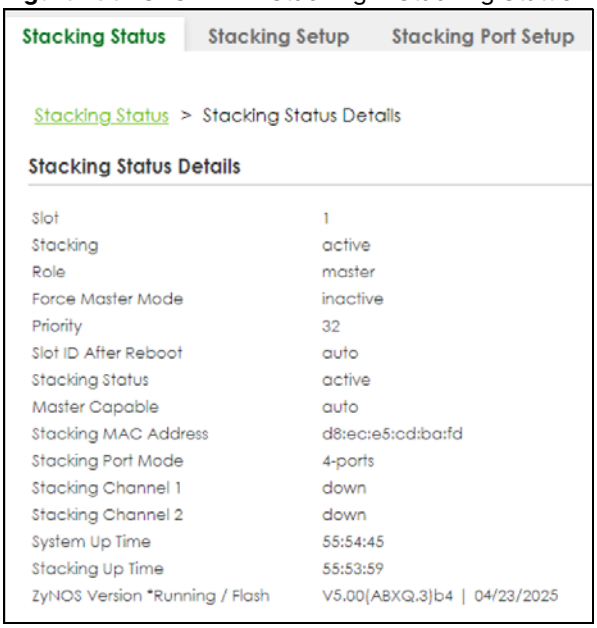
Table 90 SYSTEM > Stacking > Stacking Status (continued)

LABEL	DESCRIPTION
Slot	
No.	This field displays the slot ID number of the stacked Switch.
Stacking Channel1	
Neighbor	This field displays the neighbor Switch that is connected using slot channel 1 of the Switch.
Speed	This field displays the Ethernet speed of stacking channel 1 of the Switch.
Stacking Channel2	
Neighbor	This field displays the neighbor Switch that is connected to slot channel 2 of the Switch.
Speed	This field displays the Ethernet speed of stacking channel 2 of the Switch.

25.2.1 Stacking Slot Details

Click a slot number in **SYSTEM** > **Stacking** > **Stacking Status** to display the **Stacking Status Details** screen as shown next.

Figure 136 SYSTEM > Stacking > Stacking Status > Stacking Status Details



The following table describes the labels in this screen.

Table 91 SYSTEM > Stacking > Stacking Status > Stacking Status Details

LABEL	DESCRIPTION
Slot	This field displays the slot ID of the Switch.
Stacking	This field displays whether the Switch is active in the stacking system.
Role	This field displays whether the stacked Switch is a master, backup or linecard Switch.
Force Master Mode	This field displays whether the Force Master Mode is enabled or disabled on this Switch. The **Force Master Mode** forces this Switch to become a master Switch. This Switch will have the highest priority over all other Switch in the stack. If two Switches are set as masters, they will have the same priority level, but the Switch that has the longest active run-time will be selected as the master Switch automatically.
Priority	This field displays the priority level of the Switch. A higher number represents higher priority.

Table 91 SYSTEM > Stacking > Stacking Status > Stacking Status Details (continued)

LABEL	DESCRIPTION
Slot ID After Reboot	This field displays the slot ID of the Switch after a reboot. You can save the slot ID of the Switch after a reboot by clicking **Freeze** in the **SYSTEM** > **Stacking** > **Stacking Setup** screen.
Stacking Status	This field displays whether the stacked Switch is **active** or **inactive** in a stack system. **Init** means the slot ID is being initialized by the master Switch. **active*** means the Switch is in the stack, but some items failed to initiate. See the system logs for details. If the Switch is not a master, disconnect and reconnect the stacking port and wait. Restart the Switch if it still displays **active***. If the Switch is a master, restart it or choose another master.
Master Capable	This field displays whether the Switch has capacity to become a master Switch. **Auto** means the stack system master election process will determine if the Switch can be assigned as a master Switch.
Stacking MAC Address	This field displays the stacking Switch MAC address.
Stacking Port Mode	This field displays the number of stacking ports. **2-ports** mode means the last 2 SFP+ slots are dedicated for Switch stacking. **4-ports** mode means the last 4 SFP+ slots are dedicated for Switch stacking.
Stacking Channel 1	This field displays the status of the port stacking channel 1 of the Switch. It will display up for active or down for inactive.
Stacking Channel 2	This field displays the status of the port stacking channel 2 of the Switch. It will display up for active or down for inactive.
System Up Time	This field displays how long the Switch has been running since it last restarted or was turned on.
Stacking Up Time	This field displays the time that the active Switch has been running in a stack. The master Switch records the time when a Switch in Stacking mode joins the stacking system. Time count will restart when master Switch changes.
FaOS Version *Running / Flash	This field displays the FaOS firmware that is currently running on the Switch.

25.3 Stacking Setup

A supported Switch can change between stacking and standalone mode by enabling the **Active** switch (**ON**/**OFF**) in the **SYSTEM** > **Stacking** > **Stacking Setup** screen.

Note: When you change modes, all configurations (except user accounts), including **Running Config**, **Config1**, **Config2** and **Custom Default** configuration, will be erased. Only user accounts will be kept after mode changing if saved to a configuration file. The Switch will reboot with the Stacking/Standalone factory default settings on the current configuration file. You should back up current configurations if you want to reload them. Note that a configuration file of a mode (Standalone or Stacking) can only be applied under the same mode.

Note: When the Switch changes from Standalone mode to Stacking mode, it will use the static IP address 192.168.1.1 by default; when the Switch changes from Stacking mode back to Standalone mode, it will use a DHCP-assigned IP address obtained from the DHCP server. (if the Switch cannot obtain an IP address from the DHCP server, it will use the default IP 192.168.1.1 until it can get a DHCP-assigned IP)

Stacking will automatically choose a master Switch in a stack but you can overwrite that by actively forcing a Switch to become a master Switch. In the **SYSTEM** > **Stacking** > **Stacking Setup** screen, click

the switch on to enable **Force Master Mode** to choose the master Switch. This master Switch will have the highest priority over all other stacked Switches even when they have the same priority value.

If two or more Switches have **Force Master Mode** enabled, they have the same **System Priority**. Then the Switch with the longest up-time is selected. Uptime is measured in increments of 10 minutes. The Switch with the higher number of increments is selected. If they have the same uptime, then the Switch with the lowest MAC address will be the master.

This is the master election priority in a stack system:

1 Active **Force Master Mode**

2 Highest **System Priority**

3 Longest **System Up Time**

4 Lowest MAC Address

Note: Master election occurs when a stacking port link status changes (up or down). The link status changes when (for example):

– a stacking port cable is disconnected

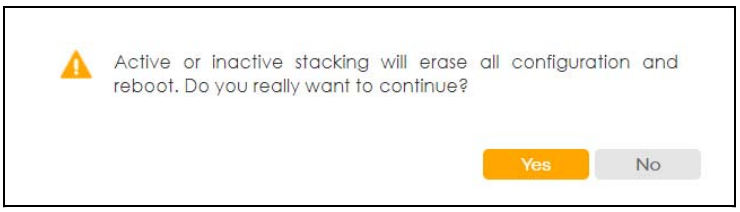
– a Switch in the stack reboots (as happens after you change stacking mode to standalone)

– you add a Switch to the stack or

– a Switch in the stack shuts down.

Use the following procedure to create a stack:

1 Select a Switch to be the master. Change its mode to Stacking mode. You will see a message asking you to confirm the change. Click **YES** to confirm. The Switch will reboot automatically using the current configuration file (with factory default settings) and the default IP interface settings in Stacking mode.



2 After reboot completes, the master LED will turn on.

3 Configure the Switch stacking priority to a high value, such as 63.

4 Change a second Switch to stacking mode and wait for it to finish rebooting automatically. This master LED will also turn on.

5 Connect the two Switches using the stacking ports for the Switch defined.

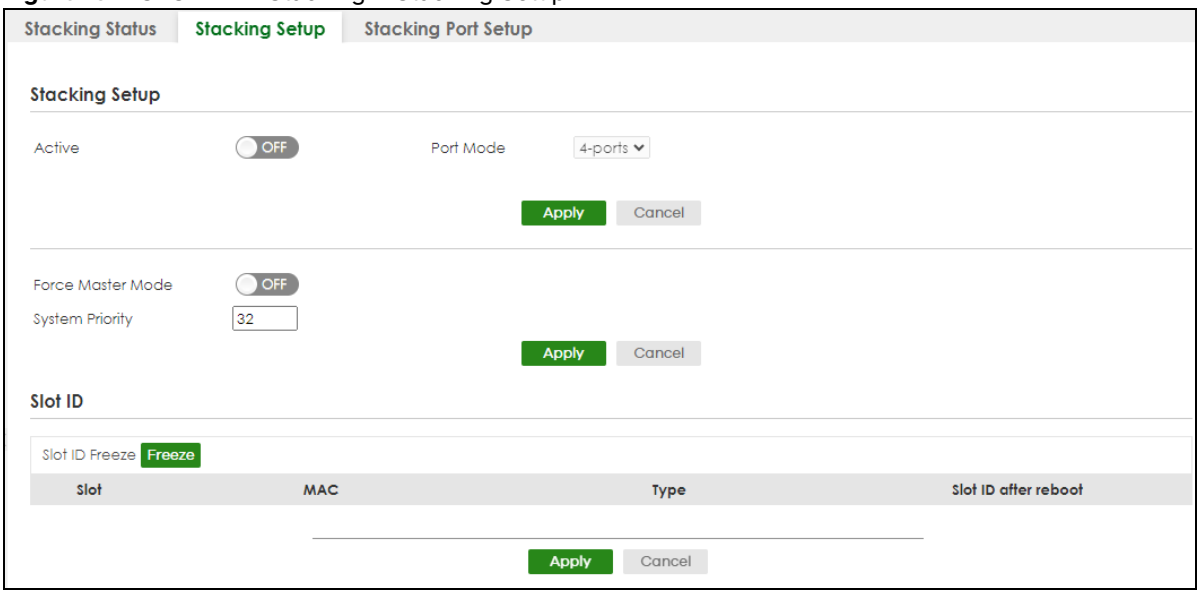
6 The second Switch master LED will then turn off, and its **SYS** LED will blink while it is initializing. Please wait until it stops blinking, indicating that it has joined the stack.

7 Repeat steps 4 to 6 to connect other Switches to the stack.

When the Switch is in Stacking mode, the Web Configurator will change port and VLAN port settings to support the stacking mode.

Click **SYSTEM** > **Stacking** > **Stacking Setup** to see the following screen.

Figure 137 SYSTEM > Stacking > Stacking Setup



The following table describes the labels in this screen.

Table 92 SYSTEM > Stacking > Stacking Setup

LABEL	DESCRIPTION
Active	Enable the **ON**/**OFF** switch to put the Switch in Stacking mode. This will erase the **Running Config**uration, **Config1** and **Config2**. The master Switch's login will remain unchanged. If you want to reload a previous configuration, please back one up first.
Apply	Click **Apply** to activate Stacking mode/go back to Standalone mode.
Port Mode	Select the number of stacking ports on the Switch that has 4 SFP+ ports for Switch stacking. Select **2-ports** mode to use the last 2 SFP+ or QSFP28 ports for Switch stacking. This allows you to use the uplink fiber optic ports. You can transmit data over long distances (over 100 kilometers) using fiber optic cables compared to copper cables (up to 100 meters only). Select **4-ports** mode to use the last 4 SFP+ or QSFP28 ports for Switch stacking.
Cancel	Click **Cancel** to note save your changes.
Force Master Mode	Enable the **ON**/**OFF** switch to force this Switch to become a master Switch.
System Priority	Enter a number (from 1 to 63) to assign a priority for the stacking Switch. The higher the number, the higher the priority.
Apply	Click **Apply** to save changes made to the **Force Master Mode** and **System Priority** fields.
Cancel	Click **Cancel** to clear the **Active Force Master Mode** and **System Priority** fields.
Slot ID	
Slot ID Freeze	Click the **Freeze** button to have the Switch retain its slot ID after reboot.
Slot	This field displays the slot or port channel of the stacked Switch.
MAC	This field displays the MAC address of the stacked Switch.

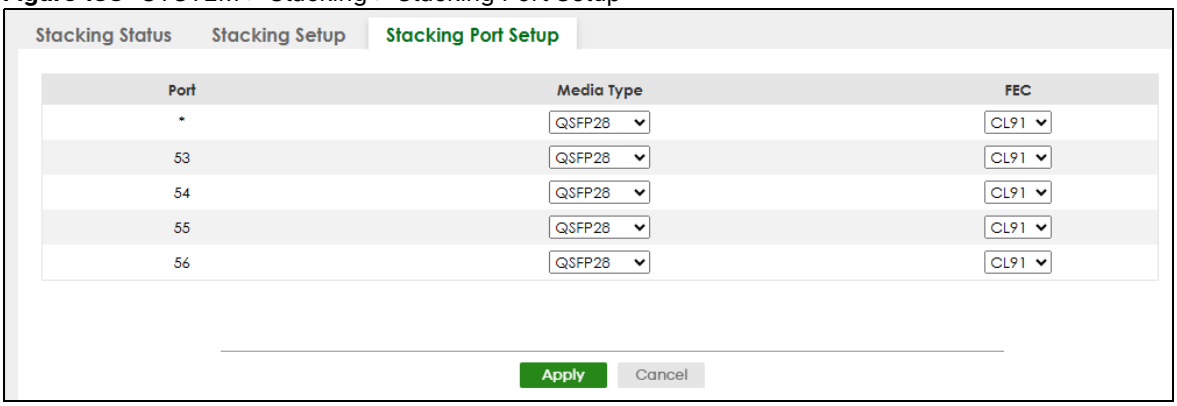
Table 92 SYSTEM > Stacking > Stacking Setup (continued)

LABEL	DESCRIPTION
Type	This field displays the model name of the Switch.
Slot ID after reboot	Choose **Auto** to have a new slot ID assigned after reboot. If you want to keep the original slot ID after reboot, you can click **Freeze** or select an ID in the **Slot ID after reboot** list box.
Apply	Click **Apply** to save the **Slot ID after reboot** field.
Cancel	Click **Cancel** to clear the **Slot ID after reboot** field.

25.4 Stacking Port Setup

Click **SYSTEM** > **Stacking** > **Stacking Port Setup** to display the screen as shown next.

Figure 138 SYSTEM > Stacking > Stacking Port Setup



The following table describes the labels in this screen.

Table 93 SYSTEM > Stacking > Stacking Port Setup

LABEL	DESCRIPTION
Port	This is the port index number. These are the default stacking ports (the last four ports of your Switch). They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the comment settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 93 SYSTEM > Stacking > Stacking Port Setup (continued)

LABEL	DESCRIPTION
Media Type	You can insert either an QSFP28 transceiver or an SFP+ Direct Attach Copper (DAC) cable into the 100 Gigabit interface of the Switch. Select the media type (**QSFP28** or **DAC100G**) of the SFP+ module that is attached to the 100 Gigabit interface.
FEC	To minimize signal degradation of data at high transmission speeds (for example, 25 Gbps or 100 Gbps), set the same FEC (Forward Error Correction) type between the Switch and the connected device. Select **CL74** when both connected ports support the same Gbps speed and require low latency in data transmission. Select **CL91** when both connected ports support the same Gbps speed and require strong error correction. A strong error correction can detect and repair more bit errors in the data stream but with higher latency. Alternatively, select **None** when you do not need to set the FEC type.

CHAPTER 26
Switch Setup

26.1 Switch Setup Overview

Use this screen to do the Switch's basic setup configuration, for example, VLAN (Virtual Local Area Network) type, enabling switching protocols, and MAC learning aging time setup.

26.1.1 Introduction to VLANs

A VLAN (Virtual Local Area Network) allows a physical network to be partitioned into multiple logical networks. Devices on a logical network belong to one group. A device can belong to more than one group. With VLAN, a device cannot directly talk to or hear from devices that are not in the same groups; the traffic must first go through a router.

In MTU (Multi-Tenant Unit) applications, VLAN is vital in providing isolation and security among the subscribers. When properly configured, VLAN prevents one subscriber from accessing the network resources of another on the same LAN, thus a user will NOT see the printers and hard disks of another user in the same building.

VLAN also increases network performance by limiting broadcasts to a smaller and more manageable logical broadcast domain. In traditional switched environments, all broadcast packets go to each and every individual port. With VLAN, all broadcasts are confined to a specific broadcast domain.

Note: VLAN is unidirectional; it only governs outgoing traffic.

26.2 Switch Setup

Click **SYSTEM** > **Switch Setup** > **Switch Setup** in the navigation panel to display the screen as shown. The VLAN setup screens change depending on whether you choose **802.1Q** or **Port Based** in the **VLAN Type** field in this screen.

Figure 139 SYSTEM > Switch Setup > Switch Setup (Standalone Mode)

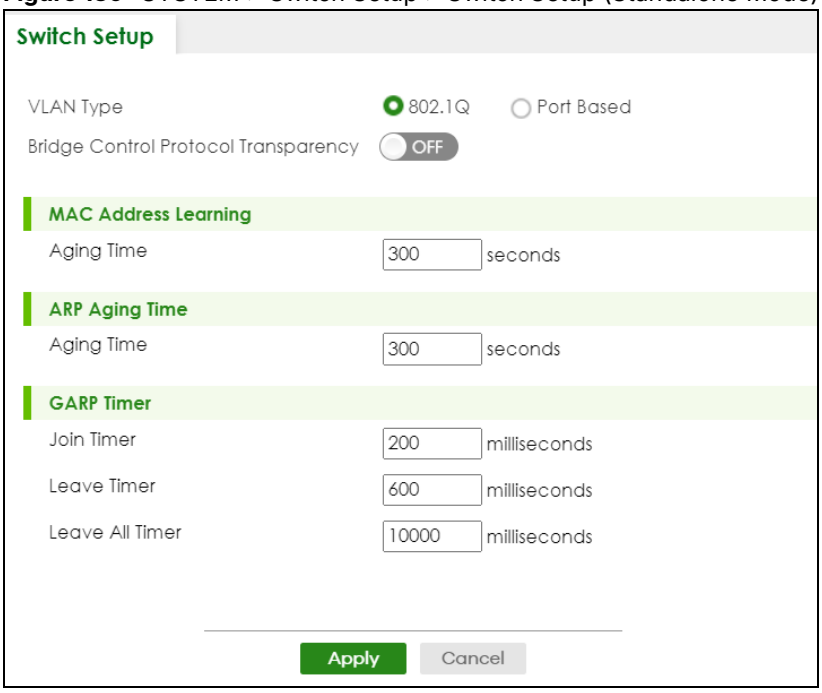
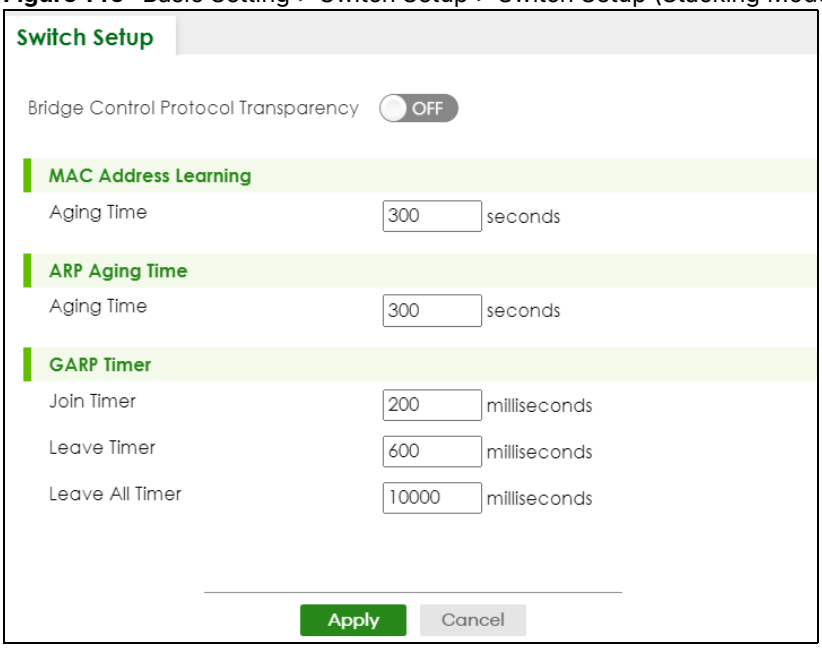


Figure 140 Basic Setting > Switch Setup > Switch Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 94 SYSTEM > Switch Setup > Switch Setup

LABEL	DESCRIPTION
VLAN Type (Standalone mode only)	Choose **802.1Q** or **Port Based**. The **SWITCHING** > **VLAN** link and its sub-links only appears in the navigation panel when you choose **802.1Q** VLAN type in this screen. The Switch does not have port-based VLAN available in stacking mode, so this field does not display in stacking mode.
Bridge Control Protocol Transparency	Enable the **ON**/**OFF** switch to allow the Switch to handle bridging control protocols (STP, for example). You also need to define how to treat a BPDU in the **PORT** > **Port Setup** > **Port Setup** screen. Note: BPDU control is only available in Standalone mode.
MAC Address Learning MAC address learning reduces outgoing traffic broadcasts. For MAC address learning to occur on a port, the port must be active.	
Aging Time	Enter a time from 10 to 1000000 seconds. This is how long all dynamically learned MAC addresses remain in the MAC address table before they age out (and must be relearned).
ARP Aging Time	
Aging Time	Enter a time from 60 to 1000000 seconds. This is how long dynamically learned ARP entries remain in the ARP table before they age out (and must be relearned). The setting here applies to ARP entries which are newly added in the ARP table after you click **Apply**.
GARP Timer: Switches join VLANs by making a declaration. A declaration is made by issuing a **Join** message using GARP. Declarations are withdrawn by issuing a **Leave** message. A **Leave All** message terminates all registrations. GARP timers set declaration timeout values. See the chapter on VLAN setup for more background information.	
Join Timer	**Join Timer** sets the duration of the **Join Period** timer for GVRP in milliseconds. Each port has a **Join Period** timer. The allowed **Join Time** range is between 100 and 65535 milliseconds; the default is 200 milliseconds. See the chapter on VLAN setup for more background information.
Leave Timer	**Leave Timer** sets the duration of the **Leave Period** timer for GVRP in milliseconds. Each port has a single **Leave Period** timer. **Leave Time** must be two times larger than **Join Timer**; the default is 600 milliseconds.
Leave All Timer	**Leave All Timer** sets the duration of the **Leave All Period** timer for GVRP in milliseconds. Each port has a single **Leave All Period** timer. **Leave All Timer** must be larger than **Leave Timer**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 27
Syslog Setup

27.1 Syslog Overview

This chapter explains the **Syslog** screens.

The syslog protocol allows devices to send event notification messages across an IP network to syslog servers that collect the event messages. A syslog-enabled device can generate a syslog message and send it to a syslog server.

Syslog is defined in RFC 3164. The RFC defines the packet format, content and system log related information of syslog messages. Each syslog message has a facility and severity level. The syslog facility identifies a file in the syslog server. Refer to the documentation of your syslog program for details. The following table describes the syslog severity levels.

Table 95 Syslog Severity Levels

CODE	SEVERITY
0	Emergency: The system is unusable.
1	Alert: Action must be taken immediately.
2	Critical: The system condition is critical.
3	Error: There is an error condition on the system.
4	Warning: There is a warning condition on the system.
5	Notice: There is a normal but significant condition on the system.
6	Informational: The syslog contains an informational message.
7	Debug: The message is intended for debug-level purposes.

27.1.1 What You Can Do

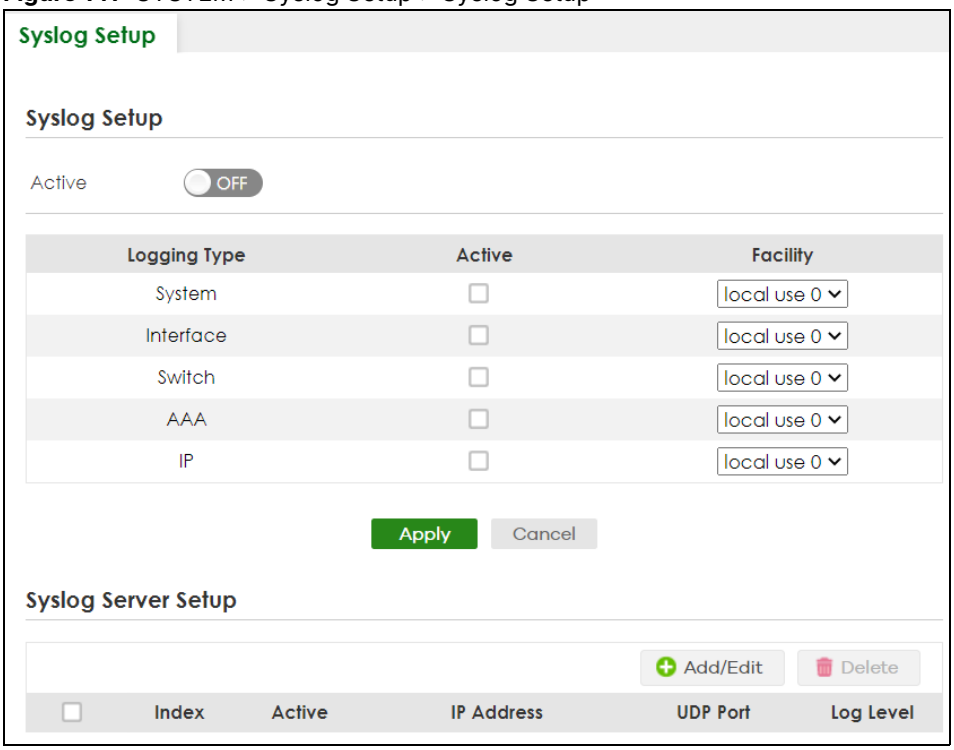
Use the **Syslog Setup** screen (Section 27.2 on page 222) to configure the device's system logging settings and configure a list of external syslog servers.

27.2 Syslog Setup

The syslog feature sends logs to an external syslog server. Use this screen to configure the device's system logging settings and configure a list of external syslog servers.

Click **SYSTEM** > **Syslog Setup** > **Syslog Setup** in the navigation panel to display this screen.

Figure 141 SYSTEM > Syslog Setup > Syslog Setup



The following table describes the labels in this screen.

Table 96 SYSTEM > Syslog Setup > Syslog Setup

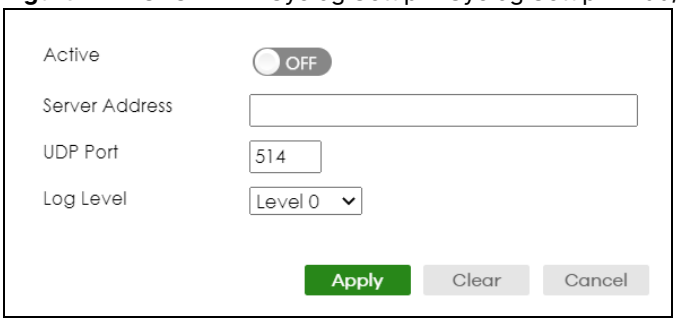
LABEL	DESCRIPTION
Syslog Setup	
Active	Enable the switch button to turn on syslog (system logging) and then configure the syslog setting.
Logging Type	This column displays the names of the categories of logs that the device can generate.
Active	Select this option to set the device to generate logs for the corresponding category.
Facility	The log facility allows you to send logs to different files in the syslog server. Refer to the documentation of your syslog program for more details.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Syslog Server Setup	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of a syslog server entry.
Active	This field displays if the device is activated to send logs to the syslog server.
IP Address	This field displays the IP address of the syslog server.
UDP Port	This field displays the port of the syslog server.
Log Level	This field displays the severity level of the logs that the device is to send to this syslog server.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

27.2.1 Add/Edit a Syslog Server

Use this screen to configure an external syslog server.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **Syslog Setup** > **Syslog Setup** screen to display this screen.

Figure 142 SYSTEM > Syslog Setup > Syslog Setup > Add/Edit



The following table describes the labels in this screen.

Table 97 SYSTEM > Syslog Setup > Syslog Setup > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to have the device send logs to this syslog server. Clear the checkbox if you want to create a syslog server entry but not have the device send logs to it (you can edit the entry later).
Server Address	Enter the IPv4 or IPv6 address of the syslog server.
UDP Port	The default syslog server port is 514. If your syslog server uses a different port, configure the one it uses here.
Log Level	Select the severity levels of the logs that you want the device to send to this syslog server. The lower the number, the more critical the logs are.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 28
Time Range

28.1 Time Range Overview

You can set up one-time and recurring schedules for time-oriented features, such as PoE and classifier. The UAG supports one-time and recurring schedules. One-time schedules are effective only once, while recurring schedules usually repeat. Both types of schedules are based on the current date and time in the Switch.

The time range can be configured in two ways – Absolute and Periodic. Absolute is a fixed time range with a start and end time. Periodic is recurrence of a time range and does not have an end time.

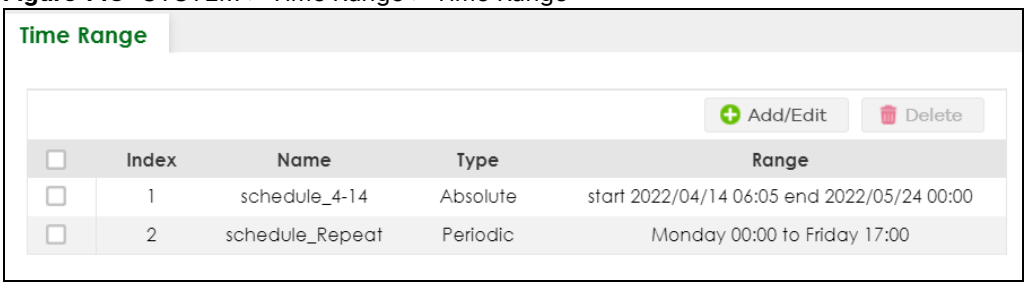
28.1.1 What You Can Do

Use the **Time Range** screen (Section 28.2 on page 225) to view or define a schedule on the Switch.

28.2 Configure a Time Range

Click **SYSTEM** > **Time Range** > **Time Range** in the navigation panel to display the screen as shown.

Figure 143 SYSTEM > Time Range > Time Range



The following table describes the labels in this screen.

Table 98 SYSTEM > Time Range > Time Range

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the rule.
Name	This field displays the descriptive name for this rule. This is for identification purpose only. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].

Table 98 SYSTEM > Time Range > Time Range (continued)

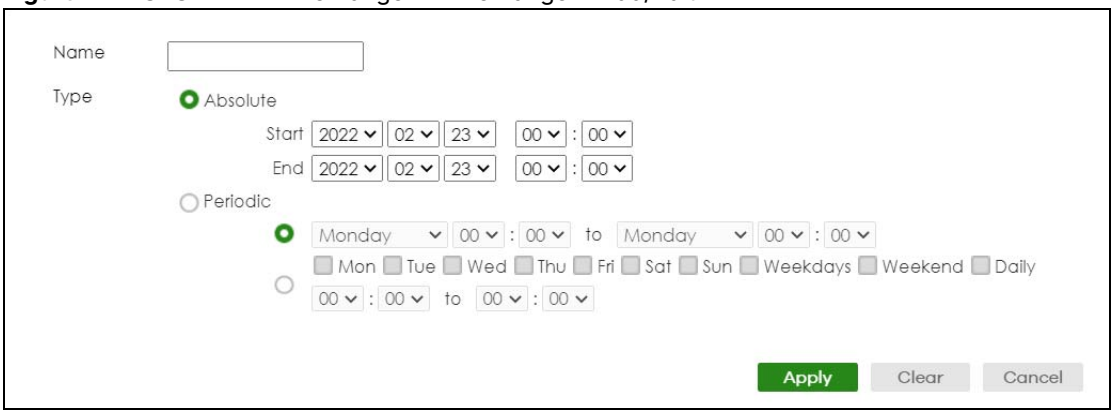
LABEL	DESCRIPTION
Type	This displays the schedule type of the time range rule. **Absolute** An one-time schedule. One-time schedules begin on a specific start date and time and end on a specific stop date and time. One-time schedules are useful for long holidays and vacation periods. **Periodic** A recurring schedule. Recurring schedules begin at a specific start time and end at a specific stop time on selected days of the week (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday). Recurring schedules are useful for defining the workday and off-work hours.
Range	This field displays the time periods to which this schedule applies.
Add/Edit	Click **Add/Edit** to add a new schedule rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

28.2.1 Add/Edit Time Range

This screen allows you to create a new time range or edit an existing one.

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 144 SYSTEM > Time Range > Time Range > Add/Edit



The following table describes the labels in this screen.

Table 99 SYSTEM > Time Range > Time Range > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for this rule for identifying purposes. The string should not contain [?], [|], ['], ["], or [,].
Type	Select **Absolute** to create a one-time schedule. One-time schedules begin on a specific start date and time and end on a specific stop date and time. One-time schedules are useful for long holidays and vacation periods. Alternatively, select **Periodic** to create a recurring schedule. Recurring schedules begin at a specific start time and end at a specific stop time on selected days of the week (Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday). Recurring schedules are useful for defining the workday and off-work hours.
Absolute	This section is available only when you set **Type** to **Absolute**.
Start	Specify the year, month, day, hour and minute when the schedule begins.

Table 99 SYSTEM > Time Range > Time Range > Add/Edit (continued)

LABEL	DESCRIPTION
End	Specify the year, month, day, hour and minute when the schedule ends.
Periodic	This section is available only when you set **Type** to **Periodic**. Select the first option if you want to define a recurring schedule for a consecutive time period. You then select the day of the week, hour and minute when the schedule begins and ends respectively. Select the second option if you want to define a recurring schedule for multiple non-consecutive time periods. You need to select each day of the week the recurring schedule is effective. You also need to specify the hour and minute when the schedule begins and ends each day. The schedule begins and ends in the same day.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 29
PORT

The following chapters introduces the configurations of the links under the **PORT** navigation panel.

Quick links to chapters:

- Auto PD Recovery (for PoE models only)
- Flex Link
- Green Ethernet
- Link Aggregation
- Link Layer Discovery Protocol (LLDP)
- OAM
- PoE Setup (for PoE models only)
- Port Setup
- ZULD

CHAPTER 30
Auto PD Recovery

30.1 Auto PD Recovery Overview (for PoE models only)

Things can go wrong with any network devices. A PD (for example, IP camera) may slow down or freeze and need to be restarted if it is overworked or a bug causes a memory leak. When a connected PD ceases to respond, Automatic PD Recovery allows the Switch to restart the PD by turning it off and on without the need for on-site troubleshooting.

30.1.1 What You Can Do

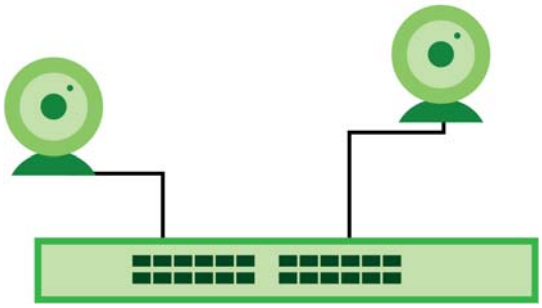
Use the **Auto PD Recovery** screen (Section 30.2 on page 229) to enable and configure automatic PD recovery on the Switch.

30.2 Auto PD Recovery

This screen lets you turn on automatic PD recovery on the Switch and its Ethernet ports. You can configure whether the Switch uses LLDP or ping to check the current status of a connected PD.

The ping is sent through the Switch's default management IP address to the designated port. To ping the PD, the port must share the same VLAN as the Switch's management VLAN.

Figure 145 Auto PD Recovery Application

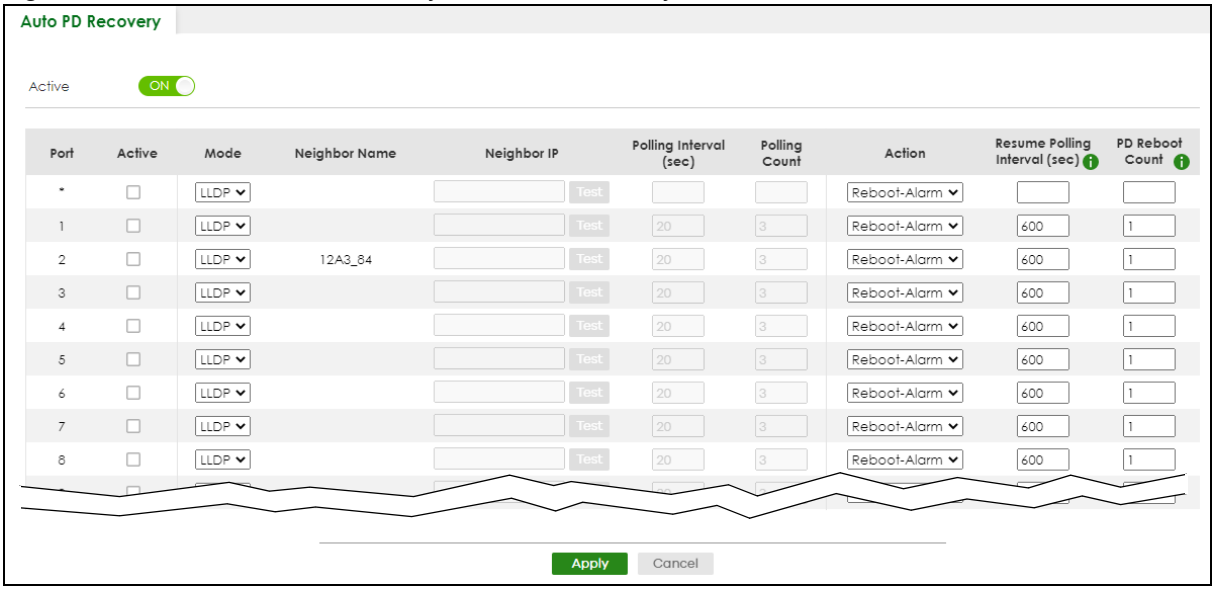


The PD may stop responding to the Switch’s detection over ping or LLDP during firmware upgrade. Disable the Auto PD Recovery function to prevent damage to the PD caused by a power cutoff during firmware upgrade.

Note: The following screens are available for the PoE models only.

To open this screen, click **PORT > Auto PD Recovery > Auto PD Recovery**.

Figure 146 PORT > Auto PD Recovery > Auto PD Recovery



The following table describes the labels in this screen.

Table 100 PORT > Auto PD Recovery > Auto PD Recovery

LABEL	DESCRIPTION
Active	Select this option to enable Auto PD Recovery on the Switch.
Port	This field displays the index number of a port on the Switch.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select **Active** to enable Auto PD Recovery on the ports.
Mode	Select **LLDP** to have the Switch passively monitor current status of the connected PD by reading LLDP packets from the PD on the port. The Switch also sends out LLDP packets to the PD to update the **Switch Neighbor** table on the PD. Select **Ping** to have the Switch ping the IP address of the connected PD to test whether the PD is reachable or not.
Neighbor Name	If **Mode** is set to **LLDP**, the system name of the connected PD displays automatically.
Neighbor IP	If **Mode** is set to **Ping and** the PD supports LLDP, the connected PD's IPv4 or IPv6 address to which the Switch sends ping requests will display automatically. If not, enter the IP address manually.
Test	Click **Test** to have the Switch test the connection by sending a ping request to the IP address.
Polling Interval (sec)	Specify the number of seconds the Switch waits for a response before sending another ping request. For example, the Switch will try to detect the PD status by performing ping requests every 20 seconds.

Table 100 PORT > Auto PD Recovery > Auto PD Recovery (continued)

LABEL	DESCRIPTION
Polling Count	Specify how many times the Switch is to resend a ping request before considering the PD unreachable. For example, If there is no ping reply from the PD after the **Polling Interval (sec)** has elapsed, **Polling Count** starts from 1. After **Polling Count** reaches 3, the **PD Health** status LED will turn to red in the **MONITOR** > **Neighbor** > **Neighbor** screen. The Switch will then perform your choice in the **Action** field.
Action	Set the action to take when the connected PD has stopped responding. Select **Reboot-Alarm** to have the Switch turn OFF the power of the connected PD (the connecting port is detected as link-down) and turn it back ON again to restart the PD after sending an SNMP trap and generating a log message. When restarting, the PD entry disappears from the Switch's LLDP table and the **PD Health** status LED will turn to yellow in the **MONITOR** > **Neighbor** > **Neighbor** screen. Select **Alarm** to have the Switch send an SNMP trap and generate a log message.
Resume Polling Interval (sec)	Specify the number of seconds the Switch waits before monitoring the PD status again after it restarts the PD on the port.
PD Reboot Count	Specify how many times the Switch attempts to restart the PD on the port. The **PD Reboot Count** will reset • as soon as a ping is successful, • or when any modification to the **Auto PD Recovery** screen is applied, • or after restarting the Switch.
Resume Power Interval (sec)	Specify the number of seconds the Switch waits before supplying power to the connected PD again after it restarts the PD on the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

30.2.1 Activate the Automatic PD Recovery

Follow the steps below to activate the automatic PD recovery.

1 In the **PORT** > **Auto PD Recovery** > **Auto PD Recovery** screen, activate the feature.

Figure 147 Auto PD Recovery (Ping Mode)

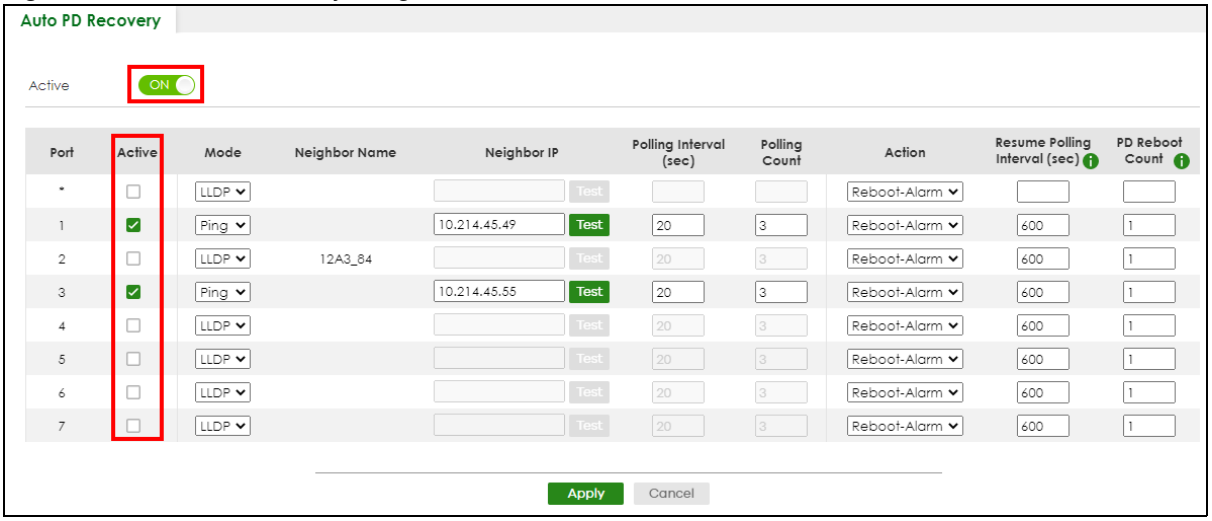
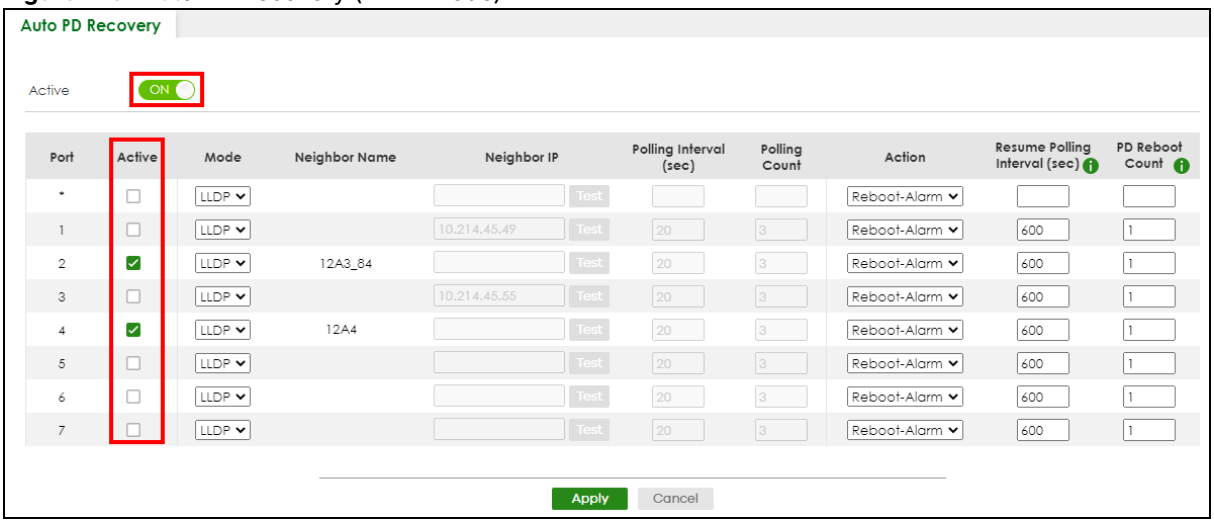


Figure 148 Auto PD Recovery (LLDP Mode)



2 Select the desired ports in the **Active** column.

3 Select the **Mode**.

When you select **Ping**, the connected PD's IPv4 or IPv6 address to which the Switch sends ping requests will display automatically if the PD supports LLDP. If not, enter the IP address of the PDs in the **Neighbor IP** field.

The default setting for **Polling Interval (sec)** (20 secs) and **Polling Count** (3 times) will cause the Switch to ping the PD status every 20 seconds. If there is no ping reply from the PD, **Polling Count** starts to count from 1. Once **Polling Count** reaches 3, the Switch will cause a **Reboot-Alarm** on the PD as selected in **Action**.

When you select **LLDP**, the Switch monitors the PD status by checking incoming LLDP packets every 30 seconds from the PD (default value of transmit interval for LLDP feature).

Likewise, the Switch sends out LLDP packets to the PD every 30 seconds to update the **MONITOR** > **Neighbor** > **Neighbor** screen.

Once the LLDP table's counter reaches the default 120 seconds, the Switch will cause a **Reboot-Alarm** on the PD as selected in **Action**.

4 After sending an SNMP trap and generating a log message, the connected PD will restart (the connecting port is detected as link-down).

When restarting, the PD entry disappears from the Switch's LLDP table and the **PD Health** status LED will turn to yellow in the **MONITOR** > **Neighbor** > **Neighbor** screen.

The Switch will restore power to the PD based on your value for **Resume Power Interval**.

After the PD is powered on, the Switch resumes detection of the PD status by performing ping requests or checking the LLDP table based on your value for **Resume Polling Interval**.

When the **PD Reboot Count** value is reached, the Switch will no longer perform the PD recovery process. The **PD Health** status LED will turn to red in the **MONITOR** > **Neighbor** > **Neighbor** screen.

5 Click **Apply** to save your changes back to the run-time memory.

6 Click the **Save** link in the upper right corner of the Web Configurator to save your configuration permanently.

Note: In the event of a PD performing firmware upgrade, the PD may stop responding to ping or fail to provide LLDP packets for an extended period of time. When the Switch resets power to the PD before firmware upgrade is finished, it may permanently damage the PD or require a hard reset to recover it. **It is strongly advised to disable the Switch's Auto PD Recovery function before upgrading the PD's firmware. This will prevent damage caused by a power cutoff.**

CHAPTER 31
Flex Link

This chapter introduces how to set up a backup link for a primary link using Flex Links.

31.1 Flex Link Overview

A flex link pair consists of a primary link and a backup link on a layer-2 interface. A primary link runs on a **Primary Port**; a backup link runs on a **Backup Port**. The ports have two states: FORWARDING and BLOCKING. When one link is up and running (port state: FORWARDING), the other link is in down or in standby mode (port state: BLOCKING). Only one port is forwarding traffic (FORWARDING) at a time.

When the primary link goes down, the backup link automatically goes up and is able to forward traffic.

Preemption

Enable **Preemption** to have the Switch automatically return the primary port to FORWARDING state after the connection from the primary port resumes, and the backup port return to BLOCKING. The Switch will wait for the specified **Preemption Delay Time** before changing the primary port state to FORWARDING and backup port state to BLOCKING. See Table 103 on page 236 for more information.

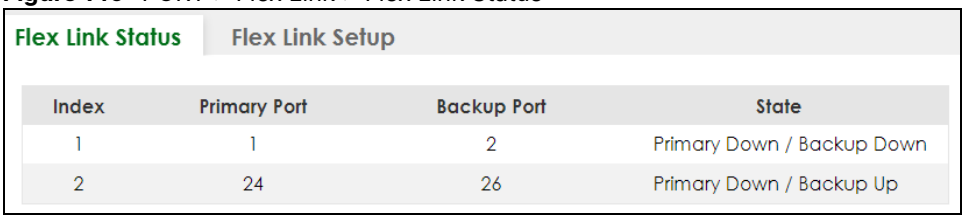
31.1.1 What You Can Do

- Use the **Flex Link Status** screen (Section 31.2 on page 234) to view the flex link status on the Switch.
- Use the **Flex Link Setup** screen (Section 31.3 on page 235) to configure flex links for back up links on the Switch.

31.2 Flex Link Status

Click **PORT** > **Flex Link** > **Flex Link Status** to display this screen.

Figure 149 PORT > Flex Link > Flex Link Status



The following table describes the labels in this screen.

Table 101 PORT > Flex Link > Flex Link Status

LABEL	DESCRIPTION
Index	This displays the index number of a flex link pair.
Primary Port	This displays the port number of the primary link.
Backup Port	This displays the port number of the backup link.
State	This displays the link status of the **Primary** port and **Backup** port. Down – The link is down. Up – The link is up and the port state is FORWARDING. Standby – The link is up and the port state is BLOCKING. Note: Only one port can be up in a flex link pair.

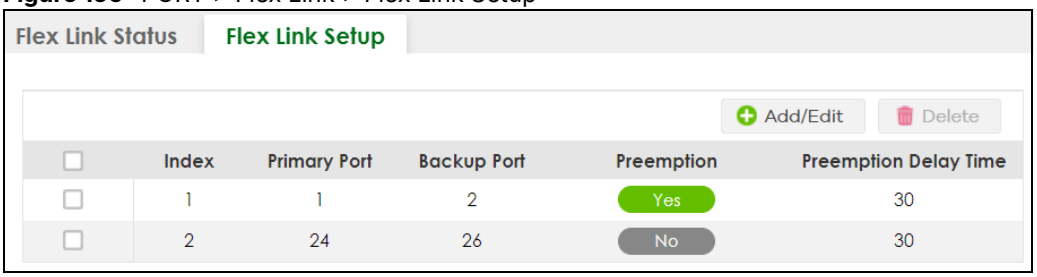
31.3 Flex Link Setup

Click **PORT** > **Flex Link** > **Flex Link Setup** to display this screen.

Note: The Flex Link (**PORT** > **Flex Link**), STP (**SWITCHING** > **Spanning Tree Protocol**), Loop Guard (**SWITCHING** > **Loop Guard**) and Link Aggregation (**PORT** > **Link Aggregation**) features cannot be configured together on the same port. When one of the above functions is enabled, the Switch will not let you enable the others.

Note: You can configure up to five pairs of flex links.

Figure 150 PORT > Flex Link > Flex Link Setup



The following table describes the labels in this screen.

Table 102 PORT > Flex Link > Flex Link Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This displays the index number of an entry.
Primary Port	This displays the port number of the primary link.
Backup Port	This displays the port number of the backup link.
Preemption	This displays if **Preemption** is enabled on the flex link pair. If **Preemption** is enabled, when the primary port comes back up, the backup port will go into BLOCKING state and the primary port will go into FORWARDING state after the **Preemption Delay Time** interval.

Table 102 PORT > Flex Link > Flex Link Setup (continued)

LABEL	DESCRIPTION
Preemption Delay Time	This displays the preemption delay time configured for this flex link pair.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

31.3.1 Add/Edit Flex Link

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Note: A port can only be in one flex link pair. If a port has already been set as a flex link pair's primary/backup port, the port can not be used by other flex links. Check the **PORT** > **Flex Link** > **Flex Link Setup** screen to see what ports are already in other flex link pairs.

Figure 151 PORT > Flex Link > Flex Link Setup > Add/Edit (Standalone Mode)

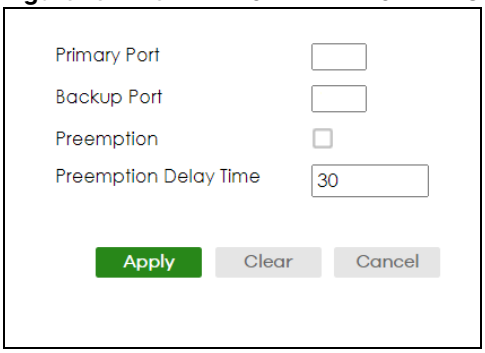
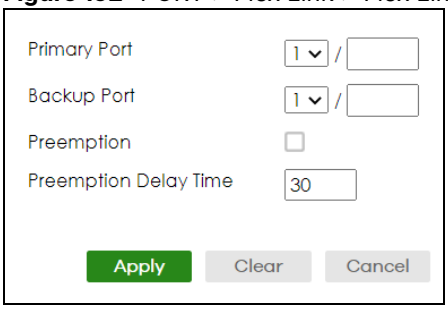


Figure 152 PORT > Flex Link > Flex Link Setup > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 103 PORT > Flex Link > Flex Link Setup > Add/Edit

LABEL	DESCRIPTION
Primary Port	Enter a port number to be the primary port.
Primary Port	Enter a port number to be the primary port. In Stacking mode, the first field is the slot ID and the second field is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Backup Port	Enter a port number to be the backup port.

Table 103 PORT > Flex Link > Flex Link Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Backup Port	Enter a port number to be the backup port. In Stacking mode, the first field is the slot ID and the second field is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Preemption	Select this to enable the **Preemption** mode on the flex link pair. If **Preemption** is disabled, if the primary port is down, then comes back up, it will remain in the BLOCKING state even after the **Preemption Delay Time**.
Preemption Delay Time	Enter the delay time (in seconds) which you want the primary port to wait before changing back to FORWARDING state (when available). The range is 1 to 300 seconds.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 32
Green Ethernet

This chapter shows you how to configure the Switch to reduce the power consumed by switch ports.

32.1 Green Ethernet Overview

Green Ethernet reduces switch port power consumption in the following ways.

IEEE 802.3az Energy Efficient Ethernet (EEE)

If EEE is enabled, both sides of a link support EEE and there is no traffic, the port enters Low Power Idle (LPI) mode. LPI mode turns off some functions of the physical layer (becomes quiet) to save power. Periodically the port transmits a REFRESH signal to allow the link partner to keep the link alive. When there is traffic to be sent, a WAKE signal is sent to the link partner to return the link to active mode.

Auto Power Down

Auto Power Down turns off almost all functions of the port's physical layer functions when the link is down, so the port only uses power to check for a link up pulse from the link partner. After the link up pulse is detected, the port wakes up from **Auto Power Down** and operates normally.

Short Reach

Traditional Ethernet transmits all data with enough power to reach the maximum cable length. Shorter cables lose less power, so **Short Reach** saves power by adjusting the transmit power of each port according to the length of cable attached to that port.

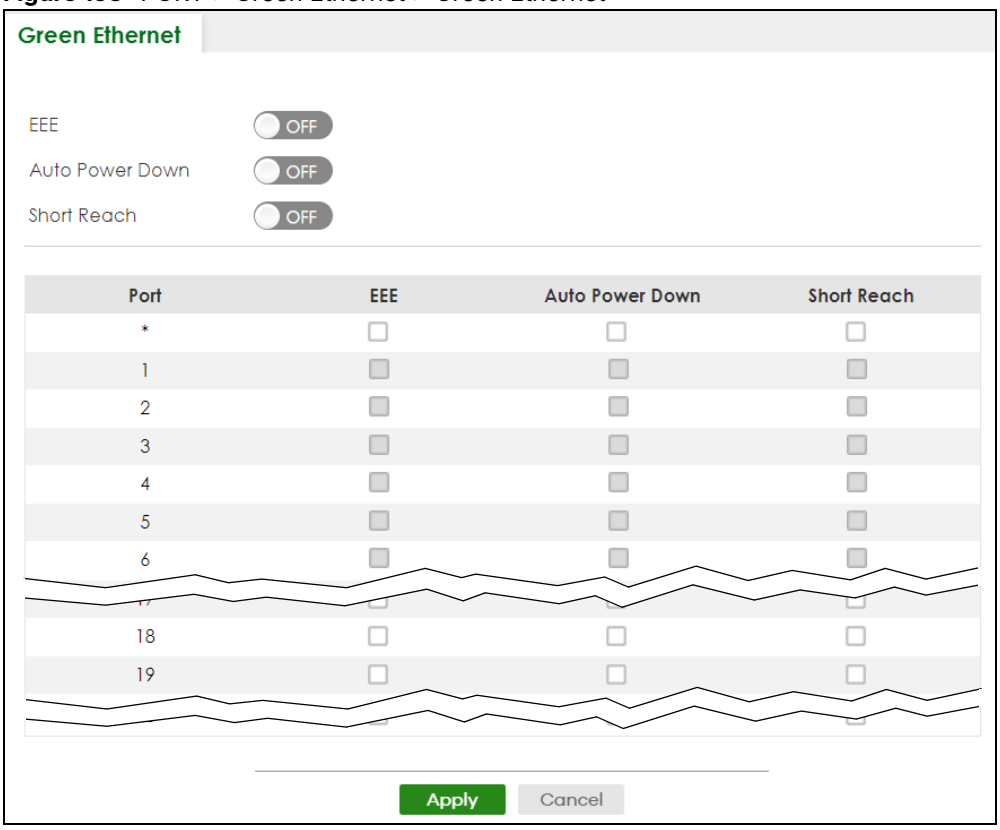
32.2 Configure Green Ethernet

Click **PORT** > **Green Ethernet** > **Green Ethernet** in the navigation panel to display the screen as shown.

Note: This feature is only available on copper ports. Checkboxes of SFP ports are grayed out and cannot be selected.

Note: EEE, Auto Power Down and Short Reach are NOT supported on an uplink port.

Figure 153 PORT > Green Ethernet > Green Ethernet



The following table describes the labels in this screen.

Table 104 PORT > Green Ethernet > Green Ethernet

LABEL	DESCRIPTION
EEE	Enable the switch button to activate Energy Efficient Ethernet globally.
Auto Power Down	Enable the switch button to activate Auto Power Down globally.
Short Reach	Enable the switch button to activate Short Reach globally.
Port	This field displays the port number.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
EEE	Select this to activate Energy Efficient Ethernet on this port.
Auto Power Down	Select this to activate Auto Power Down on this port.
Short Reach	Select this to activate Short Reach on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 33
Link Aggregation

33.1 Link Aggregation Overview

This chapter shows you how to logically aggregate physical links to form one logical, higher-bandwidth link.

Link aggregation (trunking) is the grouping of physical ports into one logical higher-capacity link. You may want to trunk ports if for example, it is cheaper to use multiple lower-speed links than to under-utilize a high-speed, but more costly, single-port link. However, the more ports you aggregate then the fewer available ports you have. A trunk group is one logical link containing multiple ports.

The beginning port of each trunk group must be physically connected to form a trunk group.

33.1.1 What You Can Do

- Use the **Link Aggregation Status** screen (Section 33.2 on page 242) to view ports you have configured to be in the trunk group, ports that are currently transmitting data as one logical link in the trunk group and so on.
- Use the **Link Aggregation Setting** screen (Section 33.3 on page 243) to configure static link aggregation.
- Use the **Link Aggregation Control Protocol** screen (Section 33.4 on page 246) to enable Link Aggregation Control Protocol (LACP).

33.1.2 What You Need to Know

The Switch supports both static and dynamic link aggregation.

Note: In a properly planned network, it is recommended to implement static link aggregation only. This ensures increased network stability and control over the trunk groups on your Switch.

See Section 33.5.1 on page 249 for a static port trunking example.

Dynamic Link Aggregation

The Switch adheres to the IEEE 802.3ad standard for static and dynamic (LACP) port trunking.

The IEEE 802.3ad standard describes the Link Aggregation Control Protocol (LACP) for dynamically creating and managing trunk groups.

When you enable LACP link aggregation on a port, the port can automatically negotiate with the ports at the remote end of a link to establish trunk groups. LACP also allows port redundancy, that is, if an

operational port fails, then one of the “standby” ports become operational without user intervention. Please note that:

- You must connect all ports point-to-point to the same Ethernet switch and configure the ports for LACP trunking.
- LACP only works on full-duplex links.
- All ports in the same trunk group must have the same media type, speed, duplex mode and flow control settings.

Configure trunk groups or LACP before you connect the Ethernet switch to avoid causing network topology loops.

Link Aggregation ID

LACP aggregation ID consists of the following information[1]:

Table 105 Link Aggregation ID: Local Switch

SYSTEM PRIORITY	MAC ADDRESS	KEY	PORT PRIORITY	PORT NUMBER
0000	00-00-00-00-00-00	0000	00	0000

Table 106 Link Aggregation ID: Peer Switch

SYSTEM PRIORITY	MAC ADDRESS	KEY	PORT PRIORITY	PORT NUMBER
0000	00-00-00-00-00-00	0000	00	0000

Traffic Distribution Criteria

The Switch supports both unicast and non-unicast traffic (broadcast and multicast) network load sharing over link aggregation. Load sharing works by statically splitting the traffic based on source or destination IP/MAC address, and then distributing the load across multiple paths. In link aggregation, this allows the trunk group (ports) to transmit data as one logical link to a single or group of hosts on the network.

Unicast and non-unicast traffic network load sharing over link aggregation (trunking) is enabled by default.

Algorithm Types Limitation

The maximum number of link aggregation algorithm types (**Criteria**) that can link up at the same time depends on your Switch model. See Table 108 on page 242 for the list of **Criteria** that your Switch currently supports.

The following table shows the maximum number of link aggregation algorithm types that can link up at the same time.

Table 107 Link Aggregation Algorithm Types Limitation

MODEL	LINK AGGREGATION ALGORITHM TYPES (MAXIMUM)
XMG2230 Series	2
XS1935 Series	2

1. Port Priority and Port Number are 0 as it is the aggregator ID for the trunk group, not the individual port.

For example, if your Switch has two link aggregation algorithm types that are currently online. The third link aggregation algorithm type can only go online when one of the online link aggregation algorithm type goes offline.

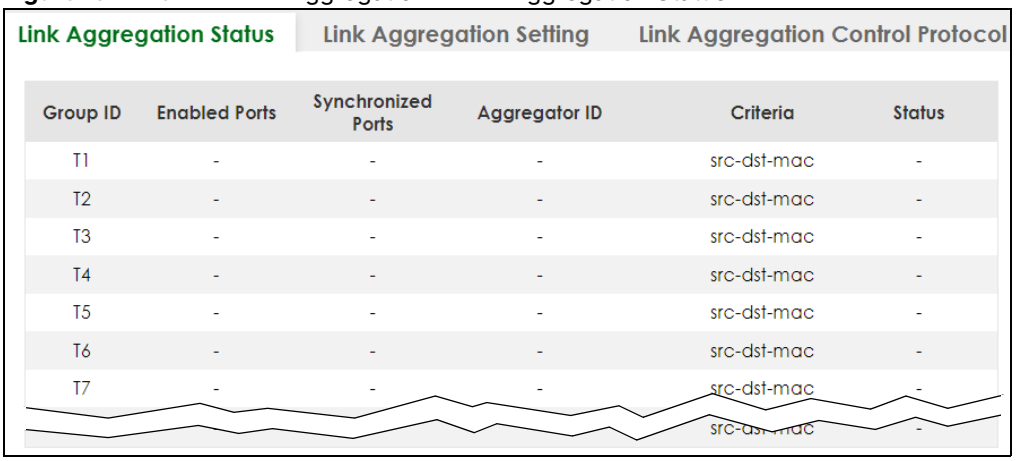
In stacking mode, the stacking channel is using link-aggregation. The default algorithm type is src-dst-mac, and is not configurable. Therefore, you have only one other algorithm type that can link up at the same time.

By default, the stacking ports are trunk ports. For example, for a 54-port Switch, the stacking ports 51 and 52, 53 and 54 are two trunk groups.

33.2 Link Aggregation Status

Click **PORT** > **Link Aggregation > Link Aggregation Status** in the navigation panel to display the screen as shown. See Section 33.1 on page 240 for more information.

Figure 154 PORT > Link Aggregation > Link Aggregation Status



The following table describes the labels in this screen.

Table 108 PORT > Link Aggregation > Link Aggregation Status

LABEL	DESCRIPTION
Group ID	This field displays the group ID to identify a trunk group, that is, one logical link containing multiple ports.
Enabled Ports	These are the ports you have configured in the **Link Aggregation Setting** screen to be in the trunk group. The port numbers displays only when this trunk group is activated and there is a port belonging to this group.
Synchronized Ports	These are the ports that are currently transmitting data as one logical link in this trunk group.
Aggregator ID	Link Aggregator ID consists of the following: system priority, MAC address, key, port priority and port number. The ID displays only when there is a port belonging to this trunk group and LACP is also enabled for this group.

Table 108 PORT > Link Aggregation > Link Aggregation Status (continued)

LABEL	DESCRIPTION
Criteria	This shows the outgoing traffic distribution algorithm types used in this trunk group. Sending of packets are from the same source and/or to the same destination over the same link within the trunk. **src-mac** means the Switch distributes traffic based on the packet's source MAC address. **dst-mac** means the Switch distributes traffic based on the packet's destination MAC address. **src-dst-mac** means the Switch distributes traffic based on a combination of the packet's source and destination MAC addresses. **src-ip** means the Switch distributes traffic based on the packet's source IP address. **dst-ip** means the Switch distributes traffic based on the packet's destination IP address. **src-dst-ip** means the Switch distributes traffic based on a combination of the packet's source and destination IP addresses. Note: To find the number of link aggregation algorithm types that can link up at the same time, see Algorithm Types Limitation on page 241.
Status	This field displays how these ports were added to the trunk group. It displays: • **Static** – if the ports are configured as static members of a trunk group. • **LACP** – if the ports are configured to join a trunk group through LACP.

33.3 Link Aggregation Setting

Click **PORT** > **Link Aggregation** > **Link Aggregation Setting** to display the screen shown next. See Section 33.1 on page 240 for more information on link aggregation.

Figure 155 PORT > Link Aggregation > Link Aggregation Setting (Standalone Mode)

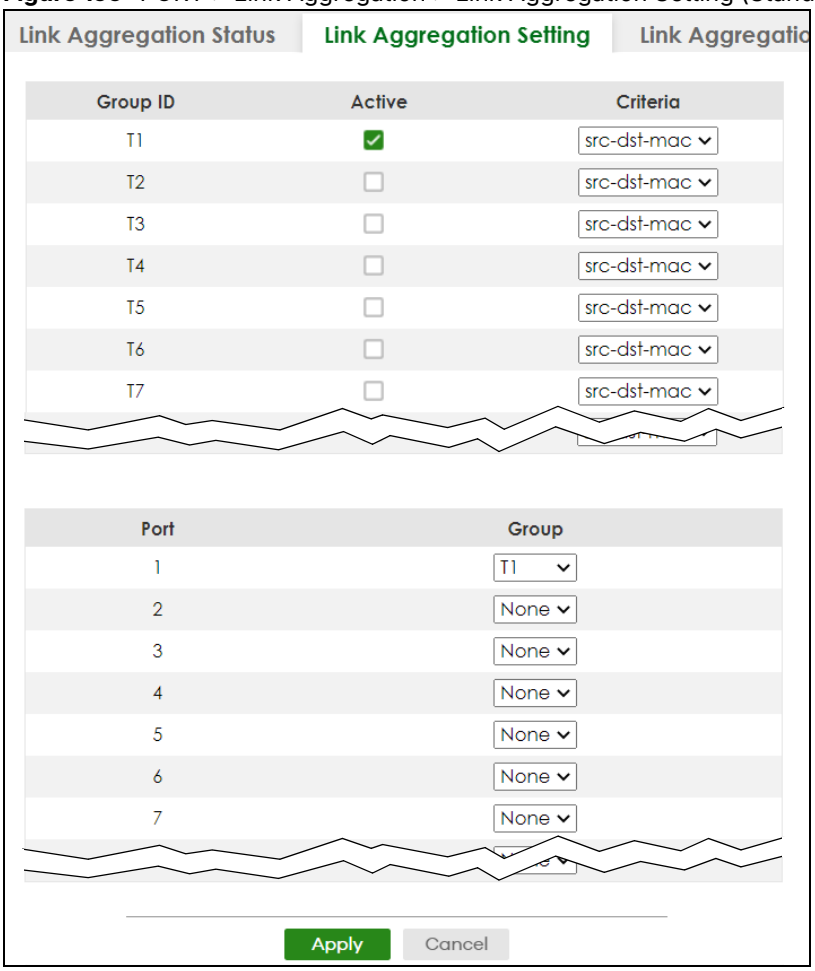
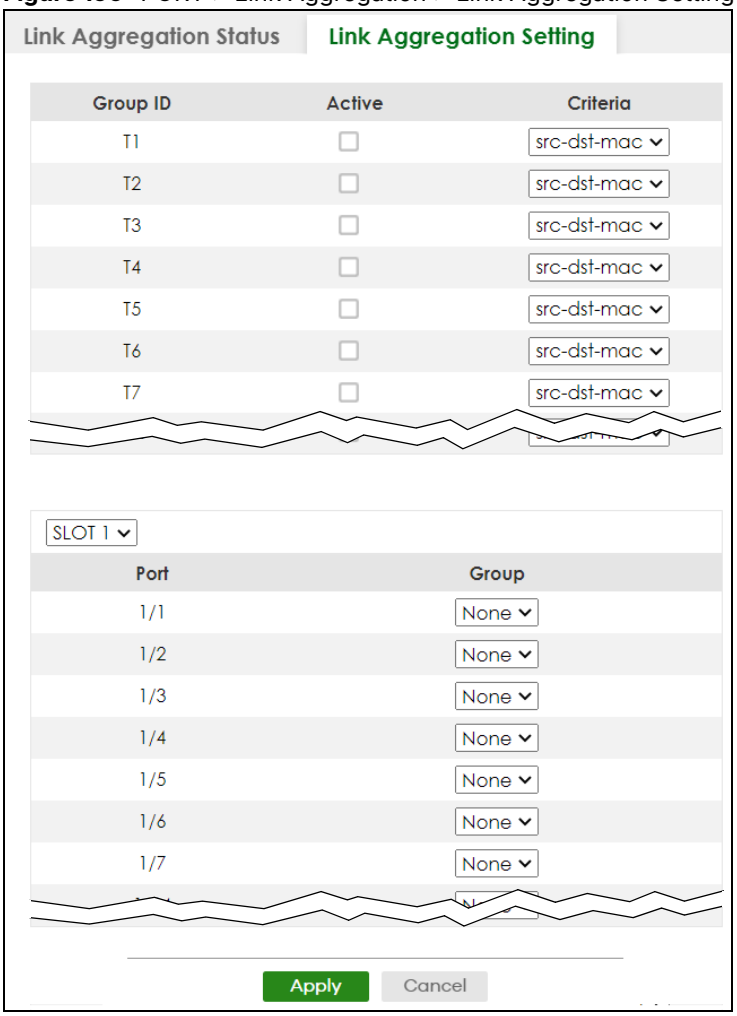


Figure 156 PORT > Link Aggregation > Link Aggregation Setting (Stacking Mode)



The following table describes the labels in this screen.

Table 109 PORT > Link Aggregation > Link Aggregation Setting

LABEL	DESCRIPTION
This is the only screen you need to configure to enable static link aggregation.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
Active	Select this to activate a trunk group.

Table 109 PORT > Link Aggregation > Link Aggregation Setting (continued)

LABEL	DESCRIPTION
Criteria	Select the outgoing traffic distribution type. Packets from the same source and/or to the same destination are sent over the same link within the trunk. By default, the Switch uses the **src-dst-mac** distribution type. If the Switch is behind a router, the packet's destination or source MAC address will be changed. In this case, set the Switch to distribute traffic based on its IP address to make sure port trunking can work properly. Select **src-mac** to distribute traffic based on the packet's source MAC address. Select **dst-mac** to distribute traffic based on the packet's destination MAC address. Select **src-dst-mac** to distribute traffic based on a combination of the packet's source and destination MAC addresses. Select **src-ip** to distribute traffic based on the packet's source IP address. Select **dst-ip** to distribute traffic based on the packet's destination IP address. Select **src-dst-ip** to distribute traffic based on a combination of the packet's source and destination IP addresses.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Group	Select the trunk group to which a port belongs. Note: When you enable the port security feature on the Switch and configure port security settings for a port, you cannot include the port in an active trunk group.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.4 Link Aggregation Control Protocol

Click **PORT** > **Link Aggregation** > **Link Aggregation Control Protocol** to display the screen shown next. See Dynamic Link Aggregation on page 240 for more information on dynamic link aggregation.

Note: Do NOT configure this screen unless you want to enable dynamic link aggregation.

Figure 157 PORT > Link Aggregation > Link Aggregation Control Protocol (Standalone Mode)

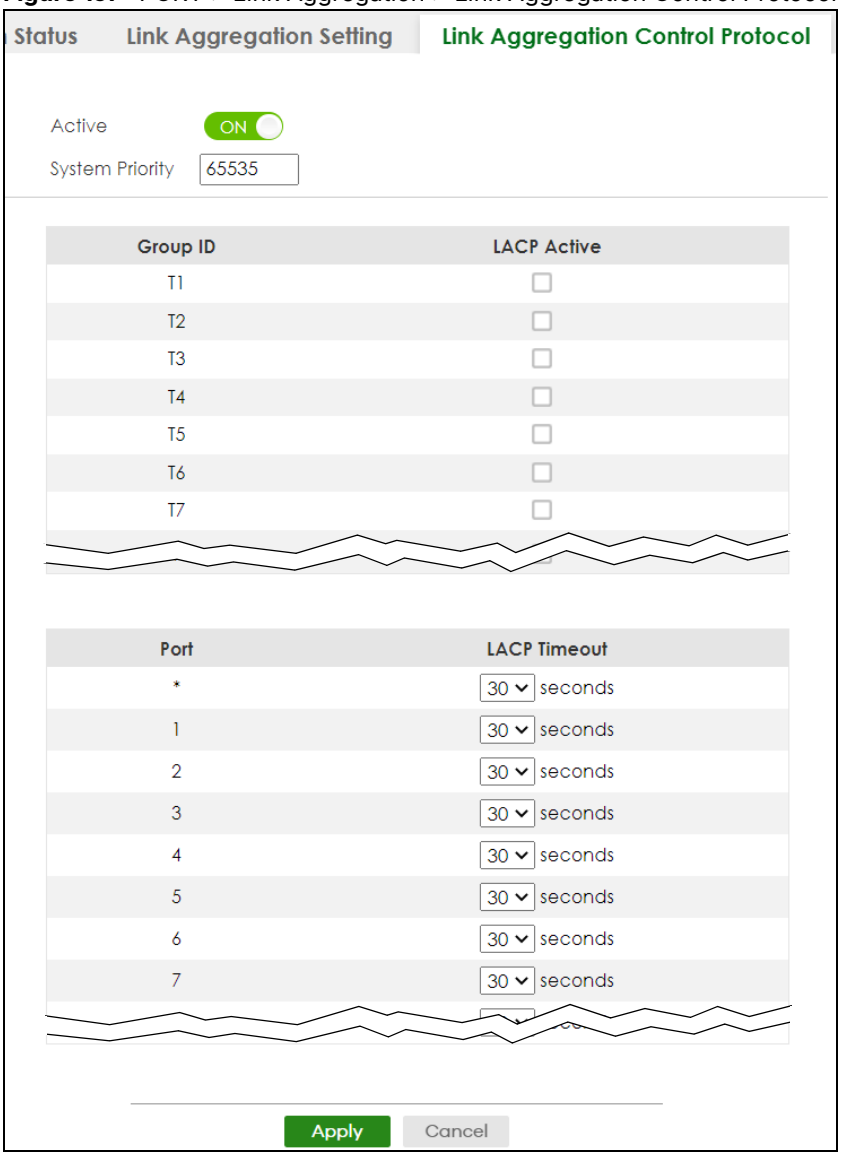
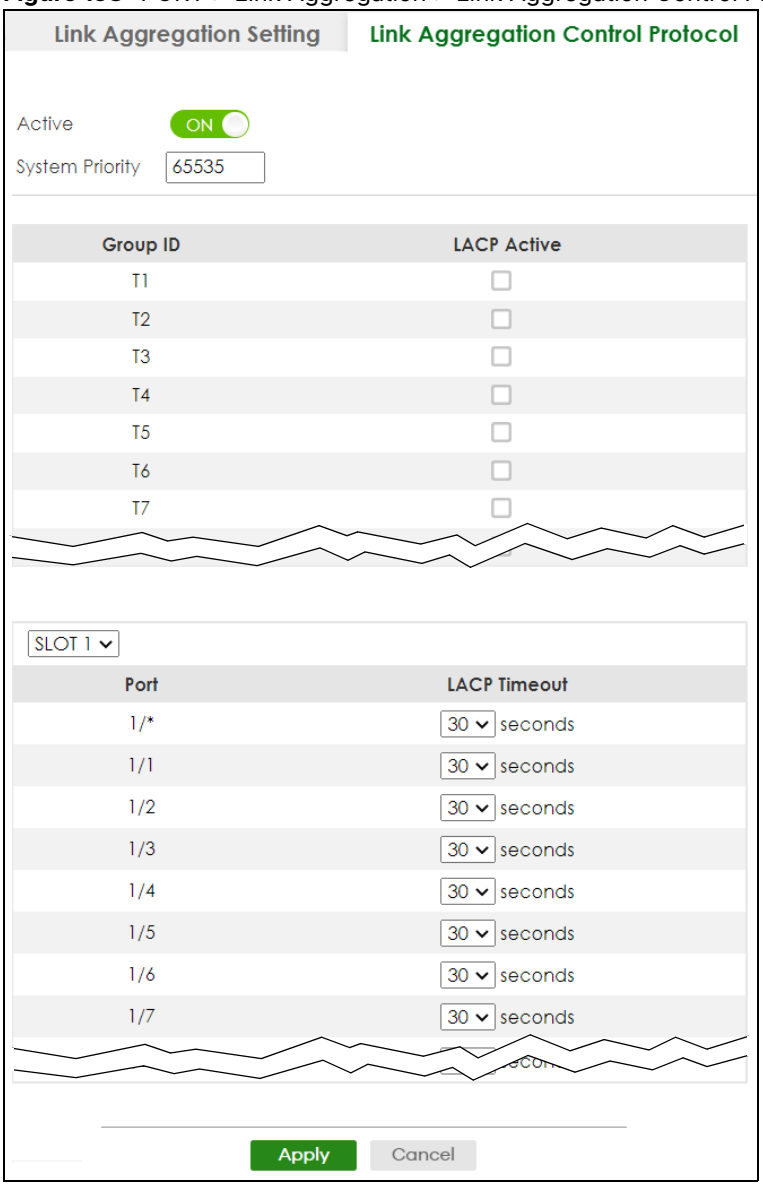


Figure 158 PORT > Link Aggregation > Link Aggregation Control Protocol (Stacking Mode)



The following table describes the labels in this screen.

Table 110 PORT > Link Aggregation > Link Aggregation Control Protocol

LABEL	DESCRIPTION
Active	Enable the switch button to enable Link Aggregation Control Protocol (LACP).
System Priority	LACP system priority is a number between 1 and 65535. The switch with the lowest system priority (and lowest port number if system priority is the same) becomes the LACP "server". The LACP "server" controls the operation of LACP setup. Enter a number to set the priority of an active port using Link Aggregation Control Protocol (LACP). The smaller the number, the higher the priority level.
Use this section to enable LACP on trunks.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
LACP Active	Select this option to enable LACP for a trunk.
Use this section to configure LACP timeout on ports.	

Table 110 PORT > Link Aggregation > Link Aggregation Control Protocol (continued)

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
LACP Timeout	Timeout is the time interval between the individual port exchanges of LACP packets in order to check that the peer port in the trunk group is still up. If a port does not respond after three tries, then it is deemed to be “down” and is removed from the trunk. Set a short timeout (1 second) for busy trunked links to ensure that disabled ports are removed from the trunk group as soon as possible. Select either 1 second or 30 seconds.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

33.5 Technical Reference

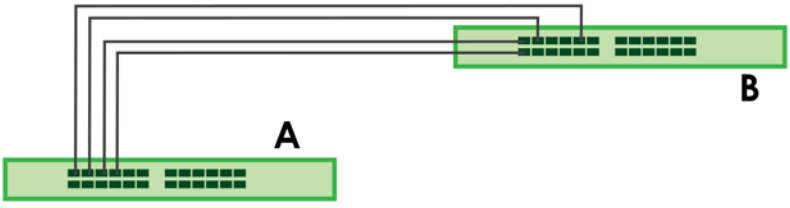
This section provides technical background information on the topics discussed in this chapter.

33.5.1 Static Trunking Example

This example shows you how to create a static port trunk group for ports 2 to 5.

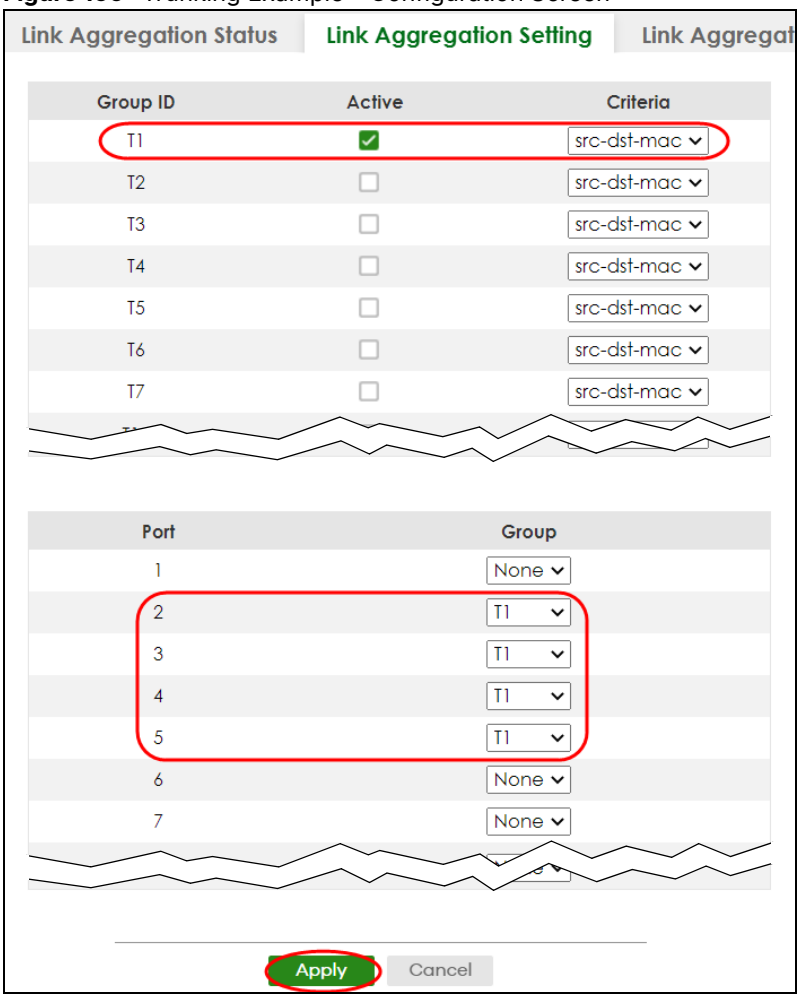
1 **Make your physical connections** – make sure that the ports that you want to belong to the trunk group are connected to the same destination. The following figure shows ports 2 to 5 on switch **A** connected to switch **B**.

Figure 159 Trunking Example – Physical Connections



2 **Configure static trunking** – Click **PORT** > **Link Aggregation** > **Link Aggregation Setting**. In this screen activate trunk group **T1**, select the traffic distribution algorithm used by this group and select the ports that should belong to this group as shown in the figure below. Click **Apply** when you are done.

Figure 160 Trunking Example – Configuration Screen



Your trunk group 1 (**T1**) configuration is now complete.

CHAPTER 34
Link Layer Discovery Protocol (LLDP)

34.1 LLDP Overview

The LLDP (Link Layer Discovery Protocol) is a layer 2 protocol. It allows a network device to advertise its identity and capabilities on the local network. It also allows the device to maintain and store information from adjacent devices which are directly connected to the network device. This helps an administrator discover network changes and perform necessary network reconfiguration and management. The device information is encapsulated in the LLDPDUs (LLDP data units) in the form of TLV (Type, Length, Value). Device information carried in the received LLDPDUs is stored in the standard MIB.

The Switch supports these basic management TLVs.

- End of LLDPDU (mandatory)
- Chassis ID (mandatory)
- Port ID (mandatory)
- Time to Live (mandatory)
- Port Description (optional)
- System Name (optional)
- System Description (optional)
- System Capabilities (optional)
- Management Address (optional)

The Switch also supports the IEEE 802.1 and IEEE 802.3 organizationally-specific TLVs.

IEEE 802.1 specific TLVs:

- Port VLAN ID TLV (optional)
- Port and Protocol VLAN ID TLV (optional)

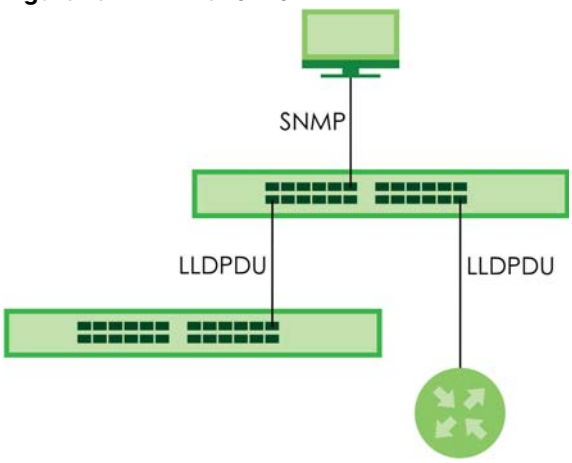
IEEE 802.3 specific TLVs:

- MAC/PHY Configuration/Status TLV (optional)
- Power via MDI TLV (optional, For PoE models only)
- Link Aggregation TLV (optional)
- Maximum Frame Size TLV (optional)

The optional TLVs are inserted between the Time To Live TLV and the End of LLDPDU TLV.

The next figure demonstrates that the network devices Switches and Routers (S and R) transmit and receive device information through LLDPDU and the network manager can query the information using Simple Network Management Protocol (SNMP).

Figure 161 LLDP Overview



34.2 LLDP-MED Overview

LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) is an extension to the standard LLDP developed by the Telecommunications Industry Association (TIA) TR-41.4 subcommittee which defines the enhanced discovery capabilities, such as VoIP applications, to enable network administrators manage their network topology application more efficiently. Unlike the traditional LLDP, which has some limitations when handling multiple application devices, the LLDP-MED offers display of accurate physical topology, interoperability of devices, and easy trouble shooting for mis-configured IP addresses. There are three classes of endpoint devices that the LLDP-MED supports:

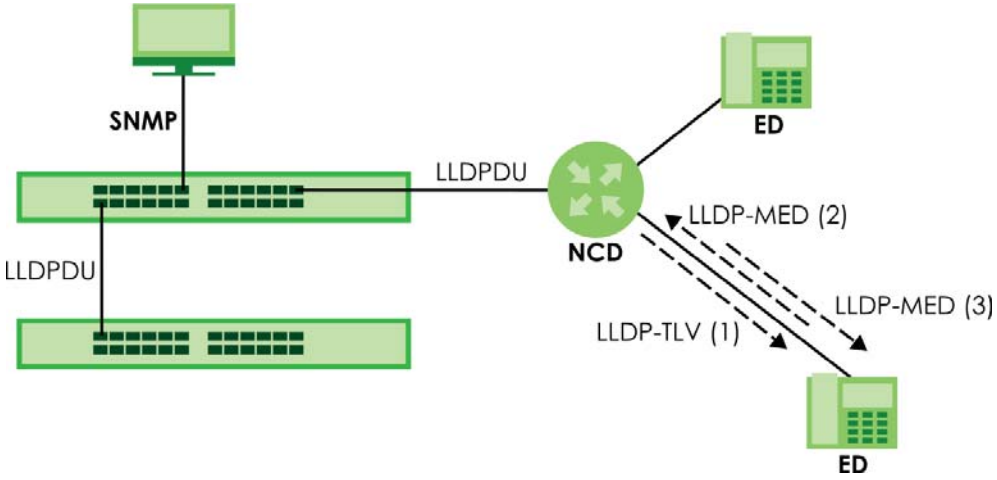
Class I: IP Communications Controllers or other communication related servers

Class II: Voice Gateways, Conference Bridges or Media Servers

Class III: IP-Phones, PC-based Softphones, End user Communication Appliances supporting IP Media

The following figure shows that with the LLDP-MED, network connectivity devices (NCD) like Switches and Routers will transmit LLDP TLV to endpoint device (ED) like IP Phone first (1), to get its device type and capabilities information, then it will receive that information in LLDP-MED TLV back from endpoint devices (2), after that the network connectivity devices will transmit LLDP-MED TLV (3) to provision the endpoint device to such that the endpoint device’s network policy and location identification information is updated. Since LLDPDU updates status and configuration information periodically, network managers may check the result of provision through remote status. The remote status is updated by receiving LLDP-MED TLVs from endpoint devices.

Figure 162 LLDP-MED Overview



34.2.1 What You Can Do – LLDP

- Use the **LLDP Local Status** screen (Section 34.3 on page 253) to view the Switch's LLDP information.
- Use the **LLDP Remote Status** screen (Section 34.4 on page 259) to view LLDP information from the neighboring devices.
- Use the **LLDP Setup** screen (Section 34.5 on page 265) to configure LLDP on the Switch.
- Use the **Basic TLV Setting** screen (Section 34.6 on page 268) to configure basic TLV settings on each port.
- Use the **Org-specific TLV Setting** screen (Section 34.7 on page 269) to configure organization-specific TLV settings on each port.

34.2.2 What You Can Do – LLDP MED

- Use the **LLDP-MED Setup** screen (Section 34.8 on page 271) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) parameters.
- Use the **LLDP-MED Network Policy** screen (Section 34.9 on page 273) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) network policy parameters.
- Use the **LLDP-MED Location** screen (Section 34.10 on page 275) to configure LLDP-MED (Link Layer Discovery Protocol for Media Endpoint Devices) location parameters.

34.3 LLDP Local Status

This screen displays a summary of LLDP status on this Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Local Status** to display the screen as shown next.

Figure 163 PORT > LLDP > LLDP > LLDP Local Status (Standalone Mode)

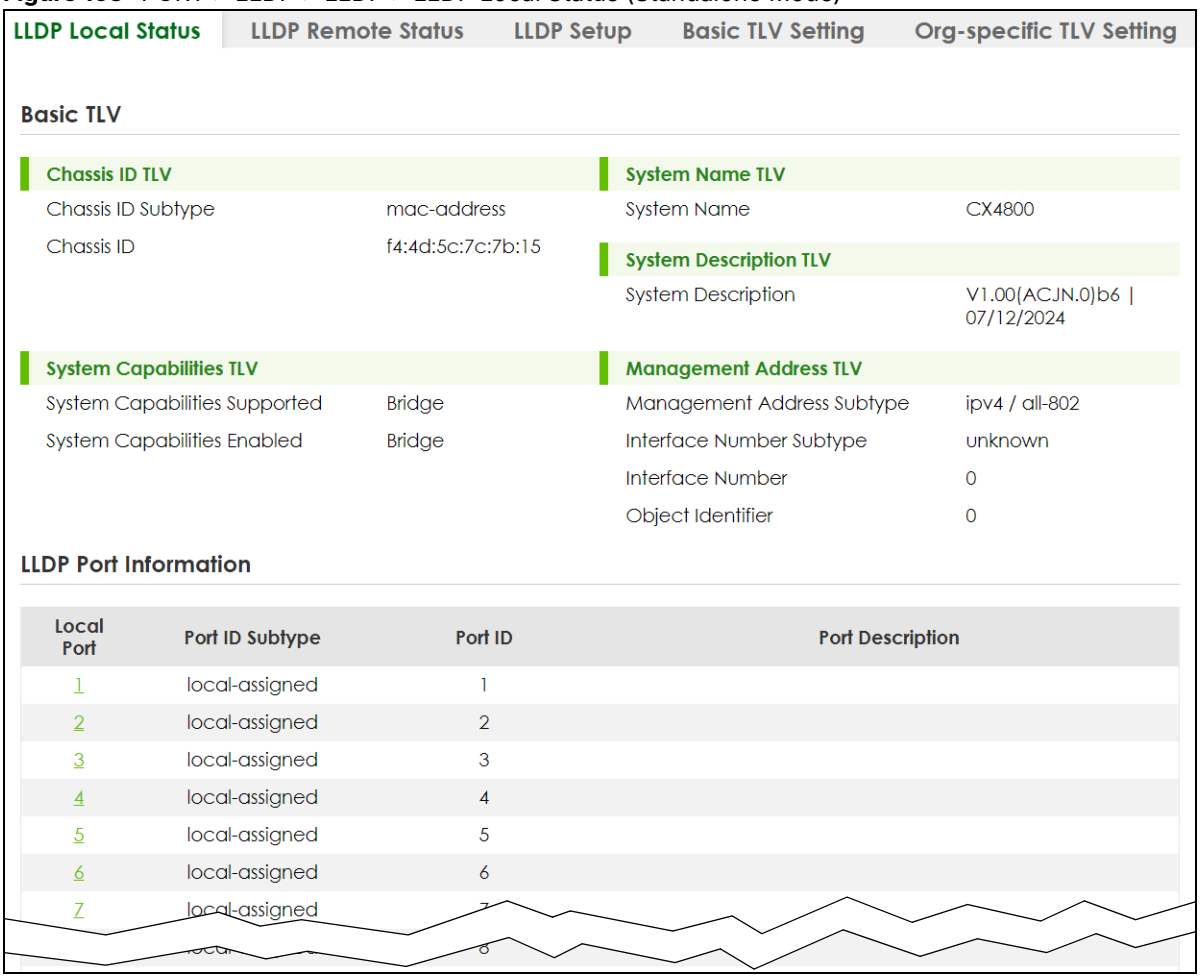
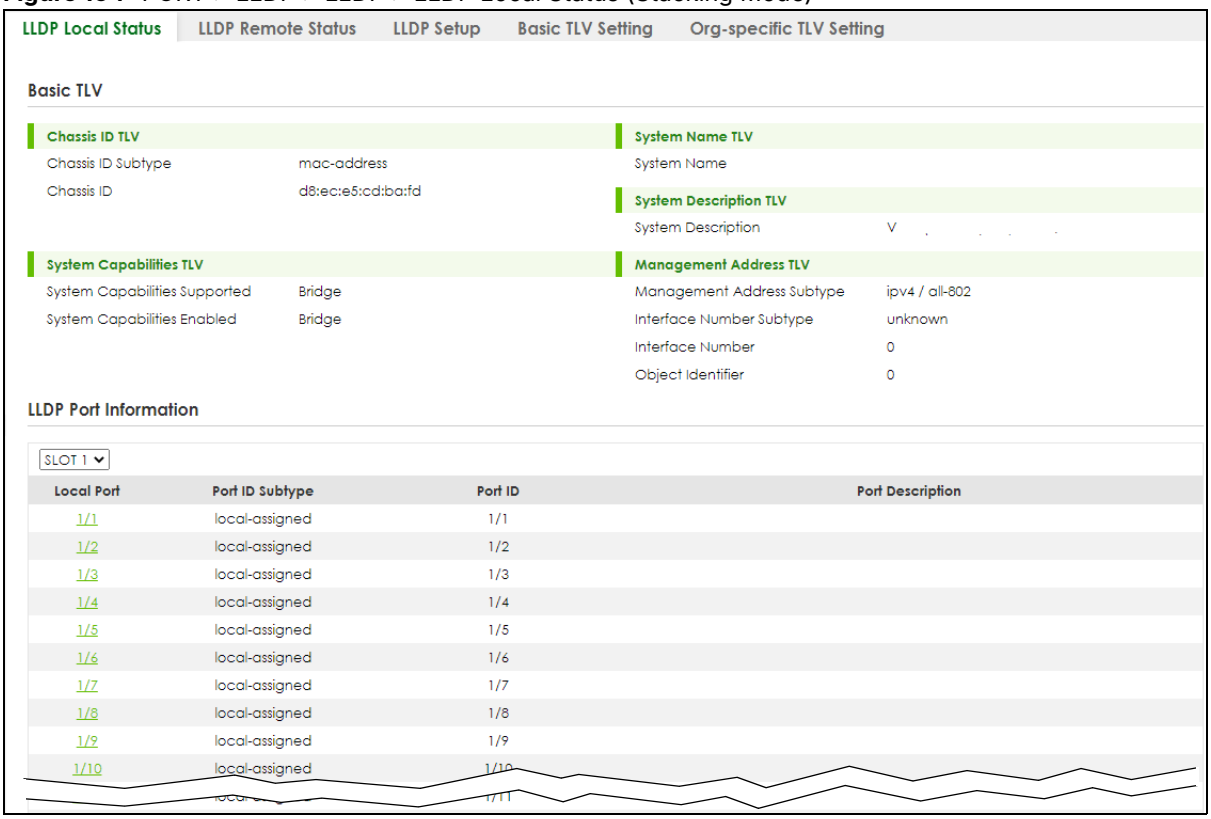


Figure 164 PORT > LLDP > LLDP > LLDP Local Status (Stacking Mode)



The following table describes the labels in this screen.

Table 111 PORT > LLDP > LLDP > LLDP Local Status

LABEL	DESCRIPTION
Basic TLV	
Chassis ID TLV	This displays the chassis ID of the local Switch, that is the Switch you are configuring. The chassis ID is identified by the chassis ID subtype. • **Chassis ID Subtype** – This displays how the chassis of the Switch is identified. • **Chassis ID** – This displays the chassis ID of the local Switch.
System Name TLV	**System Name** – This shows the host name of the Switch.
System Description TLV	**System Description** – This shows the firmware version of the Switch.
System Capabilities TLV	This shows the System Capabilities enabled and supported on the local Switch. • **System Capabilities Supported** – Bridge • **System Capabilities Enabled** – Bridge
Management Address TLV	The Management Address TLV identifies an address associated with the local LLDP agent that may be used to reach higher layer entities to assist discovery by network management. The TLV may also include the system interface number and an object identifier (OID) that are associated with this management address. This field displays the Management Address settings on the specified ports. • **Management Address Subtype** – ipv4 or all-802 • **Interface Number Subtype** – unknown • **Interface Number** – 0 (not supported) • **Object Identifier** – 0 (not supported)

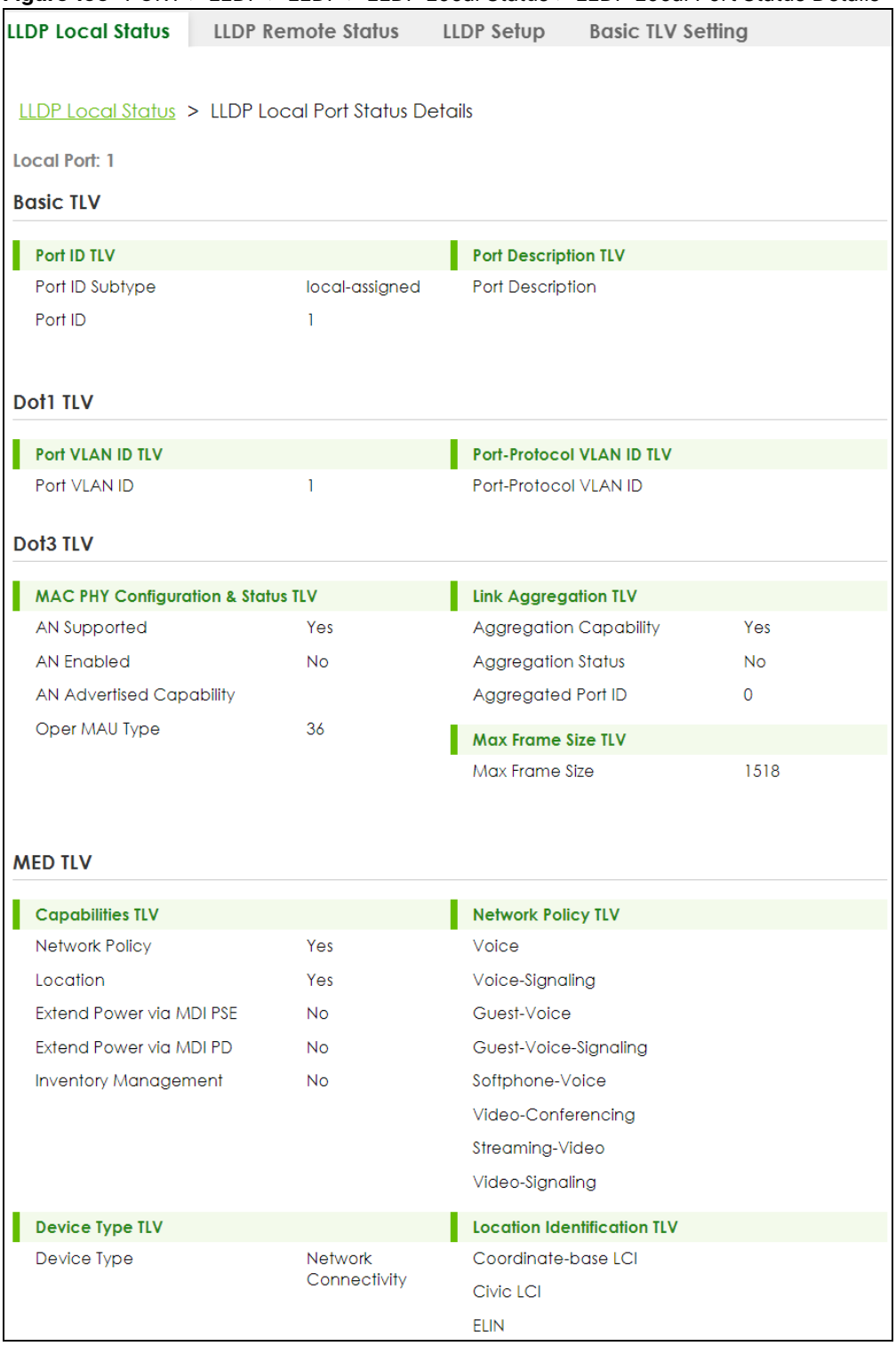
Table 111 PORT > LLDP > LLDP > LLDP Local Status (continued)

LABEL	DESCRIPTION
LLDP Port Information This displays the local port information.	
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Local Port	This displays the number of the Switch port which receives the LLDPDU from the remote device. Click a port number to view the detailed LLDP status on this port at **LLDP Local Port Status Detail** screen. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Port ID Subtype	This indicates how the port ID field is identified.
Port ID	This is an alpha-numeric string that contains the specific identifier for the port from which this LLDPDU was transmitted.
Port Description	This shows the port description that the Switch will advertise from this port.

34.3.1 LLDP Local Port Status Details

This screen displays detailed LLDP status for each port on this Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Local Status** and then, click a port number, for example 1 in the local port column to display the screen as shown next.

Figure 165 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details



The following table describes the labels in this screen.

Table 112 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details

LABEL	DESCRIPTION
Local Port	This displays the number of the Switch's port. In Stacking mode, the first number represents the slot ID and the second is the port number.
Basic TLV These are the Basic TLV flags	
Port ID TLV	The port ID TLV identifies the specific port that transmitted the LLDP frame. • **Port ID Subtype** – This shows how the port is identified. • **Port ID** – This is the ID of the port.
Port Description TLV	**Port Description** – This displays the local port description.
Dot1 TLV	
Port VLAN ID TLV	**Port VLAN ID** – This displays the VLAN ID sent by the IEEE 802.1 Port VLAN ID TLV.
Port-Protocol VLAN ID TLV	**Port-Protocol VLAN ID** – This displays the IEEE 802.1 Port Protocol VLAN ID TLVs, which indicates whether the VLAN is enabled and supported.
Dot3 TLV	
MAC PHY Configuration & Status TLV	The MAC/PHY Configuration/Status TLV advertises the bit-rate and duplex capability of the sending 802.3 node. It also advertises the current duplex and bit-rating of the sending node. Lastly, it advertises whether these setting were the result of auto-negotiation during link initiation or manual override. • **AN Supported** – Displays if the port supports or does not support auto-negotiation. • **AN Enabled** – The current auto-negotiation status of the port. • **AN Advertised Capability** – The auto-negotiation capabilities of the port. • **Oper MAU Type** – The current Medium Attachment Unit (MAU) type of the port.
Link Aggregation TLV	The Link Aggregation TLV indicates whether the link is capable of being aggregated, whether the link is currently in an aggregation, and if in an aggregation, the port identification of the aggregation. • **Aggregation Capability** – The current aggregation capability of the port. • **Aggregation Status** – The current aggregation status of the port. • **Aggregation Port ID** – The aggregation ID of the current port.
Max Frame Size TLV	**Max Frame Size** – This displays the maximum supported frame size in octets.
MED TLV LLDP Media Endpoint Discovery (MED) is an extension of LLDP that provides additional capabilities to support media endpoint devices. MED enables advertisement and discovery of network policies, device location discovery to allow creation of location databases, and information for troubleshooting.	
Capabilities TLV	This field displays which LLDP-MED TLV are capable to transmit on the Switch. • **Network Policy** • **Location** • **Extend Power via MDI PSE** • **Extend Power via MDI PD** • **Inventory Management**

Table 112 PORT > LLDP > LLDP > LLDP Local Status > LLDP Local Port Status Details (continued)

LABEL	DESCRIPTION
Network Policy TLV	This displays a network policy for the specified application. • **Voice** • **Voice-Signaling** • **Guest-Voice** • **Guest-Voice-Signaling** • **Softphone-Voice** • **Video-Conferencing** • **Streaming-Video** • **Video-Signaling**
Device Type TLV	**Device Type** – This is the LLDP-MED device class. The Zyxel Switch device type is: • Network Connectivity
Location Identification TLV	This shows the location information of a caller by its ELIN (Emergency Location Identifier Number) or the IETF Geopriv Civic Address based Location Configuration Information (Civic Address LCI). • **Coordinate-based LCI** – Latitude, longitude and altitude coordinates of the location Configuration Information (LCI) • **Civic LCI** – IETF Geopriv Civic Address based Location Configuration Information • **ELIN** – (Emergency Location Identifier Number)

34.4 LLDP Remote Status

This screen displays a summary of LLDP status for each LLDP connection to a neighboring Switch. Click **PORT** > **LLDP** > **LLDP > LLDP Remote Status** to display the screen as shown next.

Figure 166 PORT > LLDP > LLDP > LLDP Remote Status (Standalone Mode)

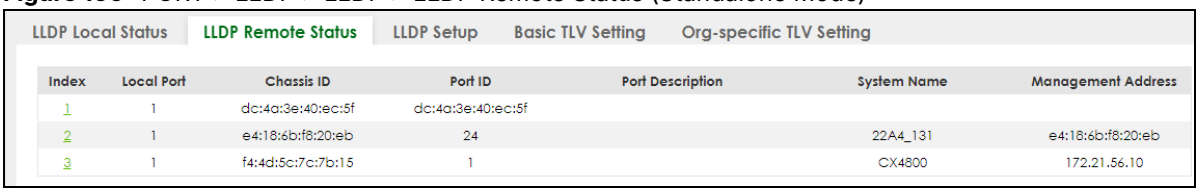
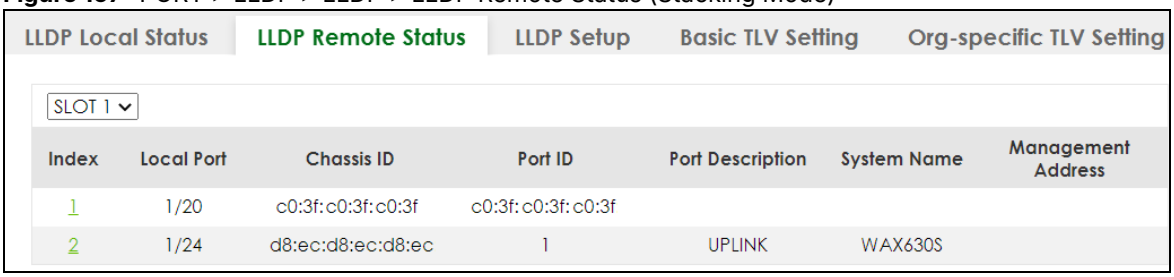


Figure 167 PORT > LLDP > LLDP > LLDP Remote Status (Stacking Mode)



The following table describes the labels in this screen.

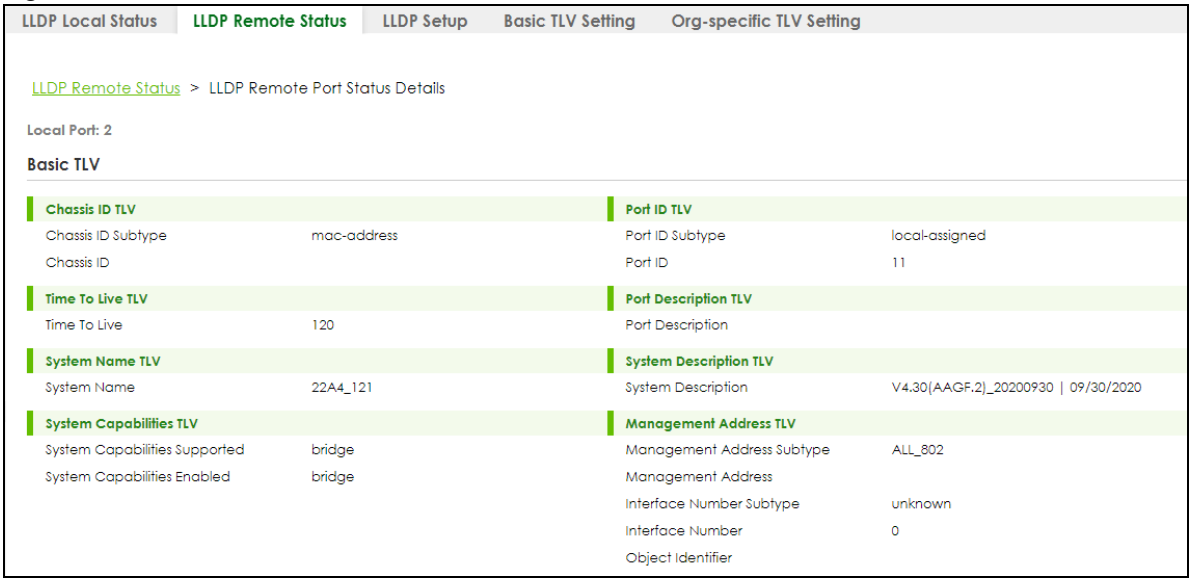
Table 113 PORT > LLDP > LLDP > LLDP Remote Status

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Index	The index number shows the number of remote devices that are connected to the Switch. Click on an index number to view the detailed LLDP status for this remote device in the **LLDP Remote Port Status Details** screen.
Local Port	This is the number of the Switch's port that received LLDPDU from the remote device. In stacking mode, the first number represents the slot and the second the port number.
Chassis ID	This displays the chassis ID of the remote device associated with the transmitting LLDP agent. The chassis ID is identified by the chassis ID subtype. For example, the MAC address of the remote device.
Port ID	This is an alpha-numeric string that contains the specific identifier for the port from which this LLDPDU was transmitted. The port ID is identified by the port ID subtype.
Port Description	This displays a description for the port from which this LLDPDU was transmitted.
System Name	This displays the system name of the remote device.
Management Address	This displays the management address of the remote device. It could be the MAC address or IP address.

34.4.1 LLDP Remote Port Status Details

This screen displays detailed LLDP status of the remote device connected to the Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Remote Status** and then click an index number, for example 1, in the Index column in the **LLDP Remote Status** screen to display the screen as shown next.

Figure 168 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Basic TLV)

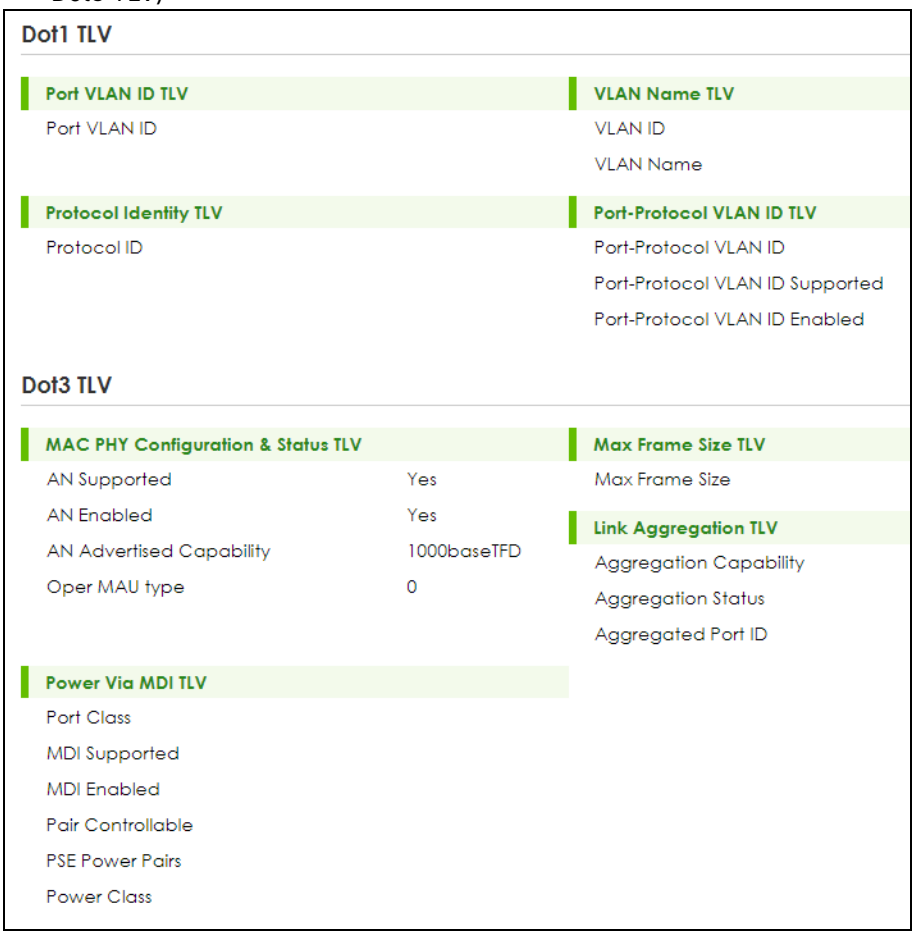


The following table describes the labels in Basic TLV part of the screen.

Table 114 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Basic TLV)

LABEL	DESCRIPTION
Local Port	This displays the number of the Switch's port to which the remote device is connected. In Stacking mode, the first number represents the slot and the second the port number.
Basic TLV	
Chassis ID TLV	• **Chassis ID Subtype** – This displays how the chassis of the remote device is identified. • **Chassis ID** – This displays the chassis ID of the remote device. The chassis ID is identified by the chassis ID subtype.
Port ID TLV	• **Port ID Subtype** – This displays how the port of the remote device is identified. • **Port ID** – This displays the port ID of the remote device. The port ID is identified by the port ID subtype.
Time To Live TLV	**Time To Live** – This displays the time-to-live (TTL) multiplier of LLDP frames. The device information on the neighboring devices ages out and is discarded when its corresponding TTL expires. The TTL value is to multiply the TTL multiplier by the LLDP frames transmitting interval.
Port Description TLV	**Port Description** – This displays the remote port description.
System Name TLV	**System Name** – This displays the system name of the remote device.
System Description TLV	**System Description** – This displays the system description of the remote device.
System Capabilities TLV	This displays whether the system capabilities are enabled and supported on the remote device. • **System Capabilities Supported** • **System Capabilities Enabled**
Management Address TLV	This displays the management address (IPv4 and IPv6) of the remote device. • **Management Address Subtype** • **Management Address** • **Interface Number Subtype** • **Interface Number** • **Object Identifier**

Figure 169 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV)



The following table describes the labels in the Dot1 and Dot3 parts of the screen.

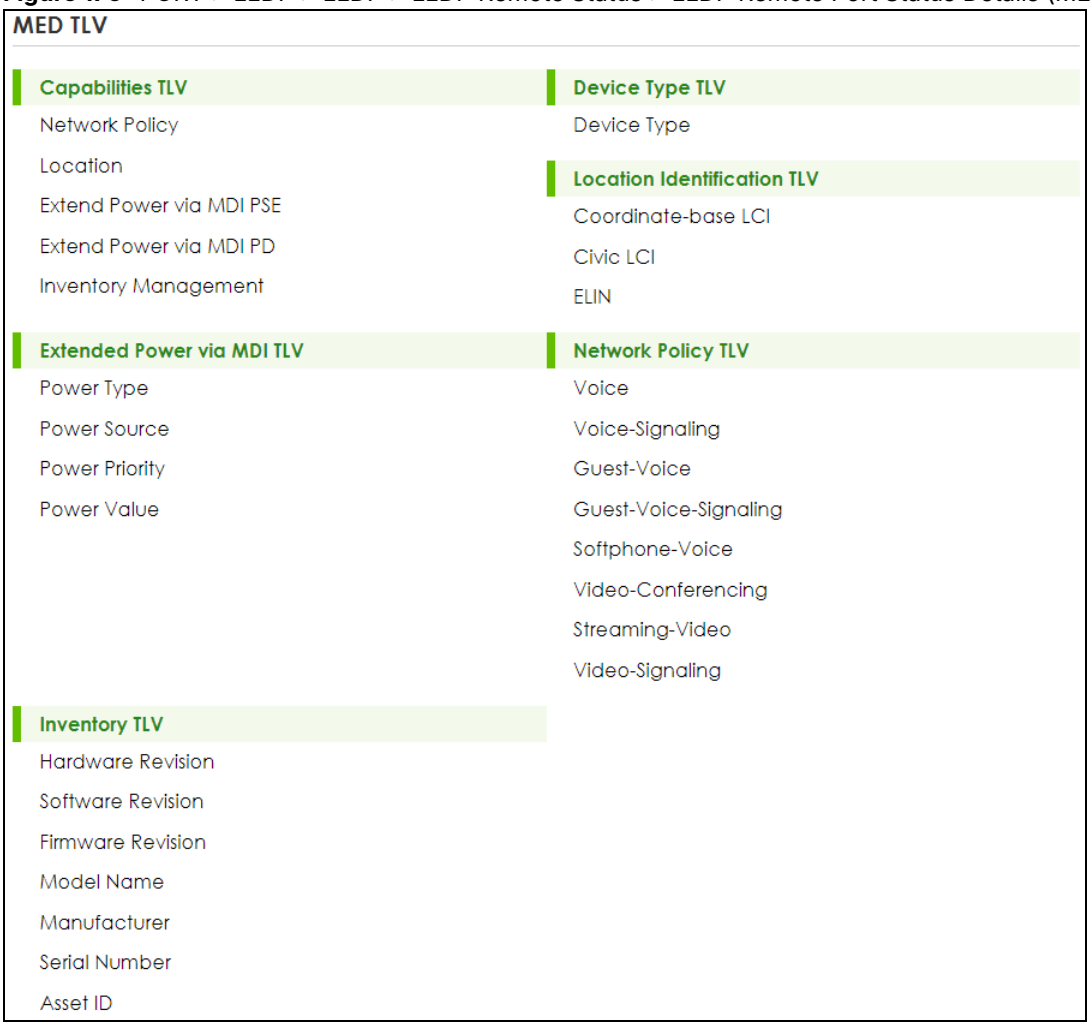
Table 115 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV)

LABEL	DESCRIPTION
Dot1 TLV	
Port VLAN ID TLV	**Port VLAN ID** – This displays the VLAN ID of this port on the remote device.
Vlan Name TLV	This shows the VLAN ID and name for remote device port. • **VLAN ID** • **VLAN Name**
Protocol Identity TLV	**Protocol ID** – The Protocol Identity TLV allows the Switch to advertise the particular protocols that are accessible through its port.
Port-Protocol VLAN ID TLV	This displays the IEEE 802.1 Port Protocol VLAN ID TLV, which indicates whether the VLAN ID and whether it is enabled and supported on the port of remote Switch which sent the LLDPDU. • **Port-Protocol VLAN ID** • **Port-Protocol VLAN ID Supported** • **Port-Protocol VLAN ID Enabled**
Dot3 TLV	

Table 115 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (Dot1 and Dot3 TLV) (continued)

LABEL	DESCRIPTION
MAC PHY Configuration & Status TLV	The MAC/PHY Configuration/Status TLV advertises the bit-rate and duplex capability of the sending 802.3 node. It also advertises the current duplex and bit-rating of the sending node. Lastly, it advertises whether these setting were the result of auto-negotiation during link initiation or manual override. • **AN Supported** – Displays if the port supports or does not support auto-negotiation. • **AN Enabled** – The current auto-negotiation status of the port. • **AN Advertised Capability** – The auto-negotiation capabilities of the port. • **Oper MAU Type** – The current Medium Attachment Unit (MAU) type of the port.
Max Frame Size TLV	**Max Frame Size** – This displays the maximum supported frame size in octets.
Link Aggregation TLV	The Link Aggregation TLV indicates whether the link is capable of being aggregated, whether the link is currently in an aggregation, and if in an aggregation, the port identification of the aggregation. • **Aggregation Capability** – The current aggregation capability of the port. • **Aggregation Status** – The current aggregation status of the port. • **Aggregated Port ID** – The aggregation ID of the current port.
Power Via MDI TLV	The Power Via MDI TLV allows network management to advertise and discover the MDI power support capabilities of the sending port on the remote device. • **Port Class** • **MDI Supported** • **MDI Enabled** • **Pair Controllable** • **PSE Power Pairs** • **Power Class**

Figure 170 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)



The following table describes the labels in the MED TLV part of the screen.

Table 116 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)

LABEL	DESCRIPTION
MED TLV LLDP Media Endpoint Discovery (MED) is an extension of LLDP that provides additional capabilities to support media endpoint devices. MED enables advertisement and discovery of network policies, device location discovery to allow creation of location databases, and information for troubleshooting.	
Capabilities TLV	This displays the MED capabilities the remote port supports. • **Network Policy** • **Location** • **Extend Power via MDI PSE** • **Extend Power via MDI PD** • **Inventory Management**
Device Type TLV	LLDP-MED endpoint device classes: • **Endpoint Class I** • **Endpoint Class II** • **Endpoint Class III** • **Network Connectivity**

Table 116 PORT > LLDP > LLDP > LLDP Remote Status > LLDP Remote Port Status Details (MED TLV)

LABEL	DESCRIPTION
Location Identification TLV	This shows the location information of a caller by its: • **Coordinate-base LCI** – Latitude and longitude coordinates of the Location Configuration Information (LCI) • **Civic LCI** – IETF Geopriv Civic Address based Location Configuration Information • **ELIN** – (Emergency Location Identifier Number)
Extended Power via MDI TLV	Extended Power Via MDI Discovery enables detailed power information to be advertised by Media Endpoints, such as IP phones and Network Connectivity Devices such as the Switch. • **Power Type** – Whether it is currently operating from primary power or is on backup power (backup power may indicate to the Endpoint Device that it should move to a power conservation mode). • **Power Source** – Whether or not the Endpoint is currently operating from an external power source. • **Power Priority** – The Endpoint Device's power priority (which the Network Connectivity Device may use to prioritize which devices will remain in service during power shortages). • **Power Value** – Power requirement, in fractions of Watts, in current configuration.
Network Policy TLV	This displays a network policy for the specified application. • **Voice** • **Voice-Signaling** • **Guest-Voice** • **Guest-Voice-Signaling** • **Softphone-Voice** • **Video-Conferencing** • **Streaming-Video** • **Video-Signaling**
Inventory TLV	The majority of IP Phones lack support of management protocols such as SNMP, so LLDP-MED inventory TLVs are used to provide their inventory information to the Network Connectivity Devices such as the Switch. The Inventory TLV may contain the following information. • **Hardware Revision** • **Software Revision** • **Firmware Revision** • **Model Name** • **Manufacturer** • **Serial Number** • **Asset ID**

34.5 LLDP Setup

Use this screen to configure global LLDP settings on the Switch. Click **PORT** > **LLDP** > **LLDP** > **LLDP Setup** to display the screen as shown next.

Figure 171 PORT > LLDP > LLDP > LLDP Setup (Standalone Mode)

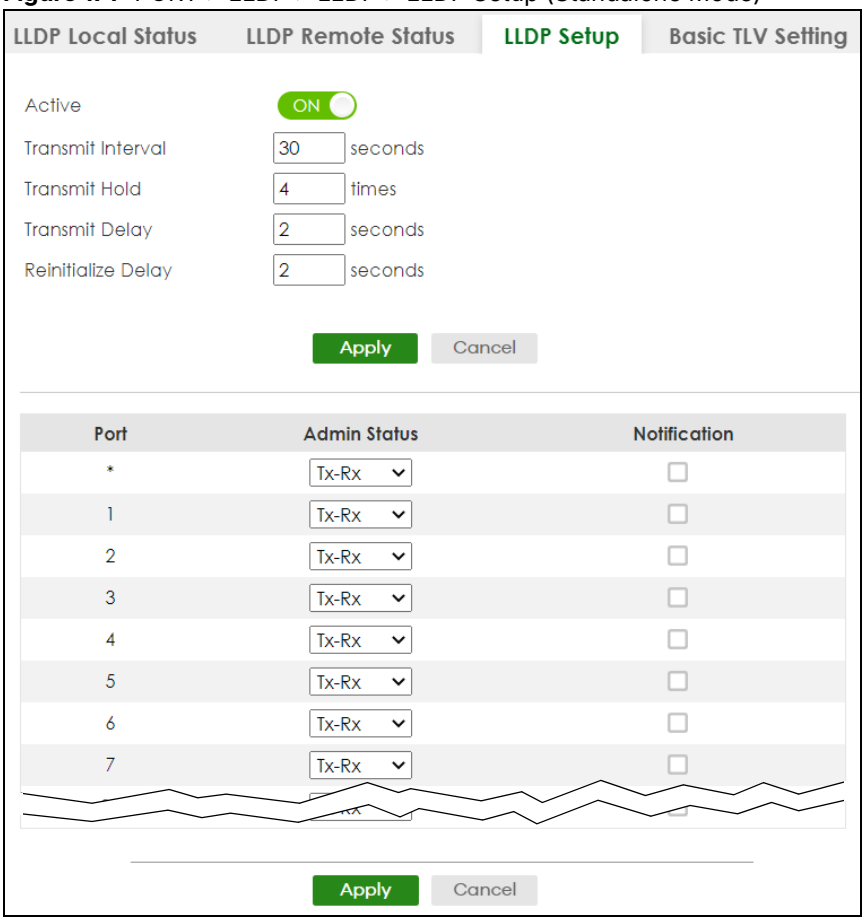
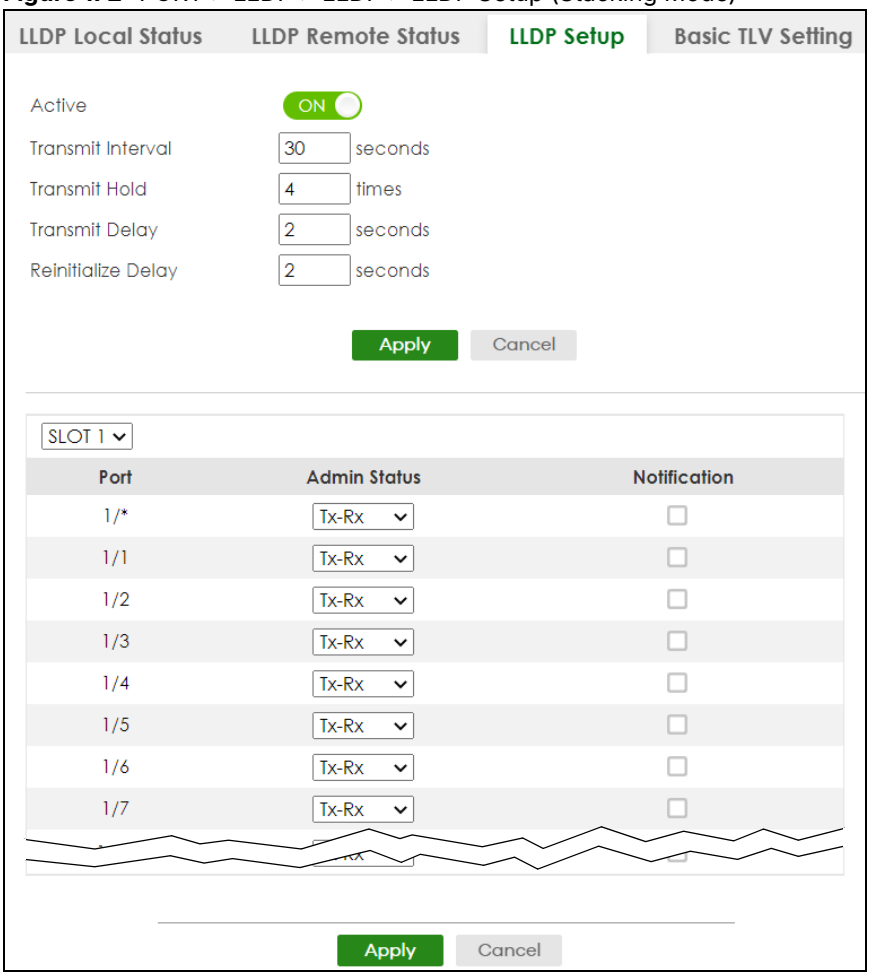


Figure 172 PORT > LLDP > LLDP > LLDP Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 117 PORT > LLDP > LLDP > LLDP Setup

LABEL	DESCRIPTION
Active	Select to enable LLDP on the Switch. It is enabled by default.
Transmit Interval	Enter how many seconds the Switch waits before sending LLDP packets.
Transmit Hold	Enter the time-to-live (TTL) multiplier of LLDP frames. The device information on the neighboring devices ages out and is discarded when its corresponding TTL expires. The TTL value is to multiply the TTL multiplier by the LLDP packets transmitting interval.
Transmit Delay	Enter the delay (in seconds) between successive LLDPDU transmissions initiated by value or status changes in the Switch MIB.
Reinitialize Delay	Enter the number of seconds for LLDP to wait before initializing on a port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 117 PORT > LLDP > LLDP > LLDP Setup (continued)

LABEL	DESCRIPTION
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Admin Status	Select whether LLDP transmission and/or reception is allowed on this port. • **Disable** – not allowed • **Tx-Only** – transmit only • **Rx-Only** – receive only • **Tx-Rx** – transmit and receive
Notification	Select whether LLDP notification is enabled on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

34.6 Basic TLV Setting

Use this screen to configure Basic TLV settings. Click **PORT** > **LLDP** > **LLDP** > **Basic TLV Setting** to display the screen as shown next.

Figure 173 PORT > LLDP > LLDP > Basic TLV Setting (Standalone Mode)

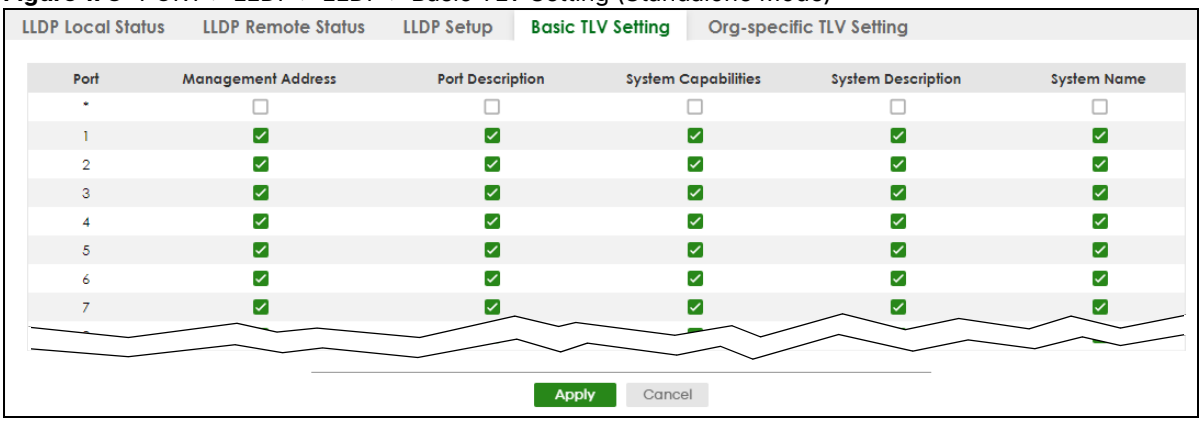
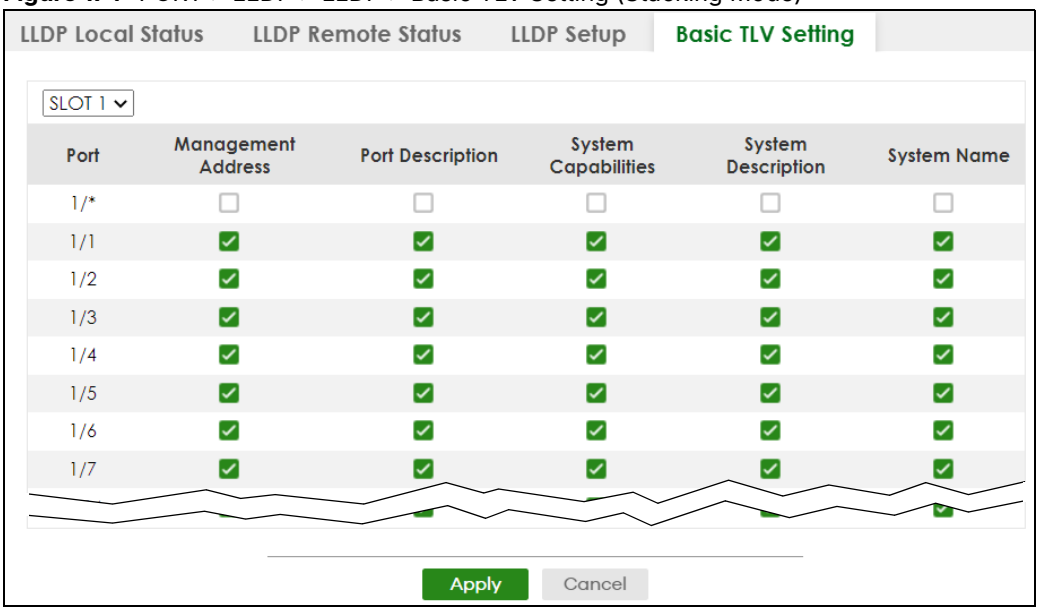


Figure 174 PORT > LLDP > LLDP > Basic TLV Setting (Stacking Mode)



The following table describes the labels in this screen.

Table 118 PORT > LLDP > LLDP > Basic TLV Setting

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Management Address	Select the checkboxes to enable or disable the sending of Management Address TLVs on the ports.
Port Description	Select the checkboxes to enable or disable the sending of Port Description TLVs on the ports.
System Capabilities	Select the checkboxes to enable or to disable the sending of System Capabilities TLVs on the ports.
System Description	Select the checkboxes to enable or to disable the sending of System Description TLVs on the ports.
System Name	Select the checkboxes to enable or to disable the sending of System Name TLVs on the ports.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

34.7 Org-specific TLV Setting

Use this screen to configure organization-specific TLV settings. Click **PORT** > **LLDP** > **LLDP** > **Org-specific TLV Setting** to display the screen as shown next.

Figure 175 PORT > LLDP > LLDP > Org-specific TLV Setting (Standalone Mode)

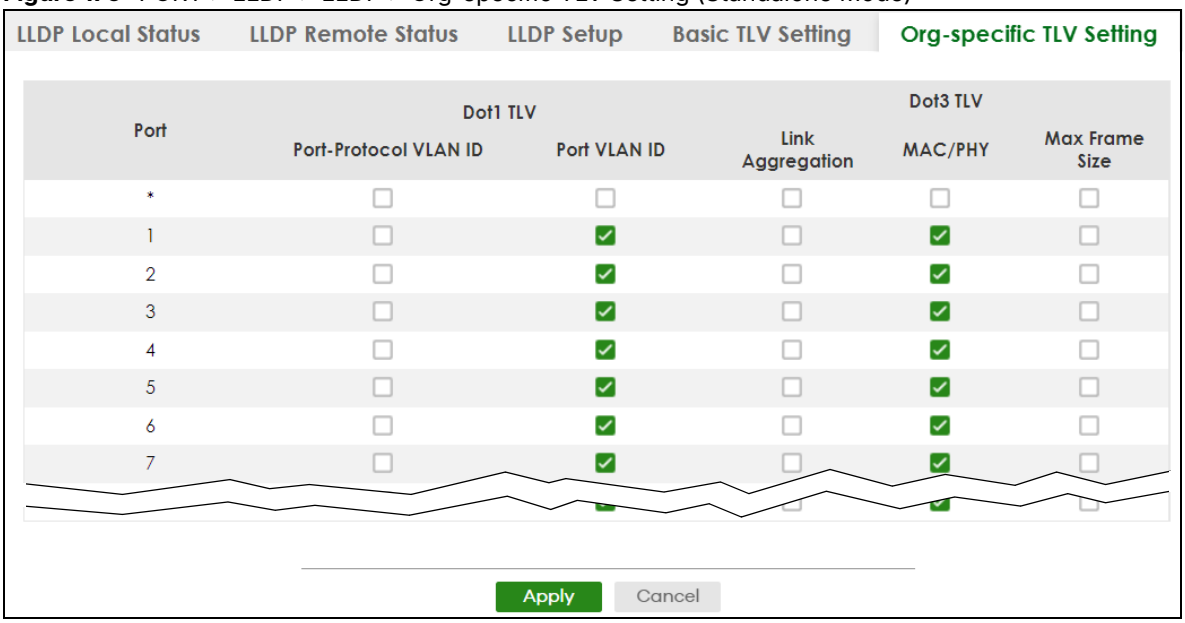
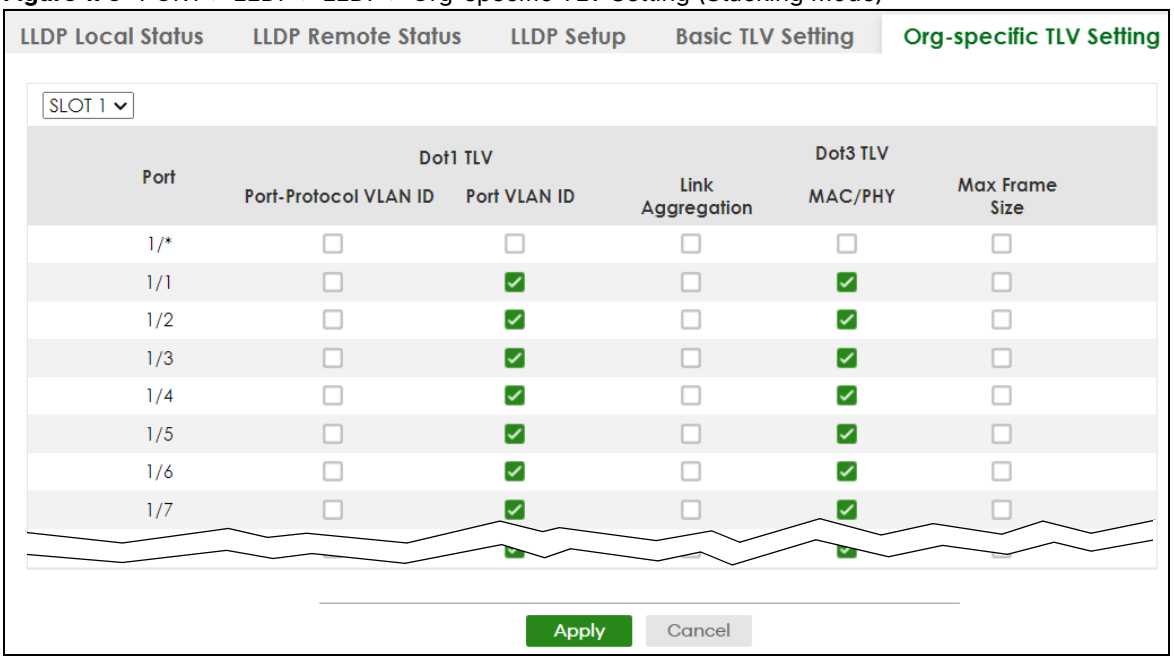


Figure 176 PORT > LLDP > LLDP > Org-specific TLV Setting (Stacking Mode)



The following table describes the labels in this screen.

Table 119 PORT > LLDP > LLDP > Org-specific TLV Setting

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 119 PORT > LLDP > LLDP > Org-specific TLV Setting (continued)

LABEL	DESCRIPTION
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Dot1 TLV	
Port-Protocol VLAN ID	Select the checkboxes to enable or disable the sending of IEEE 802.1 Port and Protocol VLAN ID TLVs on the ports.
Port VLAN ID	Select the checkboxes to enable or disable the sending of IEEE 802.1 Port VLAN ID TLVs on the ports. All checkboxes in this column are enabled by default.
Dot3 TLV	
Link Aggregation	Select the checkboxes to enable or disable the sending of IEEE 802.3 Link Aggregation TLVs on the ports.
MAC/PHY	Select the checkboxes to enable or disable the sending of IEEE 802.3 MAC/PHY Configuration/ Status TLVs on the ports. All checkboxes in this column are enabled by default.
Max Frame Size	Select the checkboxes to enable or disable the sending of IEEE 802.3 Max Frame Size TLVs on the ports.
Power Via MDI	Note: For PoE models only. The Power Via MDI TLV allows network management to advertise and discover the MDI power support capabilities of the sending port on the remote device. • Port Class • MDI Supported • MDI Enabled • Pair Controllable • PSE Power Pairs • Power Class
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

34.8 LLDP-MED Setup

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Setup** to display the screen as shown next.

Figure 177 PORT > LLDP > LLDP MED > LLDP-MED Setup (Standalone Mode)

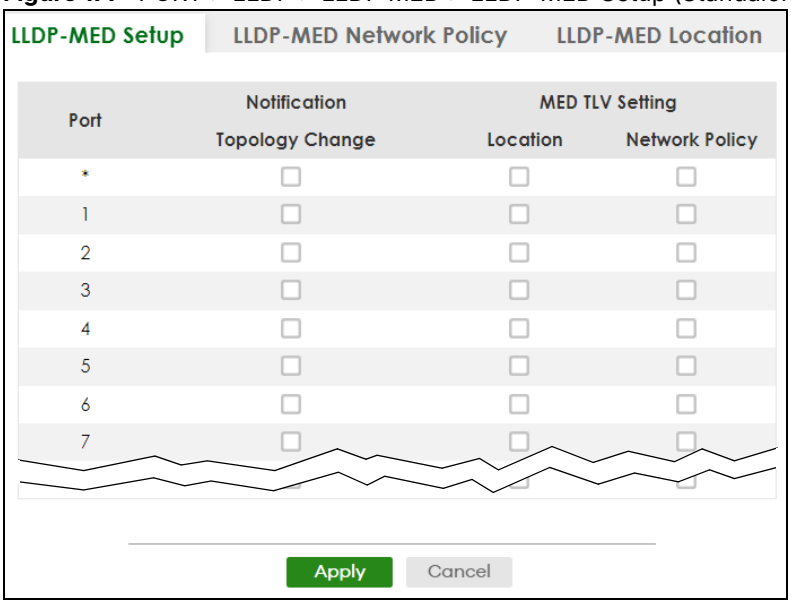
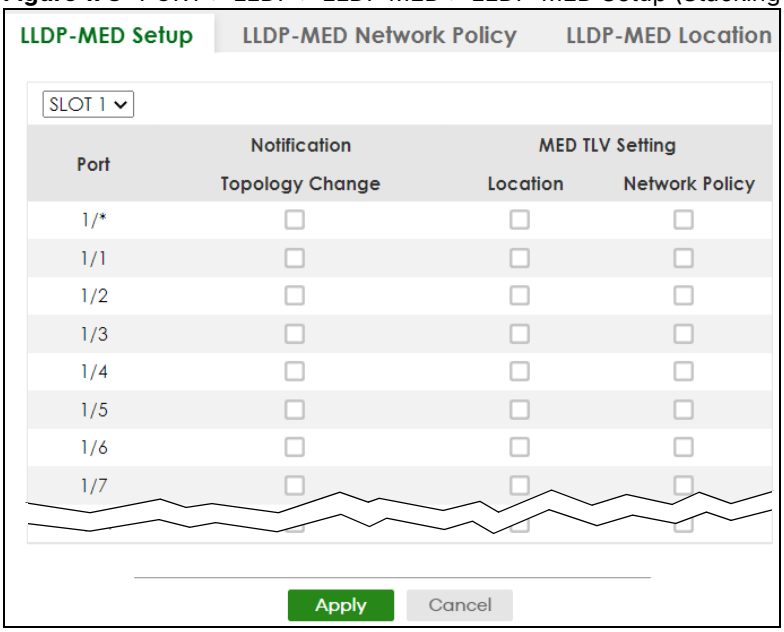


Figure 178 PORT > LLDP > LLDP MED > LLDP-MED Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 120 PORT > LLDP > LLDP MED > LLDP-MED Setup

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.

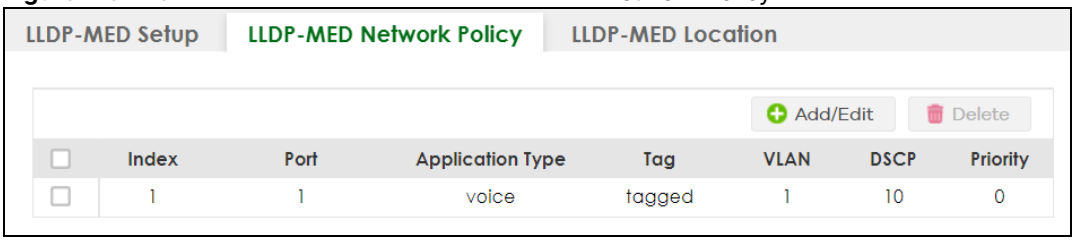
Table 120 PORT > LLDP > LLDP MED > LLDP-MED Setup (continued)

LABEL	DESCRIPTION
Notification	
Topology Change	Select to enable LLDP-MED topology change traps on this port.
MED TLV Setting	
Location	Select to enable transmitting LLDP-MED location TLV.
Network Policy	Select to enable transmitting LLDP-MED Network Policy TLV.
Apply	Click **Apply** to save the changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the Save link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

34.9 LLDP-MED Network Policy

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Network Policy** to display the screen as shown next.

Figure 179 PORT > LLDP > LLDP MED > LLDP-MED Network Policy



The following table describes the labels in this screen.

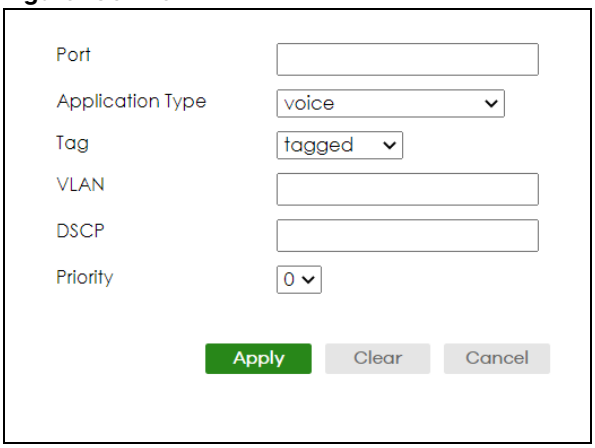
Table 121 PORT > LLDP > LLDP MED > LLDP-MED Network Policy

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the of index number of the network policy. Click an index number to edit the rule.
Port	This field displays the port number of the network policy. In Stacking mode, the first number represents the slot and the second the port number.
Application Type	This field displays the application type of the network policy.
Tag	This field displays the Tag Status of the network policy.
VLAN	This field displays the VLAN ID of the network policy.
DSCP	This field displays the DSCP value of the network policy.
Priority	This field displays the priority value of the network policy.
Add/Edit	Click **Add/Edit** to add a new schedule rule or edit a selected one.
Delete	Select the rules that you want to remove, then click **Delete**.

34.9.1 Add/Edit LLDP-MED Network Policy

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 180 PORT > LLDP > LLDP MED > LLDP-MED Network Policy > Add/Edit



The following table describes the labels in this screen.

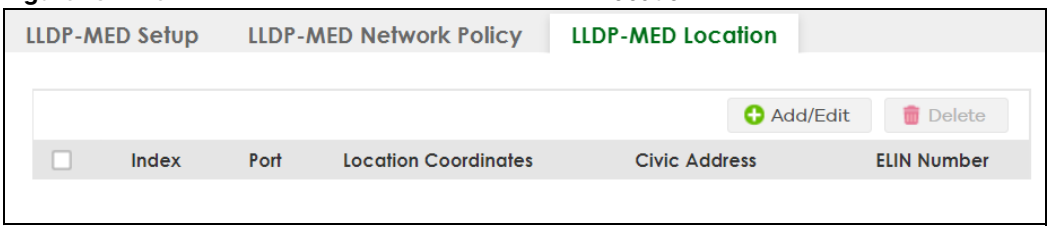
Table 122 PORT > LLDP > LLDP MED > LLDP-MED Network Policy > Add/Edit

LABEL	DESCRIPTION
Port	Enter the port number to set up the LLDP-MED network policy. You can enter multiple ports separated by (no space) comma (“,”) or hyphen (“-”) for a range. For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7. In Stacking mode, the first number represents the slot and the second the port number. Enter “1/1-1/24,2/23” for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.
Application Type	Select the type of application used in the network policy. • **voice** • **voice-signaling** • **guest-voice** • **guest-voice-signaling** • **softphone-voice** • **video-conferencing** • **streaming-video** • **video-signaling**
Tag	Select to tag or untag in the network policy. • **tagged** • **untagged**
VLAN	Enter the VLAN ID number. It should be from 1 to 4094. For priority tagged frames, enter “0”.
DSCP	Enter the DSCP value of the network policy. The value is defined from 0 through 63 with the 0 representing use of the default DSCP value.
Priority	Enter the priority value for the network policy.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

34.10 LLDP-MED Location

Click **PORT** > **LLDP** > **LLDP MED** > **LLDP-MED Location** to display the screen as shown next.

Figure 181 PORT > LLDP > LLDP MED > LLDP-MED Location



The following table describes the labels in this screen.

Table 123 PORT > LLDP > LLDP MED > LLDP-MED Location

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This lists the index number of the location configuration. Click an index number to view or edit the location.
Port	This lists the port number of the location configuration. In Stacking mode, the first number represents the slot and the second the port number.
Location Coordinates	This field displays the location configuration information based on geographical coordinates that includes longitude, latitude, altitude and datum.
Civic Address	This field displays the Civic Address for the remote device using information such as Country, State, County, City, Street, Number, ZIP code and additional information.
ELIN Number	This field shows the Emergency Location Identification Number (ELIN), which is used to identify endpoint devices when they issue emergency call services. The valid length is form 10 to 25 characters.
Add/Edit	Click **Add/Edit** to add a new location or edit a selected one.
Delete	Select the locations that you want to remove, then click **Delete**.

34.10.1 Add/Edit LLDP-MED Location

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 182 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit (Standalone Mode)

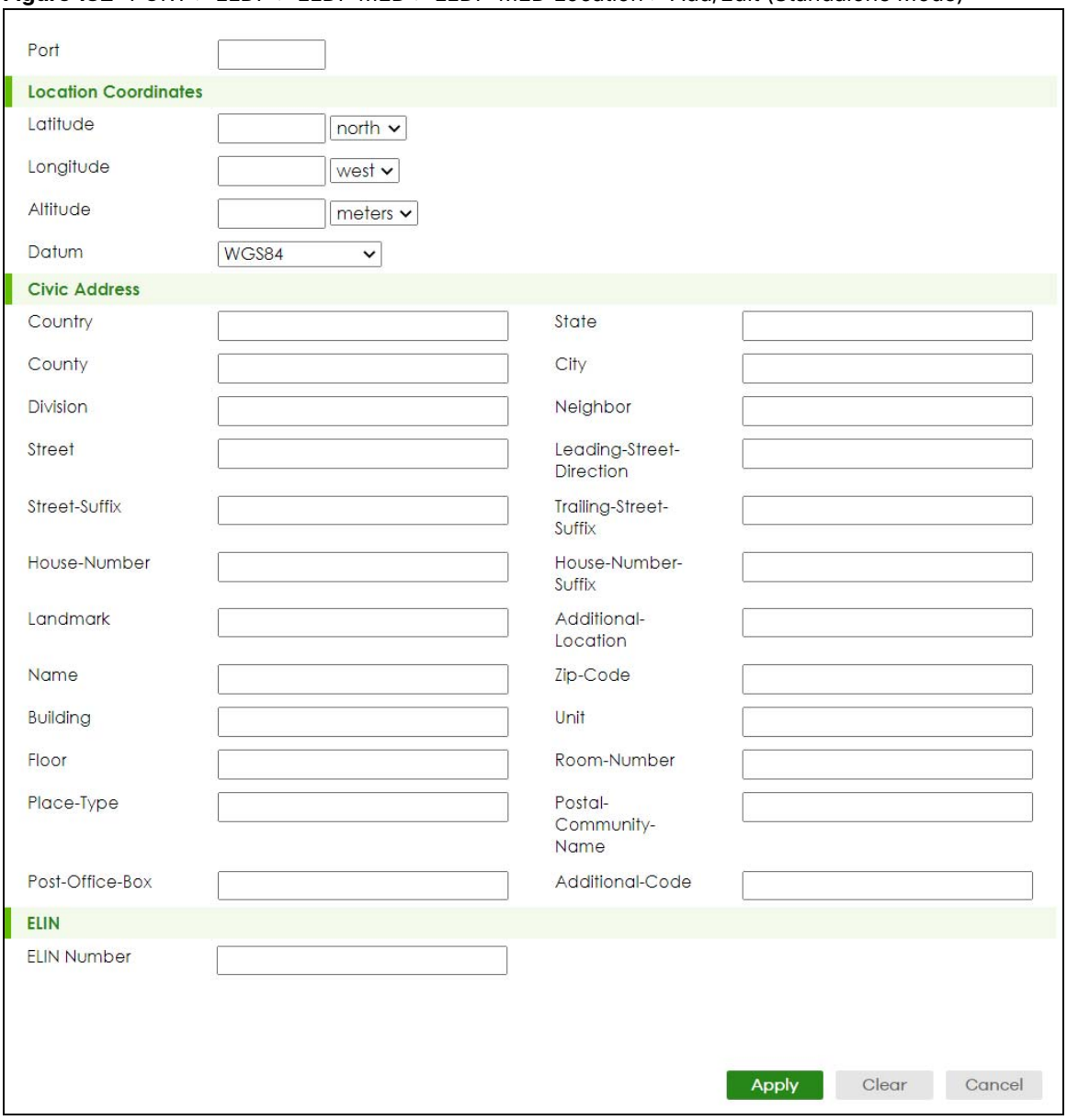
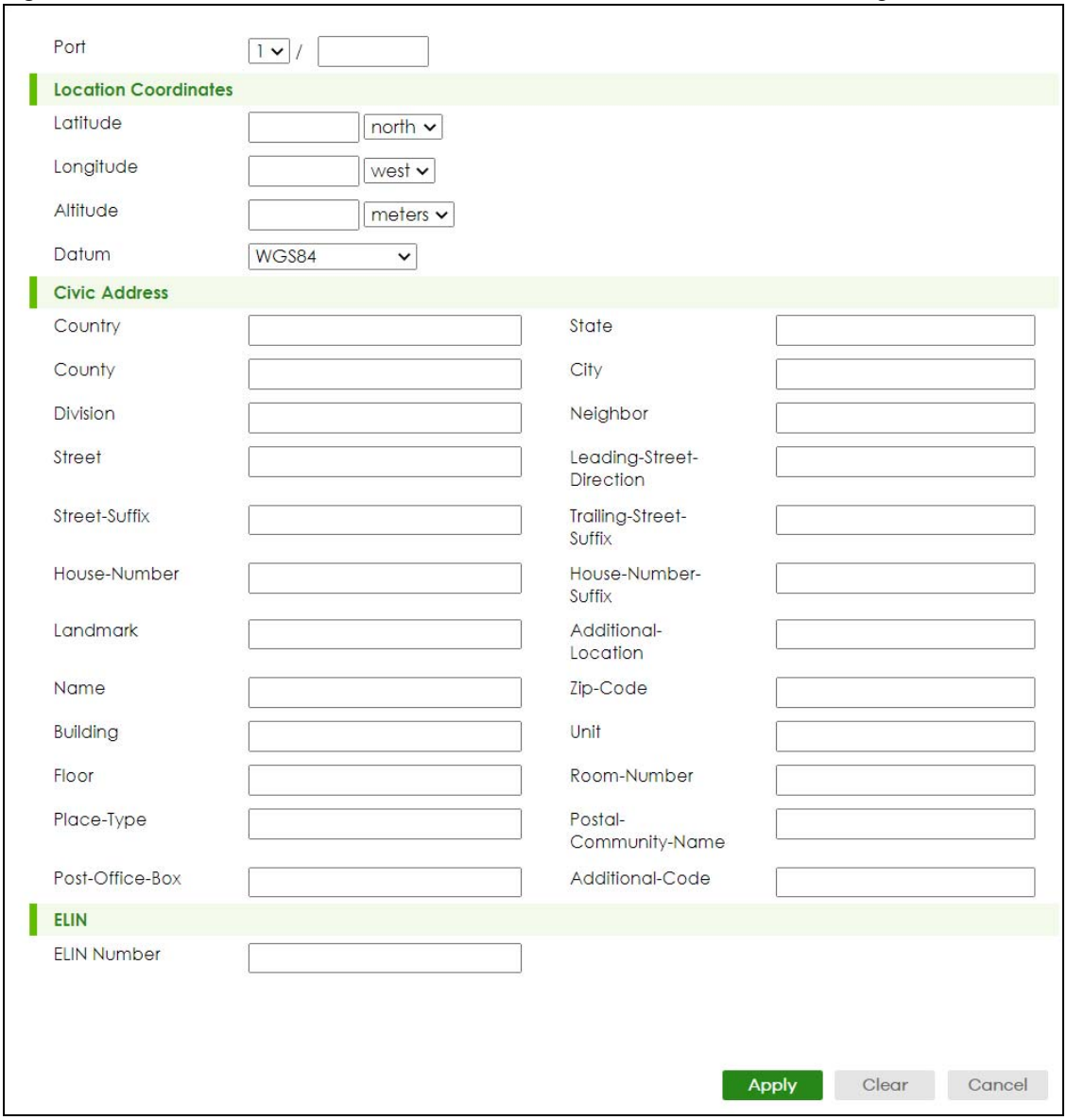


Figure 183 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 124 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit

LABEL	DESCRIPTION
Port	Enter the port number you want to set up the location within the LLDP-MED network. In Stacking mode, the first field is the slot ID and the second field is the port number.
Location Coordinates The LLDP-MED uses geographical coordinates and Civic Address to set the location information of the remote device. Geographical based coordinates includes latitude, longitude, altitude and datum. Civic Address includes Country, State, County, City, Street and other related information.	
Latitude	Enter the latitude information. The value should be from 0º to 90º. • **north** • **south**

Table 124 PORT > LLDP > LLDP MED > LLDP-MED Location > Add/Edit (continued)

LABEL	DESCRIPTION
Longitude	Enter the longitude information. The value should be from 0º to 180º. • **west** • **east**
Altitude	Enter the altitude information. The value should be from –2097151 to 2097151 in meters or in floors. • **meters** • **floor**
Datum	Select the appropriate geodetic datum used by GPS. • **WGS84** • **NAD83-NAVD88** • **NAD83-MLLW**
Civic Address	Enter the Civic Address by providing information such as Country, State, County, City, Street, Number, ZIP code and other additional information. Enter at least 2 fields in this configuration including the Country. The valid length of the Country field is 2 characters and all other fields are up to 32 characters. • **Country** • **State** • **County** • **City** • **Division** • **Neighbor** • **Street** • **Leading-Street-Direction** • **Street-Suffix** • **Trailing-Street-Suffix** • **House-Number** • **House-Number-Suffix** • **Landmark** • **Additional-Location** • **Name** • **Zip-Code** • **Building** • **Unit** • **Floor** • **Room-Number** • **Place-Type** • **Postal-Community-Name** • **Post-Office-Box** • **Additional-Code**
ELIN Number	Enter a numerical digit string, corresponding to the ELIN identifier which is used during emergency call setup to a traditional CAMA or ISDN trunk-based PSAP. The valid length is from 10 to 25 characters.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 35 OAM

35.1 OAM Overview

Link layer Ethernet OAM (Operations, Administration and Maintenance) as described in IEEE 802.3ah is a link monitoring protocol. It utilizes OAM Protocol Data Units or OAM PDUs to transmit link status information between directly connected Ethernet devices. Both devices must support IEEE 802.3ah. Because link layer Ethernet OAM operates at layer two of the OSI (Open Systems Interconnection Basic Reference) model, neither IP or SNMP are necessary to monitor or troubleshoot network connection problems.

The Switch supports the following IEEE 802.3ah features:

- Discovery – this identifies the devices on each end of the Ethernet link and their OAM configuration.
- Remote Loopback – this can initiate a loopback test between Ethernet devices.

35.1.1 What You Can Do

- Use the **OAM Status** screen (Section 35.2 on page 279) to view the configuration of ports on which Ethernet OAM is enabled.
- Use the **OAM Setup** screen (Section 35.3 on page 285) to enable Ethernet OAM on the Switch.
- Use the **OAM Remote Loopback** screen (Section 35.4 on page 286) to perform remote-loopback tests.

35.2 OAM Status

Use this screen to view the configuration of ports on which Ethernet OAM is enabled. Click **PORT** > **OAM** > **OAM Status** in the navigation panel.

Figure 184 PORT > OAM > OAM Status (Standalone Mode)

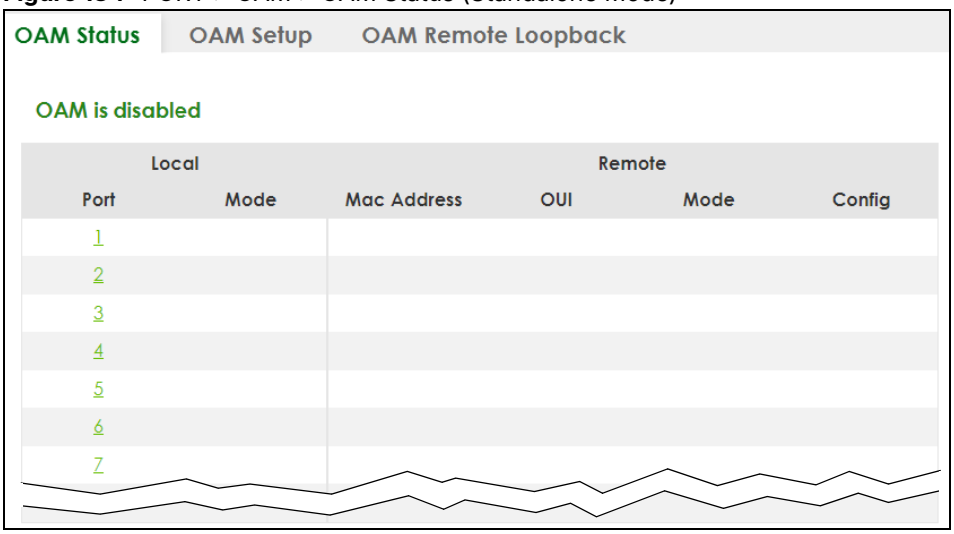
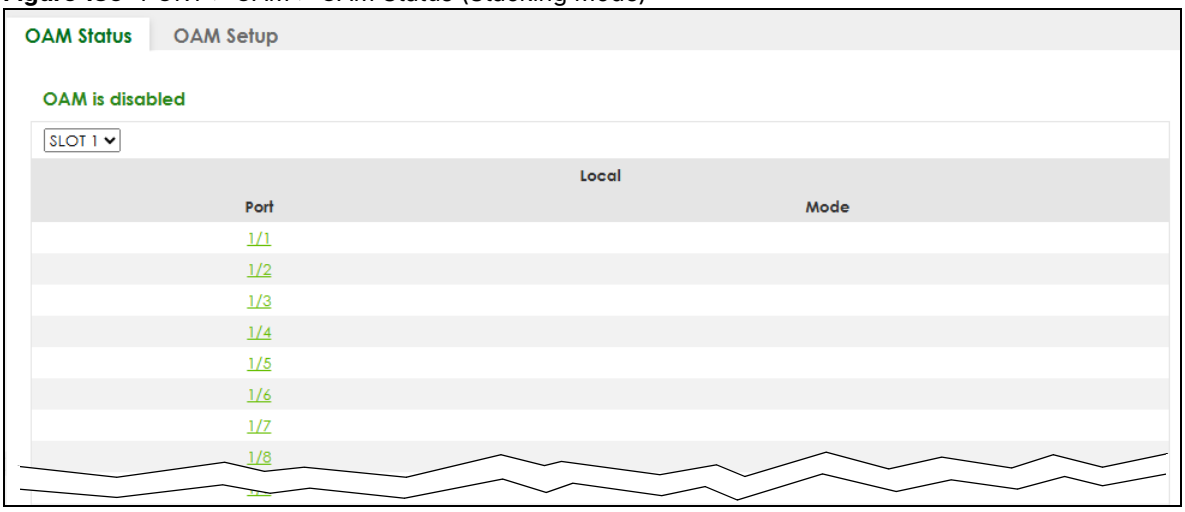


Figure 185 PORT > OAM > OAM Status (Stacking Mode)



The following table describes the fields in the above screen.

Table 125 PORT > OAM > OAM Status

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Local This section displays information about the ports on the Switch.	
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Mode	This field displays the operational state of the port when OAM is enabled on the port. **Active** – Allows the port to issue and respond to Ethernet OAM commands. **Passive** – Allows the port to respond to Ethernet OAM commands.
Remote This section displays information about the remote device.	

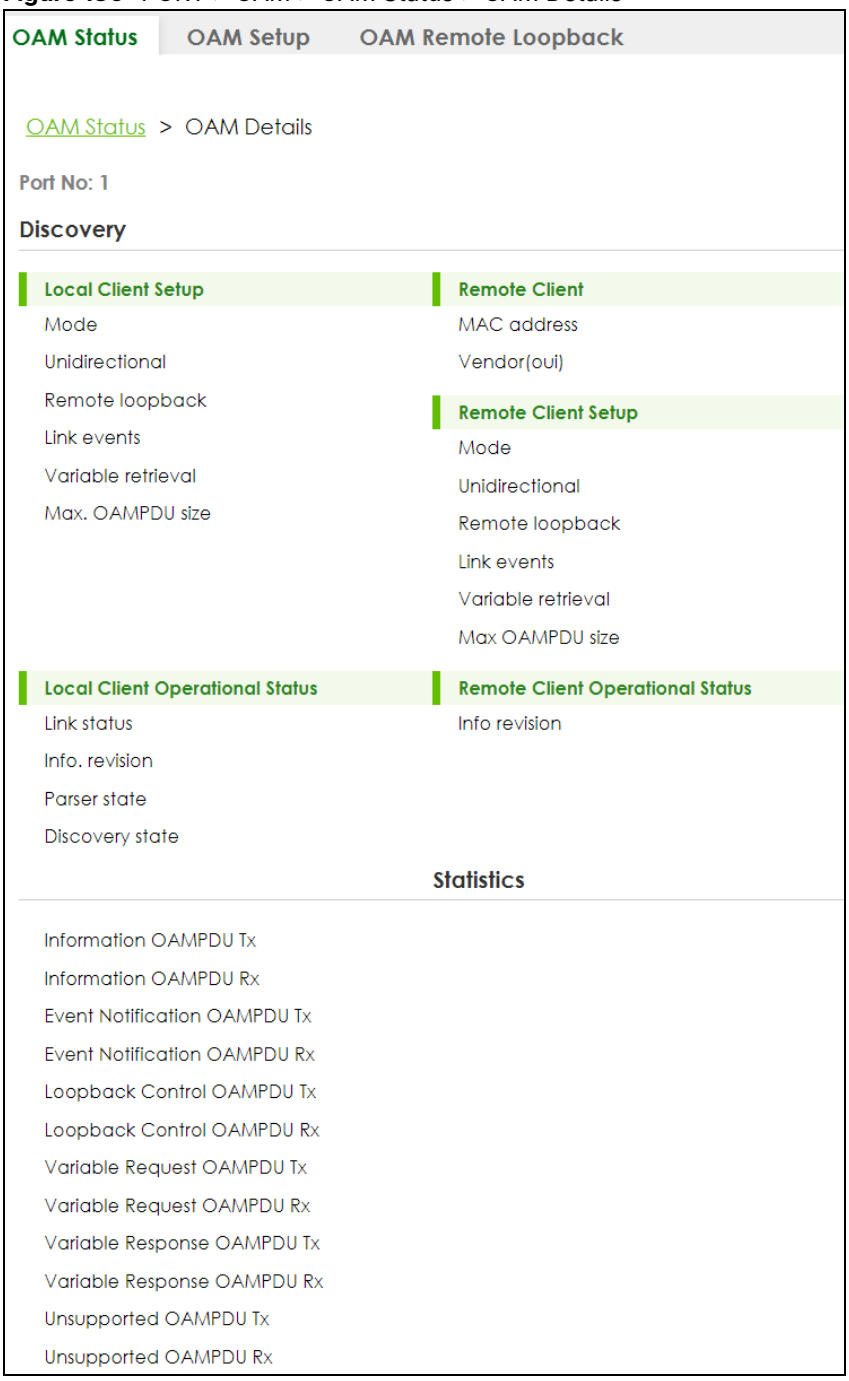
Table 125 PORT > OAM > OAM Status (continued)

LABEL	DESCRIPTION
Mac Address	This field displays the MAC address of the remote device.
OUI	This field displays the OUI (first 3 bytes of the MAC address) of the remote device.
Mode	This field displays the operational state of the port when OAM is enabled on the port. **Active** – Allows the port to issue and respond to Ethernet OAM commands. **Passive** – Allows the port to respond to Ethernet OAM commands.
Config	This field displays the capabilities of the Switch and remote device.

35.2.1 OAM Details

Use this screen to view OAM configuration details and operational status of a specific port. Click a number in the **Port** column in the **PORT** > **OAM** > **OAM Status** screen to display the screen as shown next.

Figure 186 PORT > OAM > OAM Status > OAM Details



The following table describes the fields in the above screen.

Table 126 PORT > OAM > OAM Status > OAM Details

LABEL	DESCRIPTION
Port No	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number.
Discovery This section displays OAM configuration details and operational status of the port on the Switch and/or the remote device.	
Local Client/Remote Client Setup	
Mode	This field displays the OAM mode. The device in active mode (typically the service provider's device) controls the device in passive mode (typically the subscriber's device). **Active**: The port initiates OAM discovery; sends information PDUs; and may send event notification PDUs, variable request/response PDUs, or loopback control PDUs. **Passive**: The port waits for the remote device to initiate OAM discovery; sends information PDUs; may send event notification PDUs; and may respond to variable request PDUs or loopback control PDUs. The Switch might not support some types of PDUs, as indicated in the fields below.
Unidirectional	This field indicates whether or not the port can send information PDUs to transmit fault information when the receive path is non-operational.
Remote loopback	This field indicates whether or not the port can use loopback control PDUs to put the remote device into loopback mode.
Link events	This field indicates whether or not the port can interpret link events, such as link fault and dying gasp. Link events are sent in event notification PDUs and indicate when the number of errors in a given interval (time, number of frames, number of symbols, or number of error frame seconds) exceeds a specified threshold. Organizations may create organization-specific link event TLVs as well.
Variable retrieval	This field indicates whether or not the port can respond to requests for more information, such as requests for Ethernet counters and statistics, about link events.
Max. OAMPDU size	This field displays the maximum size of PDU for receipt and delivery.
Local Client/Remote Client Operational status	
Link status	This field indicates that the link between the Switch port and a connected IEEE 802.3ah-enabled remote Ethernet device is up or down.
Info. revision	This field displays the current version of local state and configuration. This two-octet value starts at zero and increments every time the local state or configuration changes.
Parser state	This field indicates the current state of the parser. **Forward**: The port is forwarding packets normally. **Loopback**: The port is in loopback mode. **Discard**: The port is discarding non-OAM PDUs because it is trying to or has put the remote device into loopback mode.

Table 126 PORT > OAM > OAM Status > OAM Details (continued)

LABEL	DESCRIPTION
Discovery state	This field indicates the state in the OAM discovery process. OAM-enabled devices use this process to detect each other and to exchange information about their OAM configuration and capabilities. OAM discovery is a handshake protocol. **Fault**: One of the devices is transmitting OAM PDUs with link fault information, or the interface is not operational. **Active Send Local**: The port is in active mode and is trying to see if the remote device supports OAM. **Passive Wait**: The port is in passive mode and is waiting for the remote device to begin OAM discovery. **Send Local Remote**: This state occurs in the following circumstances. • The port has discovered the remote device but has not accepted or rejected the connection yet. • The port has discovered the remote device and rejected the connection. **Send Local Remote OK**: The port has discovered the remote device and has accepted the connection. In addition, the remote device has not accepted or rejected the connection yet, or the remote device has rejected the connected. **Send Any**: The port and the remote device have accepted the connection. This is the operating state for OAM links that are fully operational.
Remote Client	
MAC Address	This field displays the MAC address of the IEEE 802.3ah-enabled remote Ethernet device that is connected to the Switch.
Vendor(oui)	This field displays the Organizationally Unique Identifiers (OUI) representing the vendor of the IEEE 802.3ah-enabled remote Ethernet device that is connected to the Switch.
Statistics This section displays the number of OAM packets transferred on the port of the Switch.	
Information OAMPDU Tx	This field displays the number of OAM PDUs sent on the port.
Information OAMPDU Rx	This field displays the number of OAM PDUs received on the port.
Event Notification OAMPDU Tx	This field displays the number of unique or duplicate OAM event notification PDUs sent on the port.
Event Notification OAMPDU Rx	This field displays the number of unique or duplicate OAM event notification PDUs received on the port.
Loopback Control OAMPDU Tx	This field displays the number of loopback control OAM PDUs sent on the port.
Loopback Control OAMPDU Rx	This field displays the number of loopback control OAM PDUs received on the port.
Variable Request OAMPDU Tx	This field displays the number of OAM PDUs sent to request MIB objects on the remote device.
Variable Request OAMPDU Rx	This field displays the number of OAM PDUs received requesting MIB objects on the Switch.
Variable Response OAMPDU Tx	This field displays the number of OAM PDUs sent by the Switch in response to requests.
Variable Response OAMPDU Rx	This field displays the number of OAM PDUs sent by the remote device in response to requests.

Table 126 PORT > OAM > OAM Status > OAM Details (continued)

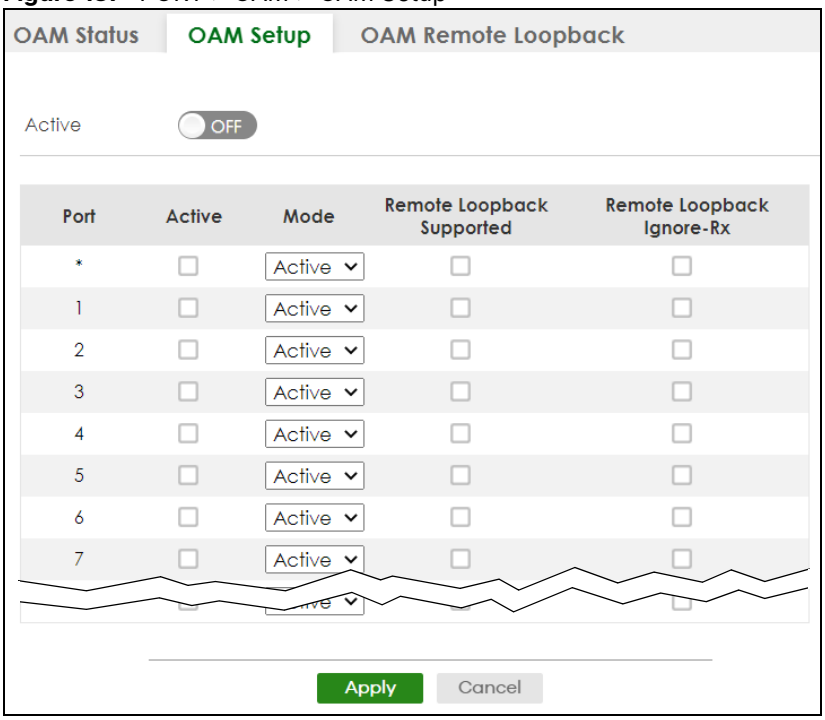
LABEL	DESCRIPTION
Unsupported OAMPDU Tx	This field displays the number of unsupported OAM PDUs sent on the port.
Unsupported OAMPDU Rx	This field displays the number of unsupported OAM PDUs received on the port.

35.3 OAM Setup

Use this screen to turn on Ethernet OAM on the Switch and ports and configure the related settings.

Click **PORT** > **OAM** > **OAM Setup** to display the configuration screen as shown.

Figure 187 PORT > OAM > OAM Setup



The following table describes the fields in the above screen.

Table 127 PORT > OAM > OAM Setup

LABEL	DESCRIPTION
Active	Enable the switch button to enable Ethernet OAM on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

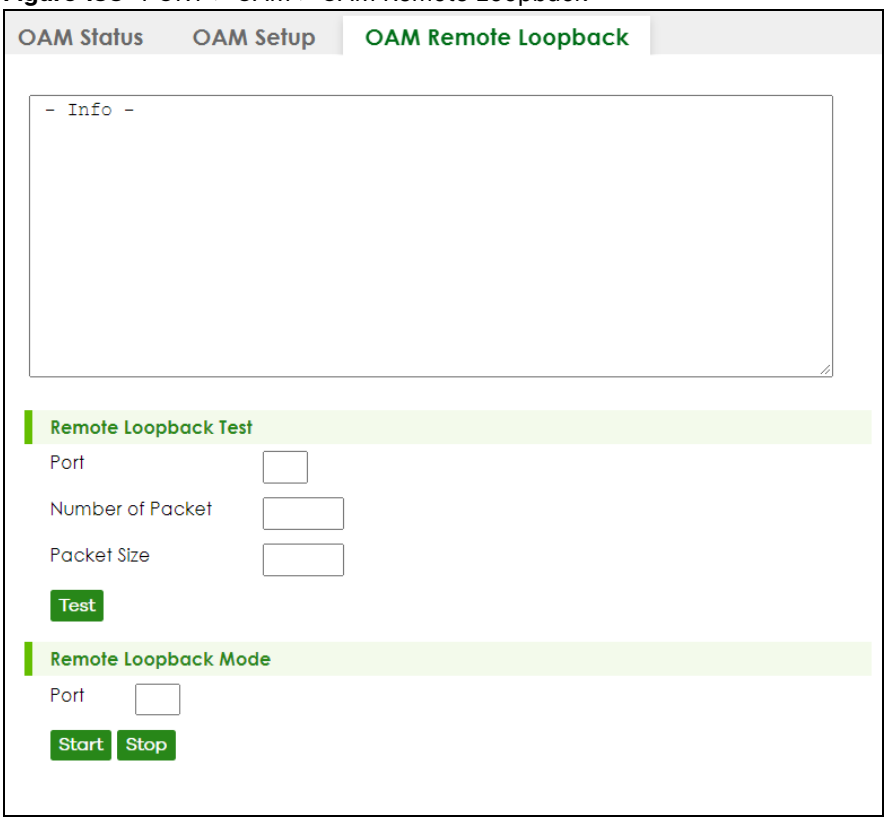
Table 127 PORT > OAM > OAM Setup (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable Ethernet OAM on this port. Clear this checkbox to disable Ethernet OAM on the port.
Mode	Specify the OAM mode on the port. Select **Active** to allow the port to issue and respond to Ethernet OAM commands. Select **Passive** to allow the port to respond to Ethernet OAM commands.
Remote Loopback Supported	Select this checkbox to enable the remote loopback feature on the port. Otherwise, clear the checkbox to disable it.
Remote Loopback Ignore-Rx	Select this checkbox to set the Switch to process loopback commands received on the port. Otherwise, clear the checkbox to have the Switch ignore loopback commands received on the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

35.4 OAM Remote Loopback

Use this screen to perform a remote loopback test. Click **PORT** > **OAM** > **OAM Remote Loopback** to display the screen as shown.

Figure 188 PORT > OAM > OAM Remote Loopback



The following table describes the fields in the above screen.

Table 128 PORT > OAM > OAM Remote Loopback

LABEL	DESCRIPTION
Remote Loopback Test	
Port	Enter the number of the port from which the Switch performs a remote-loopback test. In Stacking mode, the first field is the slot ID and the second field is the port number.
Number of Packet	Define the allowable packet number of the loopback test frames.
Packet Size	Define the allowable packet size of the loopback test frames.
Test	Click **Test** to begin the test.
Remote Loopback Mode	
Port	Enter the number of the port from which the Switch sends loopback control PDUs to initiate or terminate a remote-loopback test. In Stacking mode, the first field is the slot ID and the second field is the port number.
Start	Click **Start** to initiate a remote-loopback test from the specified port by sending Enable Loopback Control PDUs to the remote device.
Stop	Click **Stop** to terminate a remote-loopback test from the specified port by sending Disable Loopback Control PDUs to the remote device.

CHAPTER 36
PoE Setup

36.1 PoE Status (for PoE models only)

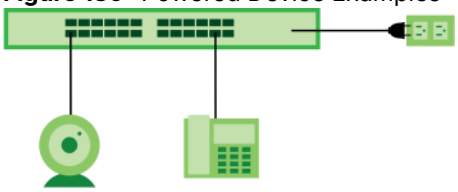
Note: The following screens are available for the PoE models only.

The PoE models supports the IEEE 802.3bt High Power over Ethernet (PoE) standard.

A powered device (PD) is a device such as an access point or a switch, that supports PoE (Power over Ethernet) so that it can receive power from another device through an Ethernet port.

In the figure below, the IP camera and IP phone get their power directly from the Switch. Aside from minimizing the need for cables and wires, PoE removes the hassle of trying to find a nearby electric outlet to power up devices.

Figure 189 Powered Device Examples

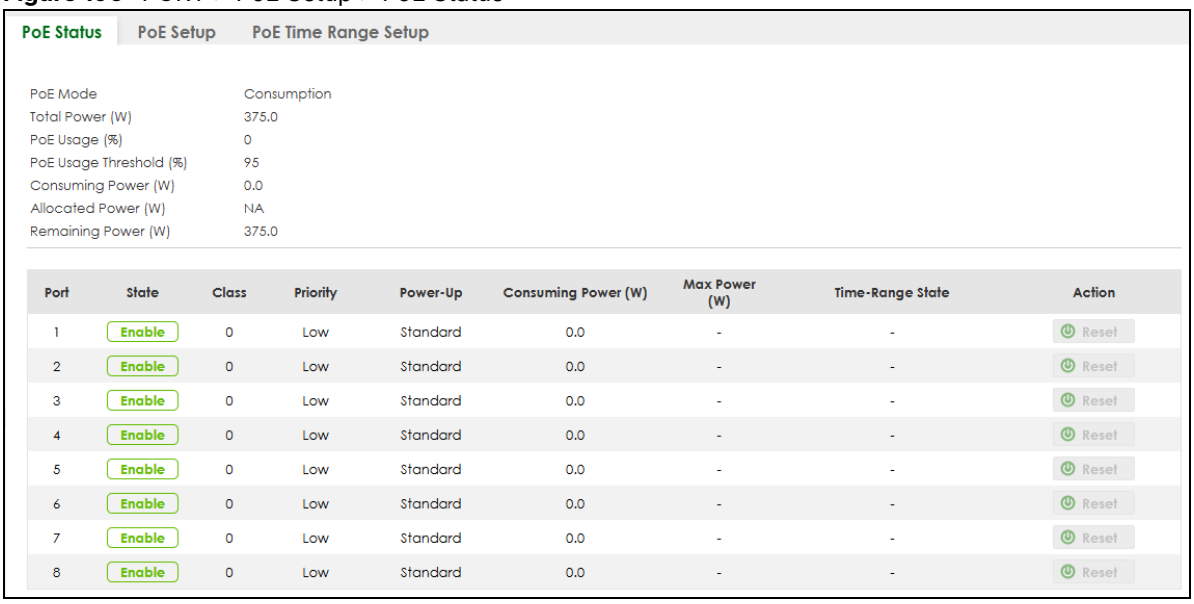


You can also set priorities so that the Switch is able to reserve and allocate power to certain PDs.

Note: The PoE (Power over Ethernet) devices that supply or receive power and their connected Ethernet cables must all be completely indoors.

To view the current amount of power that PDs are receiving from the Switch, click **PORT** > **PoE Setup** > **PoE Status**.

Figure 190 PORT > PoE Setup > PoE Status



The following table describes the labels in this screen.

Table 129 PORT > PoE Setup: PoE Setup > PoE Status

LABEL	DESCRIPTION
PoE Mode	This field displays the power management mode used by the Switch, whether it is in **Classification** or **Consumption** mode.
Total Power (W)	This field displays the total power the Switch can provide to the connected PoE-enabled devices on the PoE ports.
PoE Usage (%)	This field displays the amount of power currently being supplied to connected PoE devices (PDs) as a percentage of the total PoE power the Switch can supply. When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD priority which you configured in **PORT** > **PoE Setup** > **PoE Setup**.
PoE Usage Threshold (%)	This field displays the percentage of PoE usage. The Switch will generate a trap and/or a log when the usage exceeds the specified threshold.
Consuming Power (W)	This field displays the amount of power the Switch is currently supplying to the connected PoE-enabled devices.
Allocated Power (W)	This field displays the total amount of power the Switch (in classification mode) has reserved for PoE after negotiating with the connected PoE devices. It shows **NA** when the Switch is in consumption mode. **Consuming Power (W)** can be less than or equal but not more than the **Allocated Power (W)**.
Remaining Power (W)	This field displays the amount of power the Switch can still provide for PoE.
Port	This is the port index number.
State	This field shows which ports can receive power from the Switch. • **Disable** – The PD connected to this port cannot get power supply. • **Enable** – The PD connected to this port can receive power.

Table 129 PORT > PoE Setup: PoE Setup > PoE Status (continued)

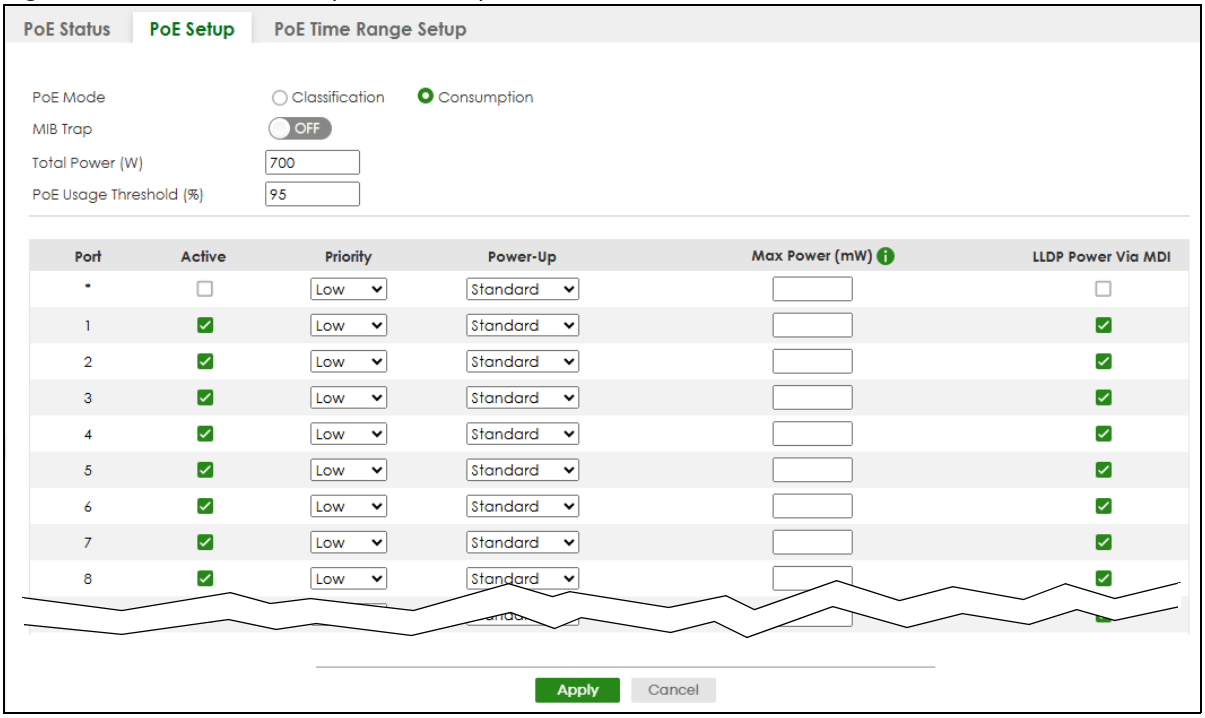
LABEL	DESCRIPTION
Class	This shows the power classification of the PD. Each PD has a specified maximum power that fall under one of the classes. The **Class** is a number from 0 to 8, where each value represents the range of power that the Switch provides to the PD. The power ranges in PoE standards are as follows. • **Class 0** – default: 0.44 W to 15.4 W. • **Class 1** – default: 0.44 W to 4 W. • **Class 2** – default: 0.44 W to 7 W. • **Class 3** – default: 0.44 W to 15.4 W. • **Class 4** – default: 0.44 W to 30 W. • **Class 5** – default: 0.45 W to 45 W. • **Class 6** – default: 0.45 W to 60 W. • **Class 7** – default: 0.468 W to 75 W. • **Class 8** – default: 0.468 W to 90 W. Note: You can extend or set a limit on the maximum power the connected PD can use on a port in **PORT** > **PoE Setup** > **PoE Setup**.
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the priority to allow the Switch to provide power to ports with higher priority first. • **Critical** has the highest priority. • **High** has the Switch assign power to the port after all critical priority ports are served. • **Low** has the Switch assign power to the port after all critical and high priority ports are served.
Power-Up	This field displays the PoE setting the Switch uses to provide power on this port.
Consuming Power (W)	This field displays the current amount of power consumed by the PD from the Switch on this port.
Max Power (W)	This field displays the maximum amount of power the PD could use from the Switch on this port. This field displays "–" if the maximum power is not specified in **PORT** > **PoE Setup** > **PoE Setup**.
Time-Range State	This field shows whether or not the port currently receives power from the Switch according to its schedule. • It shows "**In**" followed by the time range name if PoE is currently enabled on the port. • It shows "**Out**" if PoE is currently disabled on the port. • It shows **"–"** if no schedule is applied to the port. PoE is enabled by default.
Action	Click **Reset** to perform a power cycle on the port currently supplying PoE power to the connected PoE-enabled device.

36.2 PoE Setup

Use this screen to set the PoE power management mode, priority levels, power-up mode and the maximum amount of power for the connected PDs.

Click the **PoE Setup** tab in the **PORT** > **PoE Setup** screen. The following screen opens.

Figure 191 PORT > PoE Setup > PoE Setup



The following table describes the labels in this screen.

Table 130 PORT > PoE Setup > PoE Setup

LABEL	DESCRIPTION
PoE Mode	Select the power management mode you want the Switch to use. • **Classification** – Select this if you want the Switch to reserve the maximum power for each PD according to the PD's power class and priority level. If the total power supply runs out, PDs with lower priority do not get power to function. In this mode, the maximum power is reserved based on what you configure in **Max Power** or the standard power limit for each class. • **Consumption** – Select this if you want the Switch to supply the actual power that the PD needs. The Switch also allocates power based on a port's **Max Power** and the PD's power class and priority level. The Switch puts a limit on the maximum amount of power the PD can request and use. In this mode, the default maximum power that can be delivered to the PD is 30 W (IEEE 802.3at Class 4) or 22 W (IEEE 802.3af Classes 0 to 3).
MIB Trap	The Switch sends traps (monitoring event notification) to an SNMP (Simple Network Management Protocol) manager when an event occurs. See Section 24.6.1 on page 203 for more information on SNMP, MIB (Management Information Base), and SNMP traps. Select **ON** to allow sending of MIB Trap when the following situations occur: • Situation 1 – Trap sent whenever a PoE port status change occurs (PoE port delivers power or delivers no power to a PD (powered device) • Situation 2 – Trap sent in cases where the total power usage exceeds the PoE usage threshold • Situation 3 – Trap sent if total usage power decreases below the PoE usage threshold (only if previous total power usage exceeded the PoE usage threshold and a trap was sent). Note: If the **MIB Trap** is **ON**, you must also configure: • SNMP trap destination (**SYSTEM** > **SNMP** > **SNMP**), SNMP trap group (**SYSTEM** > **SNMP** > **SNMP Trap Group**) and SNMP trap port (**SYSTEM** > **SNMP** > **SNMP Trap Port**) for Situation 1 • SNMP trap destination and SNMP trap group for Situation 2 and Situation 3. See Section 24.1 on page 195 for more information on configuring SNMP.

Table 130 PORT > PoE Setup > PoE Setup (continued)

LABEL	DESCRIPTION
Total Power (W)	By default, this field displays the total power the Switch can provide to the connected PoE-enabled devices on the PoE ports. • XMG2230-28HP: **700** W (default). Enter a number ranging from 1 to 1440 W to set the maximum PoE power the PD(s) could use from this Switch. • XMG2230-52HP: **960** W (default). Enter a number ranging from 1 to 2400 W to set the maximum PoE power the PD(s) could use from this Switch. Note: This field is only for configuration when the Switch is powered up by DC power.
PoE Usage Threshold (%)	Enter a number ranging from 1 to 99 to set the threshold. The Switch will generate a trap and/or log when the actual PoE usage is higher than the specified threshold.
Port	This is the port index number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this to provide power to a PD connected to the port. If left unchecked, the PD connected to the port cannot receive power from the Switch.
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the PD priority to allow the Switch to provide power to ports with higher priority. Select **Critical** to give the highest PD priority on the port. Select **High** to set the Switch to assign the remaining power to the port after all critical priority ports are served. Select **Low** to set the Switch to assign the remaining power to the port after all critical and high priority ports are served.
Power-Up	Set how the Switch provides power to a connected PD at power-up. **Standard** – the Switch follows the IEEE 802.3 Power over Ethernet standard to supply power to the connected PDs during power-up. **Compatible** – the Switch provides PD with power on the port without performing PoE classification. Select this if the connected PD does not comply with any PoE standard. Note: When you change the **Power-Up** mode, you need to do any of the following: • Click **Reset** on the **Action** field of the port supplying PoE power to the connected PD in **PORT** > **PoE Setup** > **PoE Status**, or • Disconnect and reconnect the Ethernet cable supplying PoE power from the port to the connected PD.
Max Power (mW)	Specify the maximum amount of power the PD could use from the Switch on this port. If you leave this field blank, the Switch refers to the standard or default maximum power for each class. Note: The setting you enter here is only valid when the power-up mode is set to **Compatible**.

Table 130 PORT > PoE Setup > PoE Setup (continued)

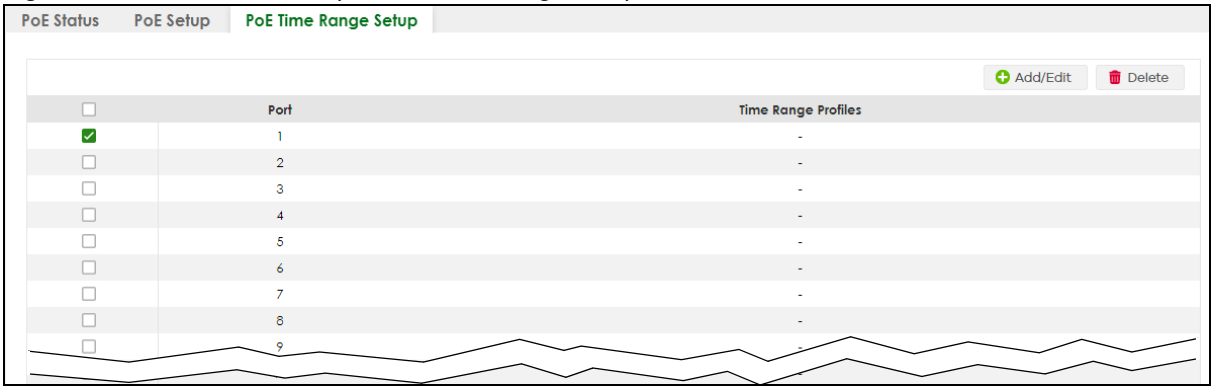
LABEL	DESCRIPTION
LLDP Power Via MDI	Select this to have the Switch negotiate PoE power with the PD connected to the port by transmitting LLDP Power Via MDI TLV frames. This helps the Switch allocate less power to the PD on this port. The connected PD must be able to request PoE power through LLDP. The Power Via MDI TLV allows PoE devices to advertise and discover the MDI power support capabilities of the sending port on the remote device. • Port Class • MDI Supported • MDI Enabled • Pair Controllable • PSE Power Pairs • Power Class
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

36.3 PoE Time Range Setup

Use this screen to apply a schedule to the ports on the Switch. You must first configure a schedule in the **SYSTEM** > **Time Range** > **Time Range** screen.

Click the **PoE Time Range Setup** tab in the **PORT** > **PoE Setup** screen. The following screen opens.

Figure 192 PORT > PoE Setup > PoE Time Range Setup



The following table describes the labels in this screen.

Table 131 PORT > PoE Setup > PoE Time Range Setup

LABEL	DESCRIPTION
Port	This field displays the index number of the port. Click a port number to change the schedule settings.
Time Range Profiles	This field displays the name of the schedule which is applied to the port. PoE is enabled at the specified time or date.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.

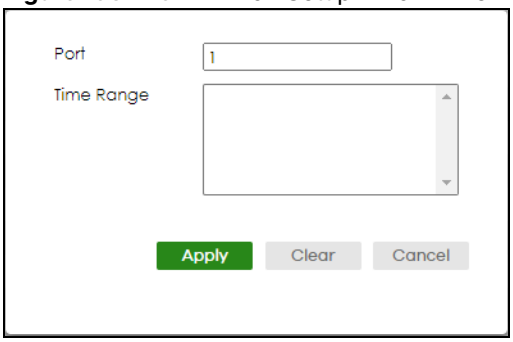
Table 131 PORT > PoE Setup > PoE Time Range Setup (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Check the rules that you want to remove and then click the **Delete** button.

36.3.1 Add/Edit PoE Time Range

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 193 PORT > PoE Setup > PoE Time Range Setup > Add/Edit



The following table describes the labels in this screen.

Table 132 PORT > PoE Setup > PoE Time Range Setup > Add/Edit

LABEL	DESCRIPTION
Port	Enter the number of the port to which you want to apply a schedule.
Time Range	This field displays the name of the schedule that you have created using the **SYSTEM** > **Time Range** > **Time Range** screen. Select a pre-defined schedule to control when the Switch enables PoE to provide power on the port. To select more than one schedule, press [SHIFT] and select the choices at the same time.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 37
Port Setup

37.1 Port Setup

Use this screen to configure Switch port settings. Click **PORT** > **Port Setup** > **Port Setup** in the navigation panel to display the configuration screen.

Figure 194 PORT> Port Setup > Port Setup (Standalone Mode)

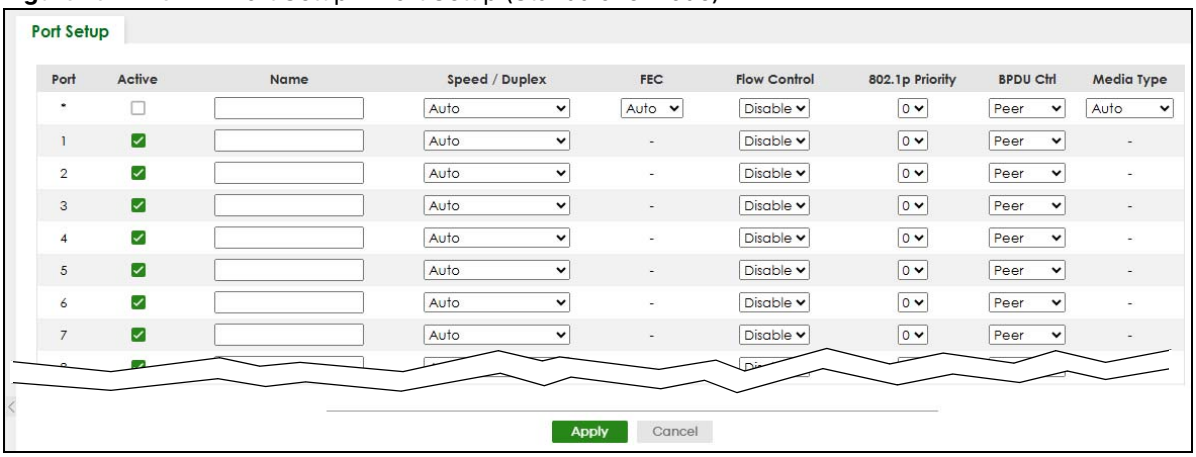
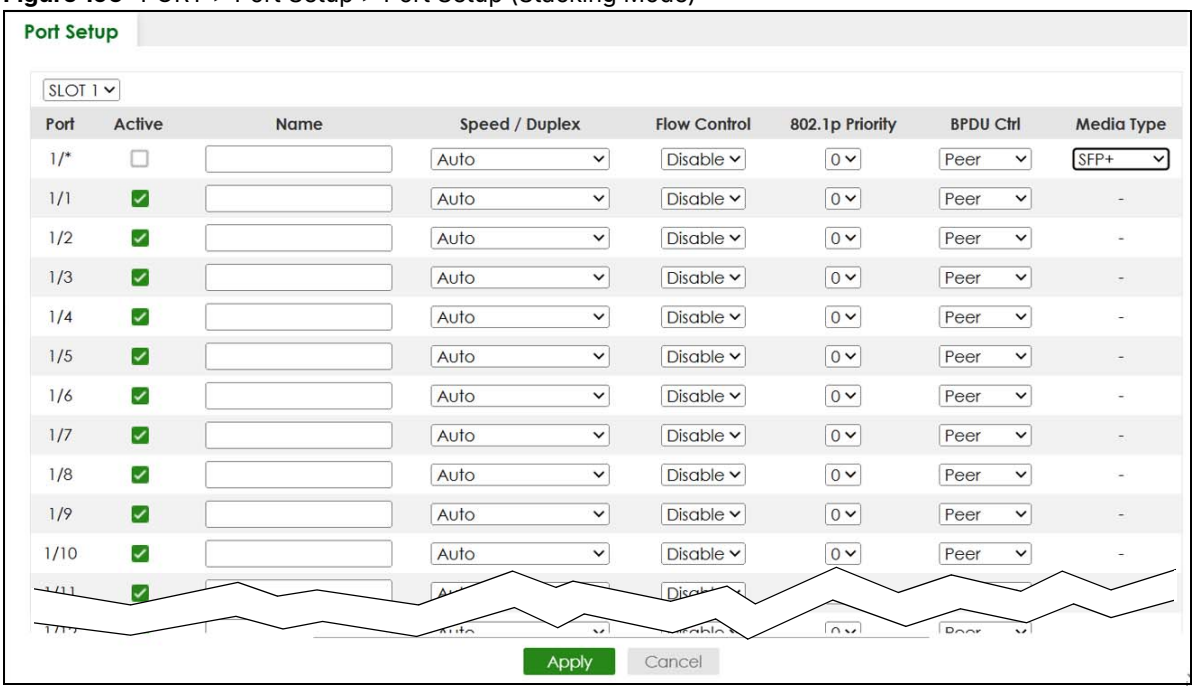


Figure 195 PORT > Port Setup > Port Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 133 PORT > Port Setup > Port Setup

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This is the port index number. In Stacking mode, the first number represents the slot ID and the second one is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable a port. The factory default for all ports is enabled. A port must be enabled for data transmission to occur.
Name	Type a descriptive name that identifies this port. You can enter up to 128 printable ASCII characters except [?], [|], ['] or ["]. Note: Due to space limitations, the port name may be truncated in some Web Configurator screens.
Speed/Duplex	Select the speed and the duplex mode of the connection on this port. For an Ethernet port, the choices are **Auto**, **10-an** (10M/auto-negotiation), **100-an** (100M/auto-negotiation), **Auto-1G**, **10M** / **Half Duplex**, **10M** / **Full Duplex**, **100M** / **Half Duplex**, **100M** / **Full Duplex**, **1G** / **Full Duplex**, **2.5G** / **Full Duplex**, **5G** / **Full Duplex**, and **10G** / **Full Duplex**. For an SFP fiber port, the choices are **Auto**, **Auto-1G**, **100M / Full Duplex**, and **1G / Full Duplex**. For an SFP+ fiber port, the choices are **Auto**, **Auto-1G**, **1G / Full Duplex**, and **10G / Full Duplex**. For an SFP28 fiber port, the choices are **Auto**, **1G** / **Full Duplex**, **10G** / **Full Duplex**, **25G-an** (25G/auto-negotiation), and **25G** / **Full Duplex**. For an QSFP28 fiber port, the choices are **100G-an** (100G/auto-negotiation), and **100G** / **Full Duplex**. Selecting **Auto-1G** or **Auto** (auto-negotiation) allows one port to negotiate with a peer port automatically to obtain the connection speed and duplex mode that both ends support. When auto-negotiation is turned on, a port on the Switch negotiates with the peer automatically to determine the connection speed and duplex mode. If the peer port does not support auto-negotiation or turns off this feature, the Switch determines the connection speed by detecting the signal on the cable and using half duplex mode. When the Switch's auto-negotiation is turned off, a port uses the pre-configured speed and duplex mode when making a connection, therefore requiring you to make sure that the settings of the peer port are the same in order to connect.

Table 133 PORT > Port Setup > Port Setup (continued)

LABEL	DESCRIPTION
FEC	To minimize signal degradation of data at high transmission speeds (for example, 25 Gbps or 100 Gbps), set the same **FEC** (Forward Error Correction) type between the Switch and the connected device. Select **Auto** to allow both connected ports to automatically set the FEC type according to the following rules: • For 10G transceivers, the FEC type on the port will automatically be **None**. • For 25G transceivers, the FEC type on the port will automatically be **CL108**. • For 100G transceivers, the FEC type on the port will automatically be **None** if the transceiver type is 100G LR4/ER4; all other types of transceiver will automatically be **CL91**. Select **CL74** when both connected ports support 25 Gbps speed and require low latency in data transmission. Select **CL91** when both connected ports support 25 Gbps and 100 Gbps speeds. Select **CL108** when both connected ports support 25 Gbps speed but low latency in data transmission is not required. Alternatively, select **None** when you do not need to set the FEC type. Note: Make sure to set the correct **Speed/Duplex** on this screen.
Flow Control	A concentration of traffic on a port decreases port bandwidth and overflows buffer memory causing packet discards and frame losses. **Flow Control** is used to regulate transmission of signals to match the bandwidth of the receiving port. The Switch uses IEEE 802.3x flow control in full duplex mode. IEEE 802.3x flow control is used in full duplex mode to send a pause signal to the sending port, causing it to temporarily stop sending signals when the receiving port memory buffers fill. Select **Tx Rx** to allow the Switch port to send pause signal to the connected device, and for the connected device to send a pause signal to the Switch. The Switch will temporarily stop sending signals after receiving pause signal. Select **Tx** to allow the Switch port to send pause signal to the connected device. Select **Rx** to allow the connected device to send a pause signal to the Switch. The Switch will temporarily stop sending signals. Otherwise, select **Disable**. For the Switch model that do not support **Tx Rx**, **Tx**, or **Rx**, select **Flow Control** to enable it.
802.1p Priority	This priority value is added to incoming frames without a (802.1p) tag.
BPDU Ctrl	Configure the way to treat BPDUs received on this port. You must activate **Bridging Control Protocol Transparency** in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen first. Select **Peer** to process any BPDU (Bridge Protocol Data Units) received on this port. Select **Tunnel** to forward BPDUs received on this port. Select **Discard** to drop any BPDU received on this port. Select **Network** to process a BPDU with no VLAN tag and forward a tagged BPDU. Note: BPDU control is only available in Standalone mode.

Table 133 PORT > Port Setup > Port Setup (continued)

LABEL	DESCRIPTION
Media Type	Select the media type (SFP+ transceiver or an SFP+ Direct Attach Copper (DAC) cable) on this port. Select **Auto** for choosing the media type automatically based on the DDMI information. This is the default setting. Select **SFP+** for a SFP+ transceiver. Select **DAC10G** for a DAC 10G module. Select **SFP28** for a SFP28 transceiver. Select **DAC25G** for a DAC 25G module. Select **QSFP28** for a QSFP28 transceiver. Select **DAC100G** for a DAC 100G module. Note: **Auto** is only available for Zyxel transceivers and the **Speed/Duplex** field is set at **Auto** or **10G / Full Duplex**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

37.2 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

37.2.1 CL (Clause) Types and Applications

The following table lists the types of FEC algorithms, also known as CLs (Clauses), and its applications.

Table 134 CL (Clause) Types and Applications

CLAUSE	APPLICATION
CL74	Support for 25 Gbps transmission speed only. Select CL74 for applications that require real-time data transmission such as VoIP services. VoIP packets need to be prioritized to prevent dropped calls and ensure crystal-clear audio quality.
CL91	Support for both 25 Gbps and 100 Gbps transmission speeds. Select CL91 for applications that require 100 Gbps transmission speed. The 100 Gbps ports can use any of the following transceivers. • 100 Gbps SR4. SR4 (Short Range 4) are for connections up to 100 meters over OM3 (Optical Fiber Cable Specification for Multi-Mode 3) fiber optic cables, or connections up to 150 meters over OM4 (Optical Fiber Cable Specification for Multi-Mode 4) fiber optic cables. • 100 Gbps CR4. CR4 (Copper 4) are for connections up to 7 meters for passive DAC type transceivers, or connections up to 10 meters for active DAC type transceivers. Passive DAC type transceivers uses less than 0.15 watt of power. Active DAC type transceivers uses more power from 0.5 to 1.0 watt. • 100 Gbps fan-out cable. A fan-out cable is a transceiver that can connect to four 25 Gbps devices. Use a fan-out cable to aggregate four 25 Gbps ports into one logical interface to provide higher bandwidth, load balancing, and link redundancy.
CL108	Support for 25 Gbps transmission speed only. Select CL108 for applications that do not require real-time data transmission such as web browsing, emails, file transfers and software updates.

37.2.2 FEC Types and Transceivers

The following table lists the FEC types and the corresponding types of transceivers to use.

Table 135 FEC Types and Transceivers

FEC TYPE	TRANSCEIVER TYPE
CL74	• 25G DAC CA-S 3m • 25G AOC 1-10m • 25G-CR CA-25G-S
CL91	• 25G DAC CA-L 5m • 25G-CR CA-25G-L The above two fan-out cable transceivers can connect to four 25 Gbps devices. A fan-out cable can aggregate four 25 Gbps ports into one logical interface, providing higher bandwidth, load balancing, and link redundancy. • 100G-CR4 (Copper 4) Use this for connections up to 7 meters for passive DAC type transceivers, or connections up to 10 meters for active DAC type transceivers. Passive DAC type transceivers uses less than 0.15 watt of power. Active DAC type transceivers uses more power from 0.5 to 1.0 watt. • 100G-SR4 (Short Range 4) Use this for connections up to 100 meters over OM3 (Optical Fiber Cable Specification for Multi-Mode 3) fiber optic cables, or connections up to 150 meters over OM4 (Optical Fiber Cable Specification for Multi-Mode 4) fiber optic cables.
CL108	• 25G-SR • 25G-LR • 25G-ER
None (No FEC)	• 10G • 25G DAC CA-N 1-3m • 25G-CR CA-25G-N • 100G-LR4 • 100G-ER4

37.2.3 FEC Types and Negotiation Results

The following table lists the FEC types of transmitting and receiving ports and the result of connection speed and duplex negotiation at 25 Gbps and 100 Gbps transmission speeds.

Table 136 FEC Types and Negotiation Results

PORT A	PORT B	NEGOTIATION RESULT
25 Gbps		
CL108	CL108	CL108
CL74	CL74	CL74
None (No FEC)	None (No FEC)	None (No FEC)
None (No FEC)	CL108	CL108
None (No FEC)	CL74	CL74
CL74	CL108	CL108
100 Gbps		
CL91	CL91	CL91
None (No FEC)	None (No FEC)	CL91
None (No FEC)	CL91	CL91

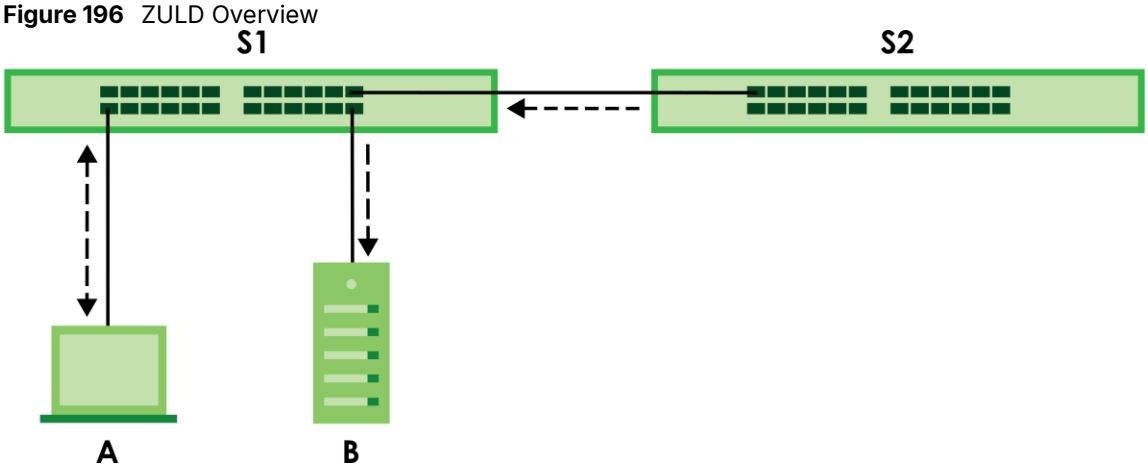
CHAPTER 38
ZULD

38.1 ZULD Overview

A unidirectional link is a connection where the link is up on both ends, but only one end can receive packets. This may happen if OAM was initially enabled but then disabled, there are mis-configured transmitting or receiving lines or the hardware is malfunctioning. Zyxel Unidirectional Link Detection (**ZULD**) is a layer-2 protocol that can detect and disable these physical one-way links before they cause loops or communication malfunction.

In the figure below, **S1**–**A** is a bidirectional link as both ends can send packets to each other. **S1**–**B** is unidirectional as **B** cannot send packets to **S1** (although the **S1**–**B** link is up). Similarly, **S2**–**S1** is unidirectional as **S1** cannot send packets to **S2** (although the **S1**–**S2** link is up).

Figure 196 ZULD Overview



38.1.1 What You Can Do

- Use the **ZULD Status** screen (Section 38.2 on page 301) to see details on ZULD.
- Use the **ZULD Setup** screen (Section 38.3 on page 303) to enable ZULD on a port, configure a mode and set the probe time.

38.1.2 What You Need to Know

- ZULD must be enabled on the Switch and the ports in order to detect unidirectional links by monitoring OAMPDUs.
- Ports advertise their unidirectional link detection capability using OAMPDUs, so all connected devices must support **OAM** as well as **ZULD**. You need to enable OAM on the Switch by going to **PORT** > **OAM** > **OAM Setup** and enable the switch in the **Active** field. OAM must be enabled on other connected devices too. If OAM is not enabled initially, **ZULD** will not work.

- If OAM is enabled initially and later disabled on one end of a link, the link will be unidirectional as that end cannot send OAMPDUs.
- OAM discovery, the sending of OAMPDUs to other ports, is initiated by an active port.
- When **ZULD** detects a unidirectional link, it sends a syslog and SNMP trap and may shut down the affected port (**Aggressive Mode**).
- If a port on the Switch is shut down by **ZULD**, and you want to recover it, then do one of the following:
  - Go to **PORT** > **Port Setup** > **Port Setup**. Clear **Active** and click **Apply**. Then select **Active** and click **Apply** again.
  - Go to **SECURITY** > **Errdisable** > **Errdisable Recovery** and set the interval for **ZULD**. After the interval expires, the closed ports will become active and start receiving packets again.
  - Use the command `port no inactive`.
- Refer to the ZULD logs to see when a unidirectional link is detected and when it is recovered to a bidirectional link.

38.2 ZULD Status

Use this screen to see details of unidirectional and bidirectional links discovered by **ZULD**. To open this screen, click **PORT** > **ZULD** > **ZULD Status**.

Figure 197 PORT > ZULD > ZULD Status (Standalone Mode)

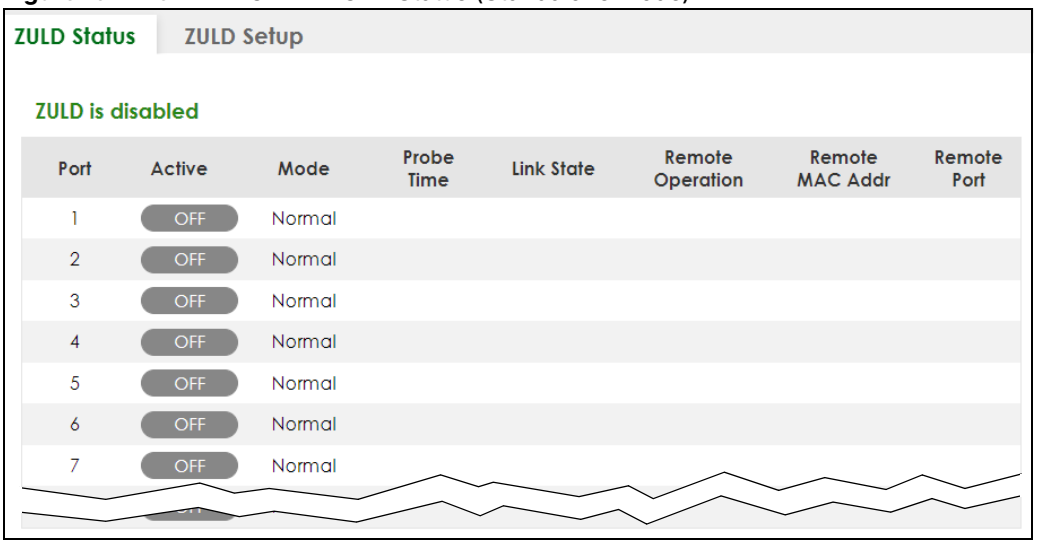
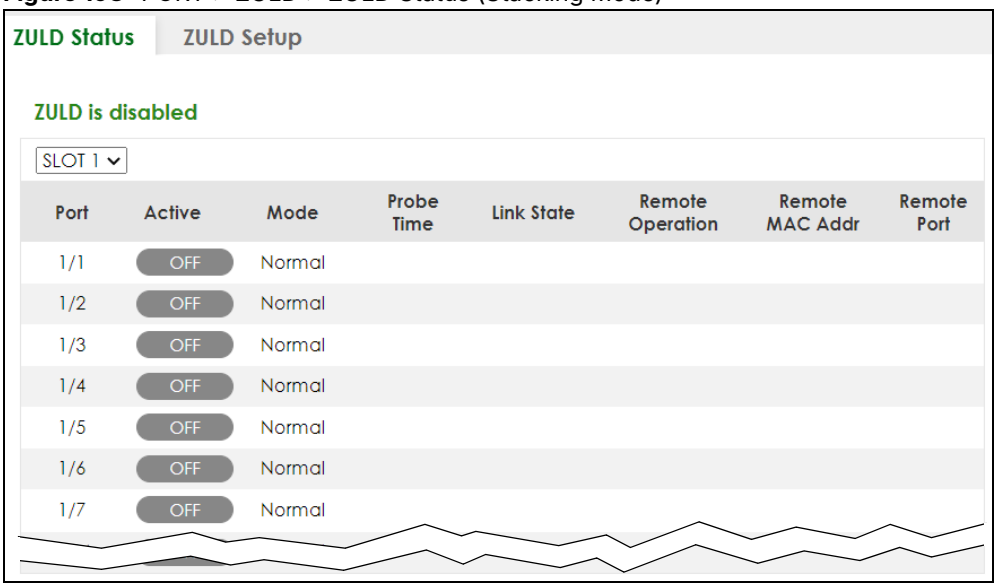


Figure 198 PORT > ZULD > ZULD Status (Stacking Mode)



The following table describes the fields in the above screen.

Table 137 PORT > ZULD > ZULD Status

LABEL	DESCRIPTION
ZULD is....	This shows whether **ZULD** is enabled or disabled on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Active	This field displays whether ZULD is enabled on the port or not. ZULD must be enabled to detect an unidirectional link by monitoring OAMPDUs.
Mode	This field indicates what **ZULD** will do when a unidirectional link is detected. In **Normal** mode, **ZULD** only sends a syslog and trap when it detects a unidirectional link. In **Aggressive** mode, **ZULD** shuts down the port (puts it into an **ErrDisable** state) as well as sends a syslog and trap when it detects a unidirectional link.
Probe Time	Probe time is the length of time that **ZULD** waits before declaring that a link is unidirectional. When the probe time expires, and one port (either on the Switch or the connected device) still has not received an OAMPDU, then **ZULD** declares that the link is unidirectional.
Link State	This field shows the following link states: • **Linkdown**: This is an initialization state, where the port is not yet up. • **Probe**: This indicates that **ZULD** is discovering the connected device on this link. • **Bidirectional**: Traffic sent by the Switch is received by the connected device on this link, and traffic from the connected device on this link is received by the Switch. • **Unidirectional**: The state of the link between the port and its connected port cannot be determined either because no ZULD message was received, or one port is not capable of sending traffic. • **Shutdown**: The port has been shut down because its link with the connected device is unidirectional and **ZULD** is in **Aggressive** mode.
Remote Operation	This field displays whether ZULD is enabled or disabled on the connected device on this link. ZULD must be enabled on the connected device and on the port that is connecting to the Switch.

Table 137 PORT > ZULD > ZULD Status (continued)

LABEL	DESCRIPTION
Remote MAC Addr	This is the MAC address of the port on the connected device to which the port of the Switch is connected.
Remote Port	This is the port number of the port on the connected device to which the port of the Switch is connected.

38.3 ZULD Setup

Use this screen to enable ZULD on a port, configure a mode and set the probe time. To open this screen, click **PORT > ZULD > ZULD Setup**.

Figure 199 PORT > ZULD > ZULD Setup (Standalone Mode)

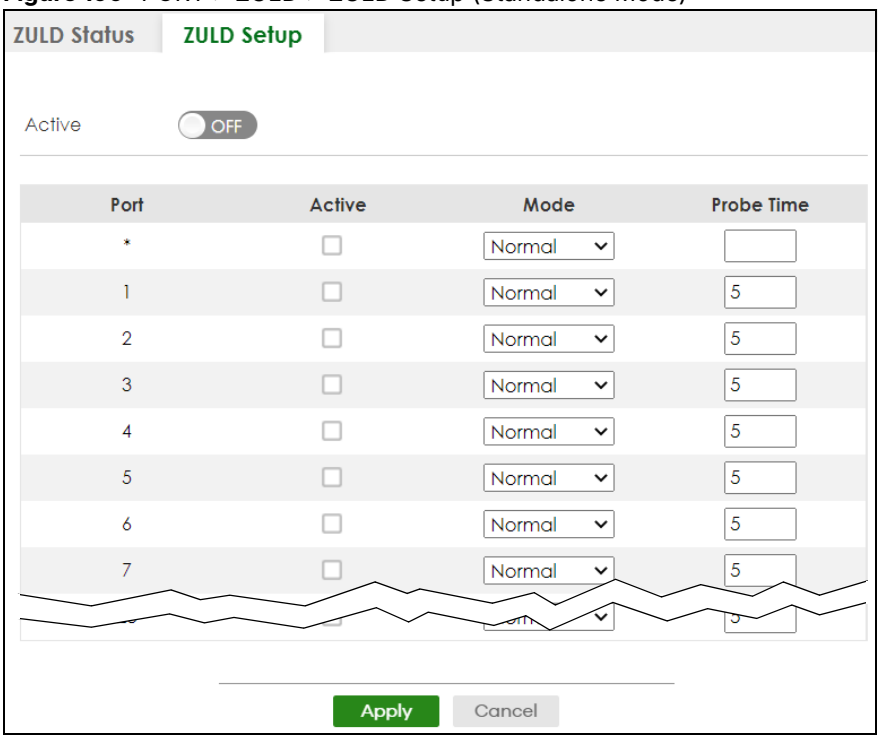
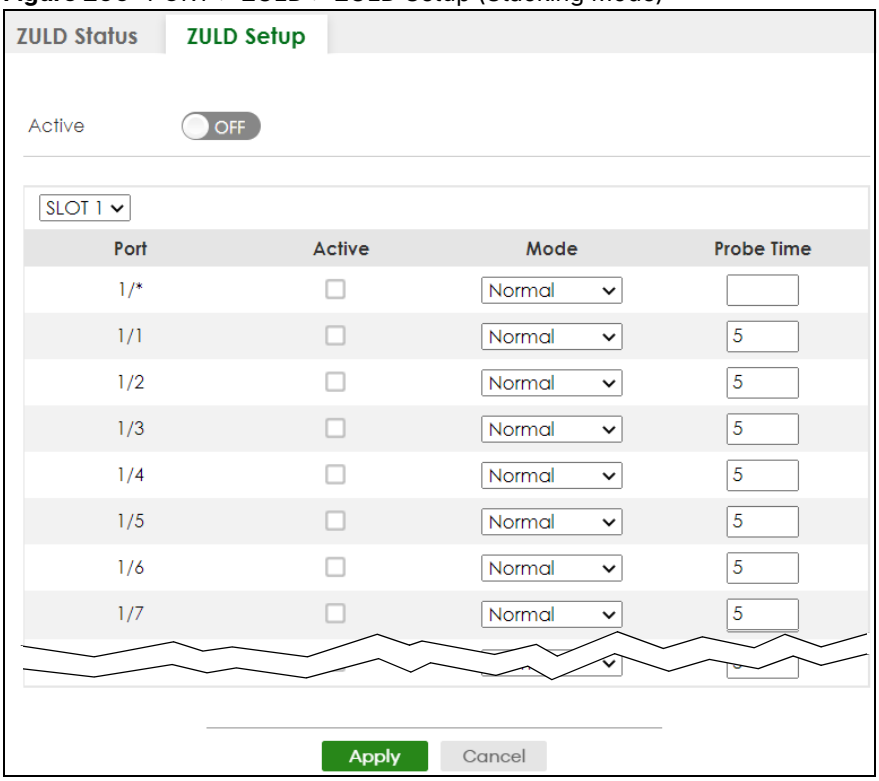


Figure 200 PORT > ZULD > ZULD Setup (Stacking Mode)



The following table describes the fields in the above screen.

Table 138 PORT > ZULD > ZULD Setup

LABEL	DESCRIPTION
Active	Enable the switch button to enable **ZULD** on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this to enable **ZULD** on the port. ZULD must be enabled to detect an unidirectional link by monitoring OAMPDUs.
Mode	Select **Normal** or **Aggressive**. In **Normal** mode, ZULD only sends a syslog and trap when it detects a unidirectional link. In **Aggressive** mode, ZULD shuts down the port (puts it into an **ErrDisable** state) as well as sends a syslog and trap when it detects a unidirectional link.
Probe Time	Type the length of time that **ZULD** waits before declaring that a link is unidirectional. When the probe time expires, and one port (either on the Switch or the connected device) still has not received an OAMPDU, then **ZULD** declares that the link is unidirectional. The allowed time range is from 5 – 65535 seconds.

Table 138 PORT > ZULD > ZULD Setup (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

CHAPTER 39
SWITCHING

The following chapters introduces the configurations of the links under the **SWITCHING** navigation panel.

Quick links to chapters:

- Layer 2 Protocol Tunneling
- Loop Guard
- MAC Pinning
- Mirroring
- Multicast
- Static Multicast Forwarding
- PPPoE
- Private VLAN
- Differentiated Services
- Queuing Method
- Priority Queue Overview
- Bandwidth Control
- sFlow
- Spanning Tree Protocol
- Static MAC Filtering
- Static MAC Forwarding
- VLAN
- VLAN Isolation
- VLAN Mapping
- VLAN Stacking
- WoL Relay

CHAPTER 40
Layer 2 Protocol Tunneling

40.1 Layer 2 Protocol Tunneling Overview

This chapter shows you how to configure layer 2 protocol tunneling on the Switch.

40.1.1 What You Can Do

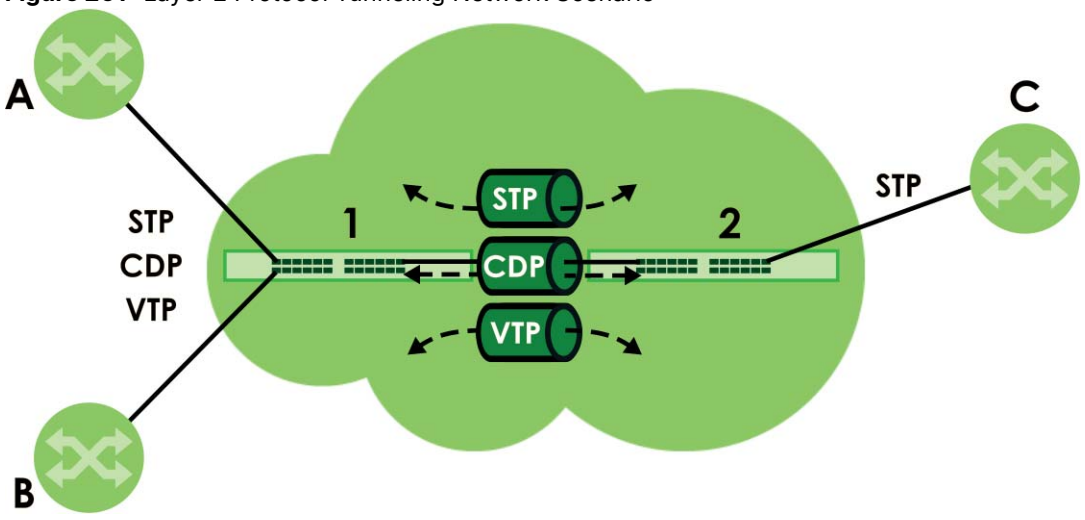
Use the **Layer 2 Protocol Tunneling** screen (Section 40.2 on page 308) to enable layer 2 protocol tunneling on the Switch and specify a MAC address with which the Switch uses to encapsulate the layer 2 protocol packets by replacing the destination MAC address in the packets.

40.1.2 What You Need to Know

Layer 2 protocol tunneling (L2PT) is used on the service provider's edge devices.

L2PT allows edge switches (**1** and **2** in the following figure) to tunnel layer 2 **STP** (Spanning Tree Protocol), **CDP** (Cisco Discovery Protocol) and **VTP** (VLAN Trunking Protocol) packets between customer switches (**A**, **B** and **C** in the following figure) connected through the service provider’s network. The edge switch encapsulates layer 2 protocol packets with a specific MAC address before sending them across the service provider’s network to other edge switches.

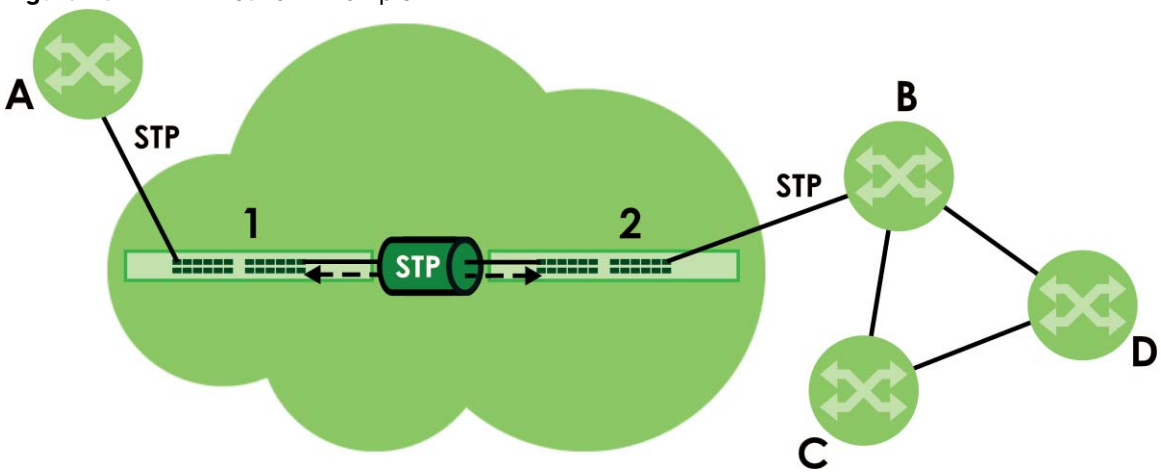
Figure 201 Layer 2 Protocol Tunneling Network Scenario



In the following example, if you enable L2PT for STP, you can have switches **A**, **B**, **C** and **D** in the same spanning tree, even though switch **A** is not directly connected to switches **B**, **C** and **D**. Topology change information can be propagated throughout the service provider’s network.

To emulate a point-to-point topology between two customer switches at different sites, such as **A** and **B**, you can enable protocol tunneling on edge switches **1** and **2** for PAGP (Port Aggregation Protocol), LACP or UDLD (Uni-Directional Link Detection).

Figure 202 L2PT Network Example



40.1.2.1 Layer 2 Protocol Tunneling Mode

Each port can have two layer 2 protocol tunneling modes, **Access** and **Tunnel**.

- The **Access** port is an ingress port on the service provider's edge device (**1** or **2** in Figure 202 on page 308) and connected to a customer switch (**A** or **B**). Incoming layer 2 protocol packets received on an access port are encapsulated and forwarded to the tunnel ports.
- The **Tunnel** port is an egress port at the edge of the service provider's network and connected to another service provider's switch. Incoming encapsulated layer 2 protocol packets received on a tunnel port are decapsulated and sent to an access port.

40.2 Configuring Layer 2 Protocol Tunneling

Click **SWITCHING** > **Layer 2 Protocol Tunneling** > **Layer 2 Protocol Tunneling** in the navigation panel to display the screen as shown.

Figure 203 SWITCHING > Layer 2 Protocol Tunneling > Layer 2 Protocol Tunneling (Standalone Mode)

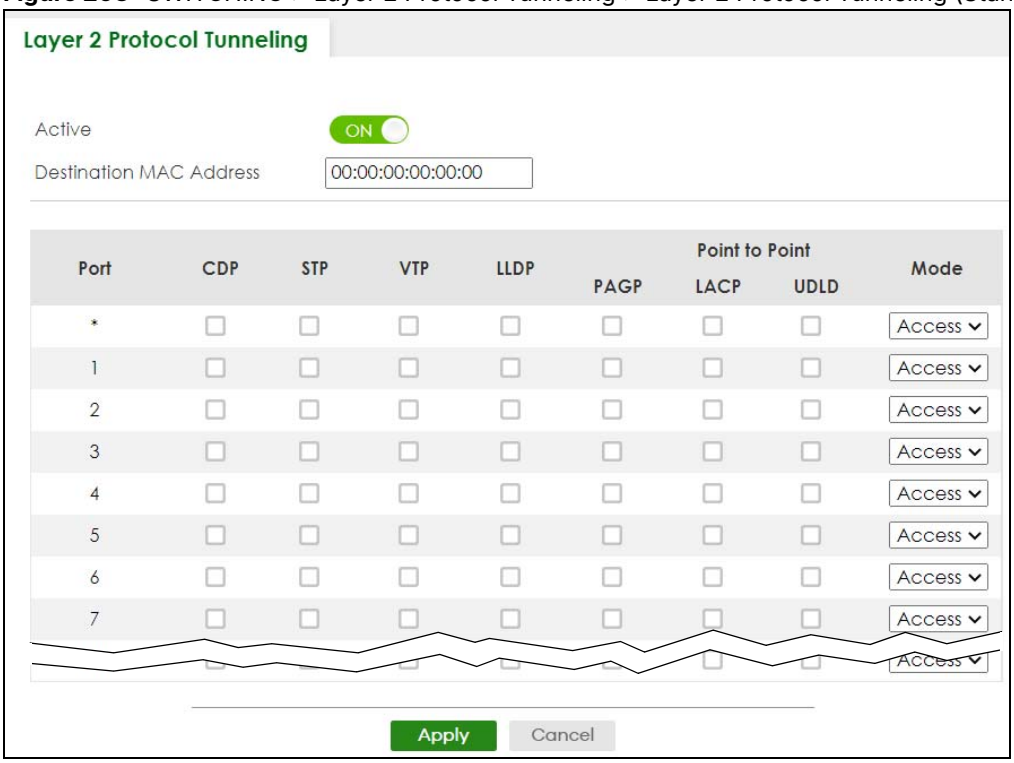
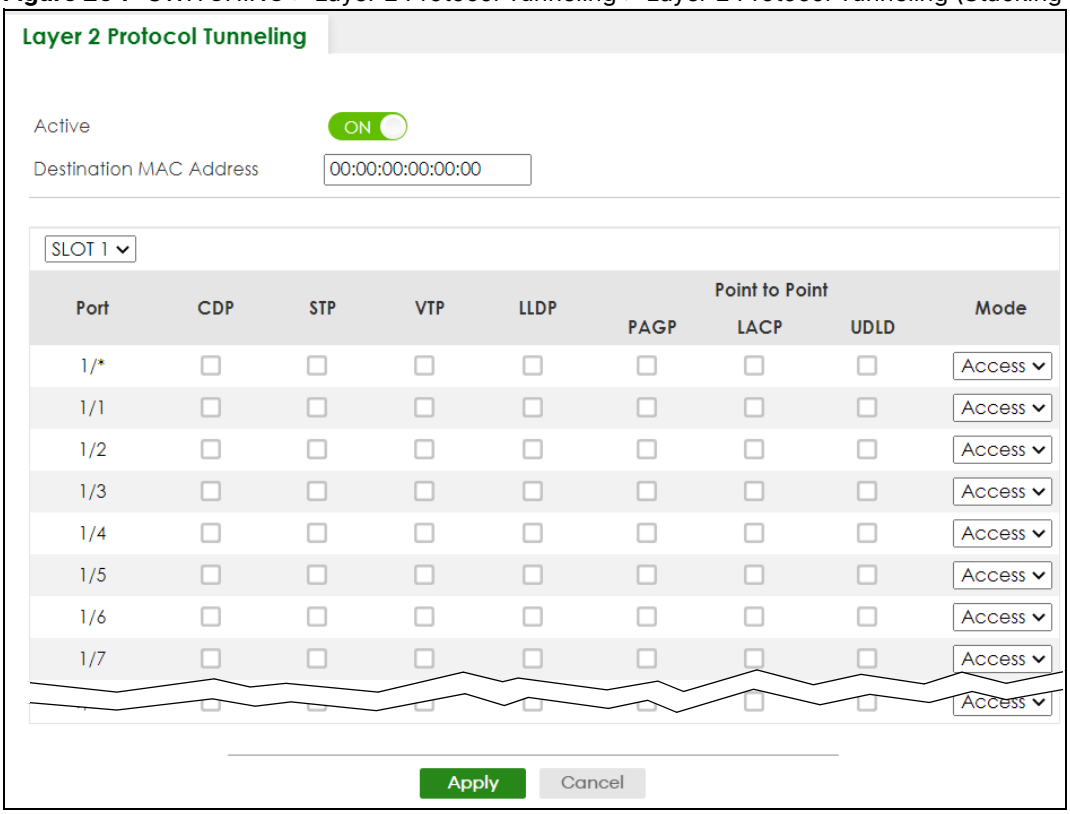


Figure 204 SWITCHING > Layer 2 Protocol Tunneling > Layer 2 Protocol Tunneling (Stacking Mode)



The following table describes the labels in this screen.

Table 139 SWITCHING > Layer 2 Protocol Tunneling > Layer 2 Protocol Tunneling

LABEL	DESCRIPTION
Active	Enable the switch button to enable layer 2 protocol tunneling on the Switch.
Destination MAC Address	Specify a MAC address with which the Switch uses to encapsulate the layer 2 protocol packets by replacing the destination MAC address in the packets. Note: The MAC address can be either a unicast MAC address or multicast MAC address. If you use a unicast MAC address, make sure the MAC address does not exist in the address table of a switch on the service provider's network. Note: All the edge switches in the service provider's network should be set to use the same MAC address for encapsulation.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
CDP	Select this option to have the Switch tunnel CDP (Cisco Discovery Protocol) packets so that other Cisco devices can be discovered through the service provider's network.
STP	Select this option to have the Switch tunnel STP (Spanning Tree Protocol) packets so that STP can run properly across the service provider's network and spanning trees can be set up based on bridge information from all (local and remote) networks.
VTP	Select this option to have the Switch tunnel VTP (VLAN Trunking Protocol) packets so that all customer switches can use consistent VLAN configuration through the service provider's network.
LLDP	Select this option to have the Switch tunnel LLDP (Link Layer Discovery Protocol) packets so that all network devices can advertise its identity and capabilities through the service provider's network.
Point to Point	The Switch supports PAGP (Port Aggregation Protocol), LACP (Link Aggregation Control Protocol) and UDLD (UniDirectional Link Detection) tunneling for a point-to-point topology. Both PAGP and UDLD are Cisco's proprietary data link layer protocols. PAGP is similar to LACP and used to set up a logical aggregation of Ethernet ports automatically. UDLD is to determine the link's physical status and detect a unidirectional link.
PAGP	Select this option to have the Switch send PAGP packets to a peer to automatically negotiate and build a logical port aggregation.
LACP	Select this option to have the Switch send LACP packets to a peer to dynamically create and manage trunk groups.
UDLD	Select this option to have the Switch send UDLD packets to a peer's port it connected to monitor the physical status of a link.
Mode	Select **Access** to have the Switch encapsulate the incoming layer 2 protocol packets and forward them to the tunnel ports. Select **Access** for ingress ports at the edge of the service provider's network. Note: You can enable L2PT services for STP, LACP, VTP, CDP, UDLD, PAGP, and LLDP on the access ports only. Select **Tunnel** for egress ports at the edge of the service provider's network. The Switch decapsulates the encapsulated layer 2 protocol packets received on a tunnel port by changing the destination MAC address to the original one, and then forward them to an access port. If the services is not enabled on an access port, the protocol packets are dropped.

Table 139 SWITCHING > Layer 2 Protocol Tunneling > Layer 2 Protocol Tunneling (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

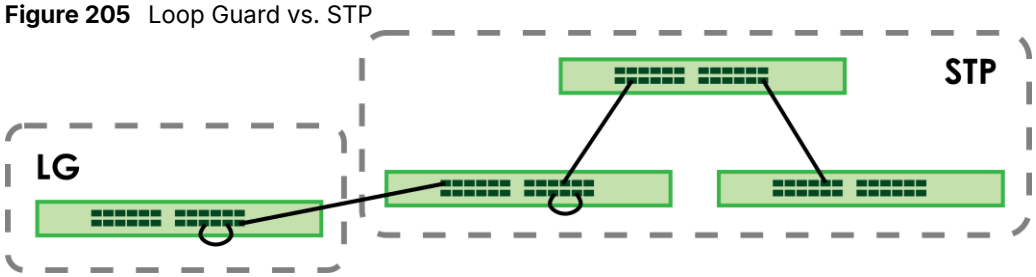
CHAPTER 41
Loop Guard

41.1 Loop Guard Overview

This chapter shows you how to configure the Switch to guard against loops on the edge of your network.

Loop guard (**LG**) allows you to configure the Switch to shut down a port if it detects that packets sent out on that port loop back to the Switch. While you can use Spanning Tree Protocol (**STP**) to prevent loops in the core of your network. STP cannot prevent loops that occur on the edge of your network.

Figure 205 Loop Guard vs. STP



Refer to Section 41.1.2 on page 312 for more information.

41.1.1 What You Can Do

Use the **Loop Guard** screen (Section 41.2 on page 313) to enable loop guard on the Switch and in specific ports.

41.1.2 What You Need to Know

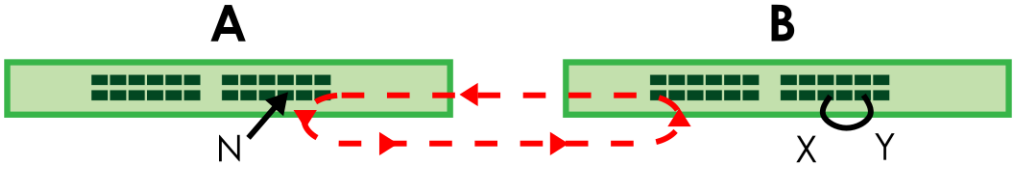
Loop guard is designed to handle loop problems on the edge of your network. This can occur when a port is connected to a Switch that is in a loop state. Loop state occurs as a result of human error. It happens when two ports on a switch are connected with the same cable. When a switch in loop state sends out broadcast messages the messages loop back to the switch and are re-broadcast again and again causing a broadcast storm.

If a switch (not in loop state) connects to a switch in loop state, then it will be affected by the switch in loop state in the following way:

- The switch (not in loop state) will receive broadcast messages sent out from the switch in loop state.
- The switch (not in loop state) will receive its own broadcast messages that it sends out as they loop back. It will then re-broadcast those messages again.

The following figure shows port **N** on switch **A** connected to switch **B**. Switch **B** has two ports, **X** and **Y**, mistakenly connected to each other. It forms a loop. When broadcast or multicast packets leave port **N** and reach switch **B**, they are sent back to port **N** on **A** as they are rebroadcast from **B**.

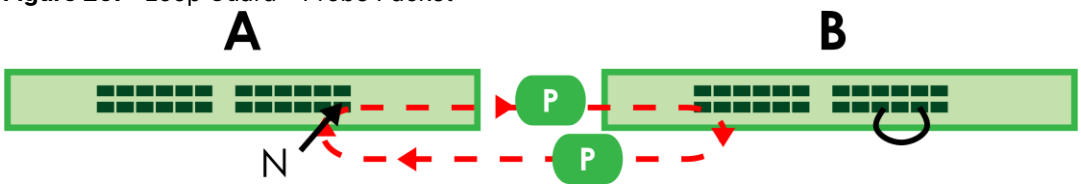
Figure 206 Switch in Loop State



The loop guard feature checks to see if a loop guard enabled port is connected to a Switch in loop state. This is accomplished by periodically sending a probe packet and seeing if the packet returns on the same port. If this is the case, the Switch will shut down the port connected to the switch in loop state.

Loop guard can be enabled on both Ethernet ports. The following figure shows a loop guard enabled port **N** on switch **A** sending a probe packet **P** to switch **B**. Since switch **B** is in loop state, the probe packet **P** returns to port **N** on **A**. The Switch then shuts down port **N** to ensure that the rest of the network is not affected by the switch in loop state.

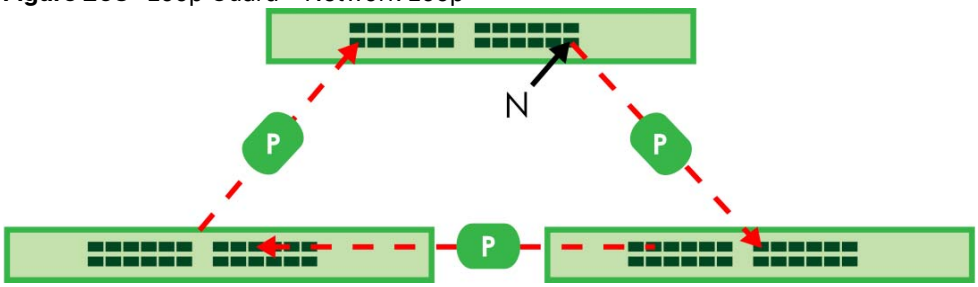
Figure 207 Loop Guard – Probe Packet



The Switch also shuts down port **N** if the probe packet returns to switch **A** on any other port. In other words loop guard also protects against standard network loops.

The following figure illustrates three switches forming a loop. A sample path of the loop guard probe packet is also shown. In this example, the probe packet is sent from port **N** and returns on another port. As long as loop guard is enabled on port **N**. The Switch will shut down port **N** if it detects that the probe packet has returned to the Switch.

Figure 208 Loop Guard – Network Loop



Note: After resolving the loop problem on your network you can re-activate the disabled port through the Web Configurator or through commands (See the CLI Reference Guide).

41.2 Loop Guard Setup

Click **SWITCHING** > **Loop Guard** > **Loop Guard** in the navigation panel to display the screen as shown.

Note: The loop guard feature cannot be enabled on the ports that have Spanning Tree Protocol (RSTP, MRSTP or MSTP) enabled.

Figure 209 SWITCHING > Loop Guard > Loop Guard (Standalone Mode)

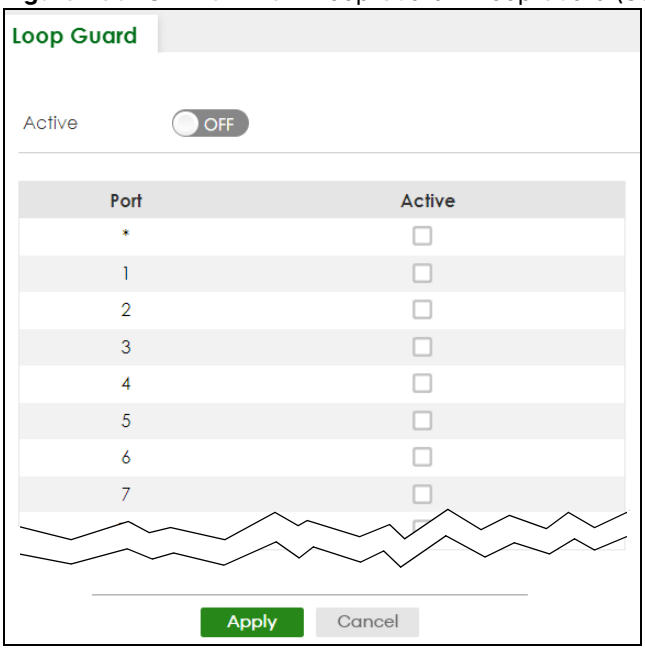
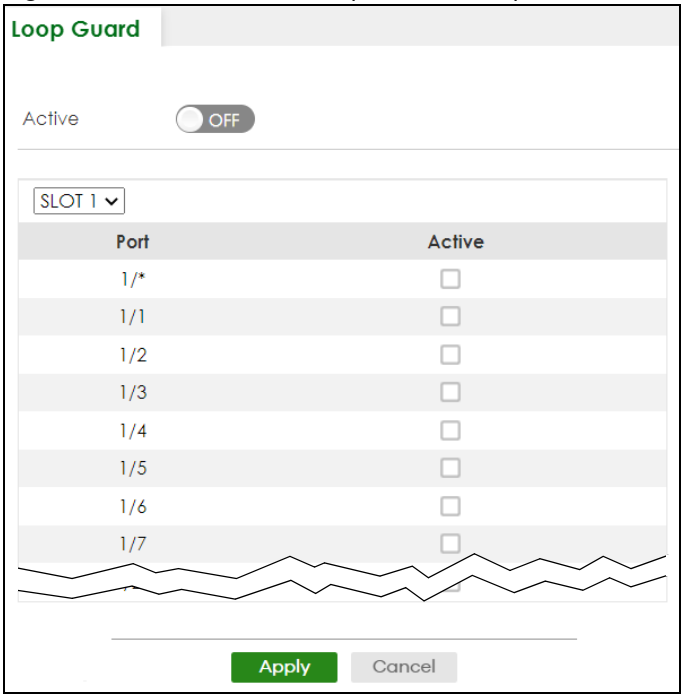


Figure 210 SWITCHING > Loop Guard > Loop Guard (Stacking Mode)



The following table describes the labels in this screen.

Table 140 SWITCHING > Loop Guard > Loop Guard

LABEL	DESCRIPTION
Active	Enable the switch button to activate loop guard function on the Switch. The Switch generates syslog, internal log messages as well as SNMP traps when it shuts down a port through the loop guard feature.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the loop guard feature on this port. The Switch sends broadcast and multicast probe packets from this port to check if the switch it is connected to is in loop state. If the switch that this port is connected is in loop state the Switch will shut down this port. Clear this checkbox to disable the loop guard feature.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 42
MAC Pinning

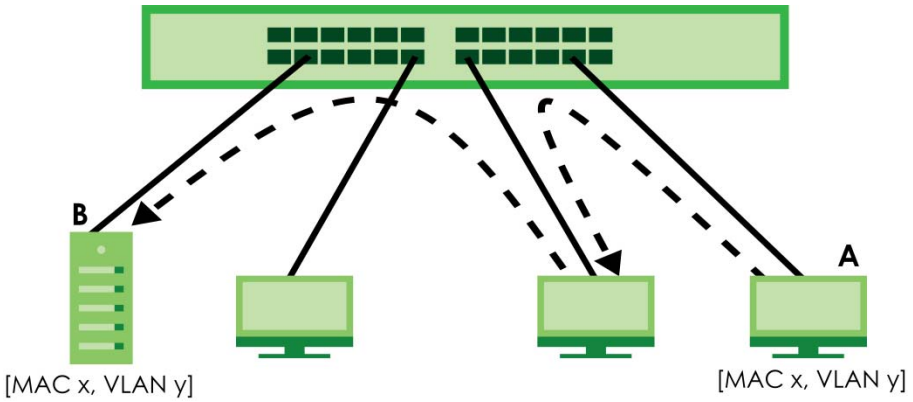
This chapter shows you how to configure MAC pinning on the Switch.

42.1 MAC Pinning Overview

When the Switch obtains a connected device's MAC address, it adds an entry in the MAC address forwarding table and uses the table to determine how to forward frames. In addition to the source MAC address of a received frame, the Switch also learns the VLAN to which the device belongs and the port on which the frame is received. If the Switch learns the same MAC address and same VLAN ID on another port, it updates the MAC address table immediately.

MAC pinning allows you to set a port or multiple ports to have priority over other ports in MAC address learning. That means when a MAC address (and VLAN ID) is learned on a MAC-pinning-enabled port, the MAC address will not be learned on any other port until the aging time for the dynamically learned MAC address in the table expires.

This helps enhance security. For example, when an attacker (**A**) sends packets to all connected clients by spoofing the source MAC address of a server (**B**) connected to one of the Switch's ports, on which MAC pinning is enabled, the responses from clients will still be forwarded to the server according to the Switch's MAC forwarding table.



42.2 MAC Pinning Configuration

Use this screen to enable MAC pinning on the Switch and on specific ports. Click **SWITCHING** > **MAC Pinning** > **MAC Pinning** in the navigation panel to open the following screen.

Figure 211 SWITCHING > MAC Pinning > MAC Pinning (Standalone Mode)

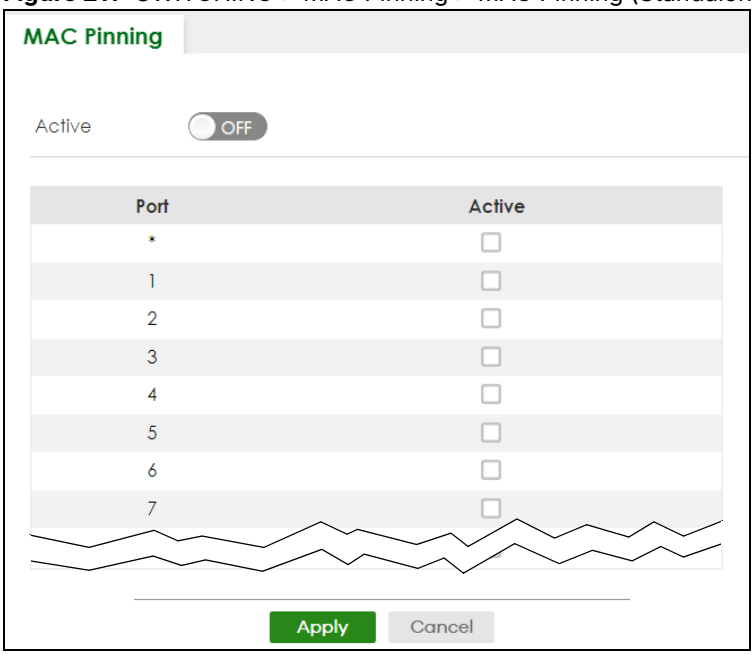
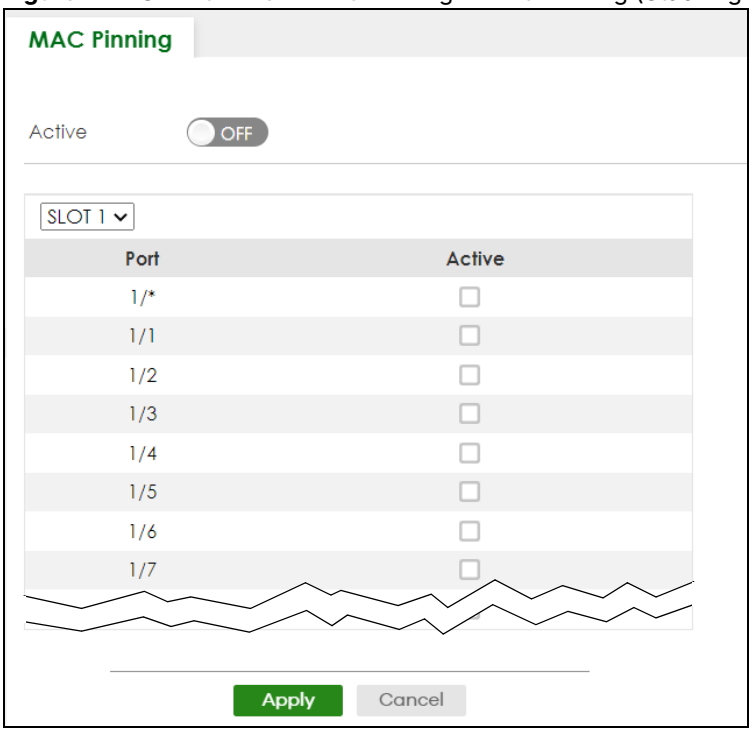


Figure 212 SWITCHING > MAC Pinning > MAC Pinning (Stacking Mode)



The following table describes the labels in this screen.

Table 141 SWITCHING > MAC Pinning > MAC Pinning

LABEL	DESCRIPTION
Active	Enable the switch button to turn on the MAC pinning function on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.

Table 141 SWITCHING > MAC Pinning > MAC Pinning (continued)

LABEL	DESCRIPTION
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable MAC pinning on this port. The port then has priority over other ports in MAC address learning. Clear this checkbox to disable MAC pinning.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 43
Mirroring

43.1 Mirroring Overview

This chapter discusses port mirroring setup screens.

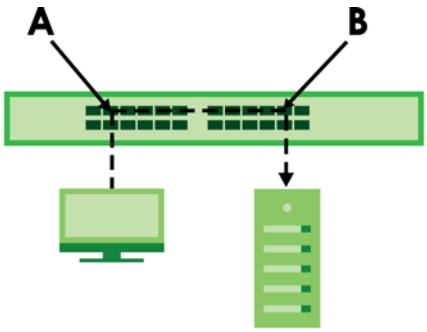
Port mirroring allows you to copy a traffic flow to a monitor port (the port you copy the traffic to) in order that you can examine the traffic from the monitor port without interference.

43.1.1 What You Need to Know

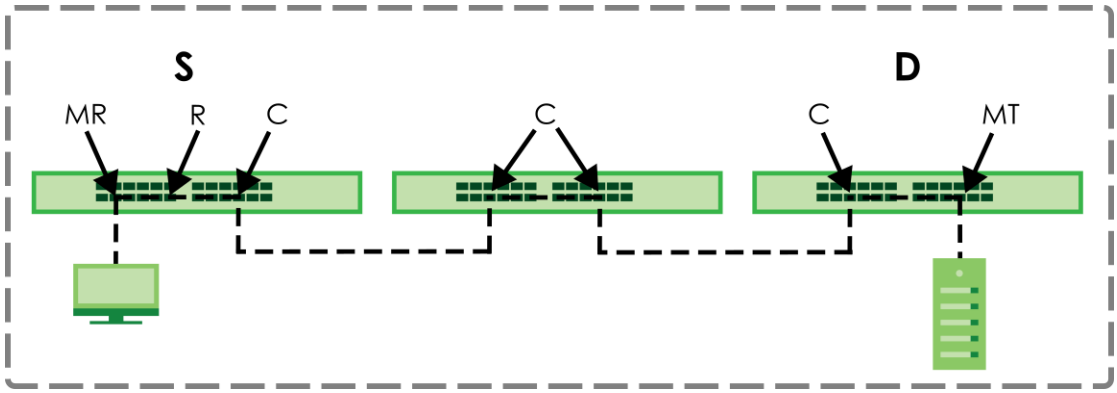
Read on for concepts on Mirroring that can help you configure the screens in this chapter.

The Switch supports both local port mirroring and remote port mirroring.

In local port mirroring, the mirroring ports (**A**) (through which traffic you copy passes) and the monitor port (**B**) are on the same device.

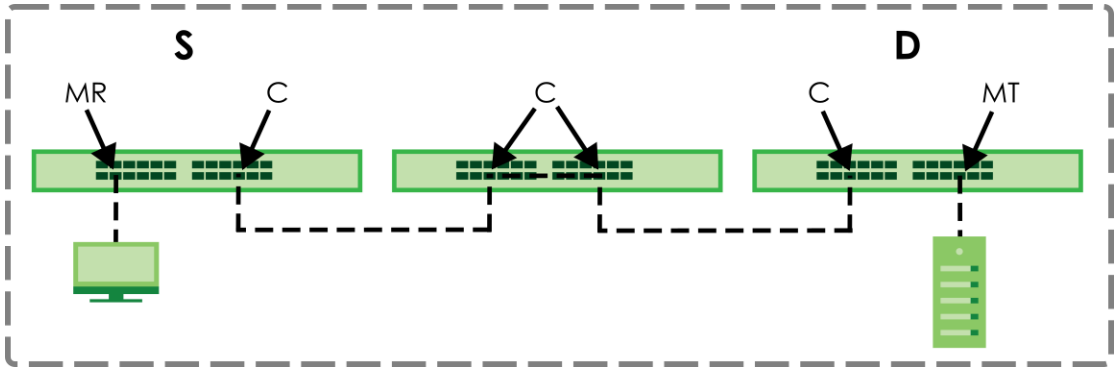


In remote port mirroring (RMirror), the mirroring ports (**MR**) and monitor port (**MT**) can be on different devices in a network. You can use it to monitor multiple switches across your network. The traffic from the source device's (**S**) mirroring ports (**MR**) is sent to a reflector port (**R**) for VLAN tagging and copied to the connected ports (**C**). Traffic are then carried over the specified remote port mirroring (RMirror) VLAN and sent to the destination (**D**) device's monitor port (**MT**) through the connected ports (**C**) that connect to other switches.



Single-Destination RMirror

If the mirrored traffic is forwarded to one single destination Switch (**D**), you can disable the reflector port (**R**). The Switch adds RMirror VLAN tag and forwards mirrored traffic from the mirroring port (**MR**) to the connected port (**C**) directly.



43.2 Local Port Mirroring

Click **SWITCHING** > **Mirroring** > **Mirroring** in the navigation panel to display the **Mirroring** screen. Use this screen to select a monitor port and specify the traffic flow to be copied to the monitor port.

Figure 213 SWITCHING > Mirroring > Mirroring (Standalone Mode)

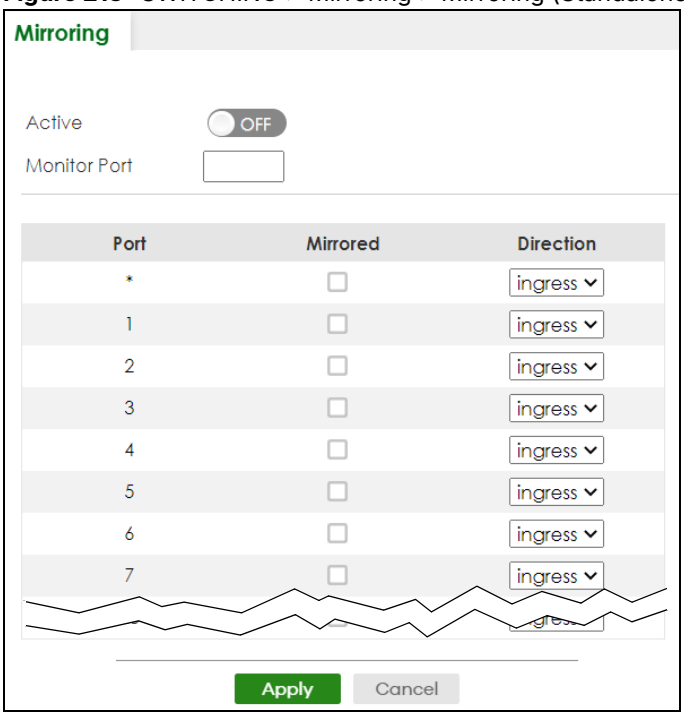
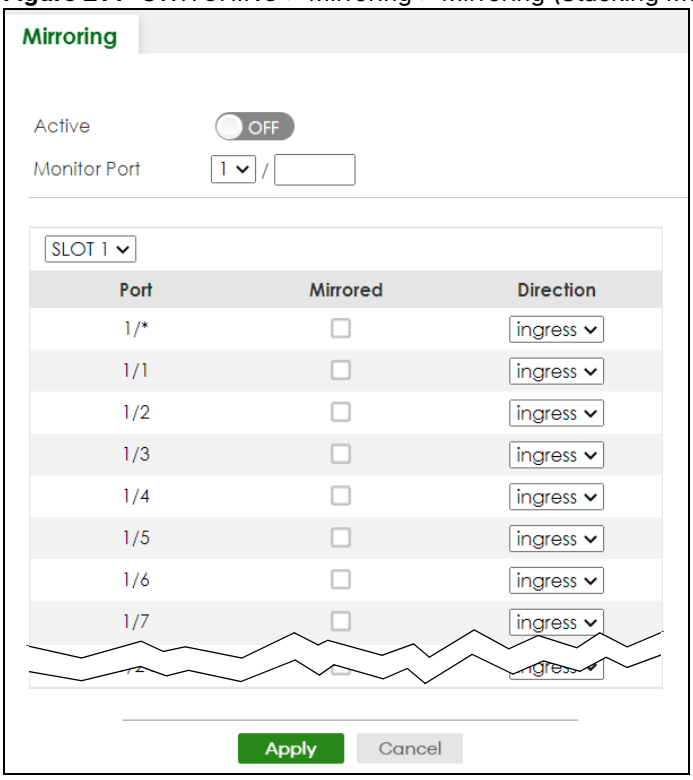


Figure 214 SWITCHING > Mirroring > Mirroring (Stacking Mode)



The following table describes the labels in this screen.

Table 142 SWITCHING > Mirroring > Mirroring

LABEL	DESCRIPTION
Active	Enable the switch button to activate port mirroring on the Switch. Disable the switch to disable the feature.
Monitor Port	The monitor port is the port you copy the traffic to in order to examine it in more detail without interfering with the traffic flow on the original ports. Type the port number of the monitor port. In Stacking mode, the first box field is the slot ID and the second field is the port number.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Mirrored	Select this option to mirror the traffic on a port.
Direction	Specify the direction of the traffic to mirror by selecting from the drop-down list box. Choices are **Egress** (outgoing), **Ingress** (incoming) and **Both**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

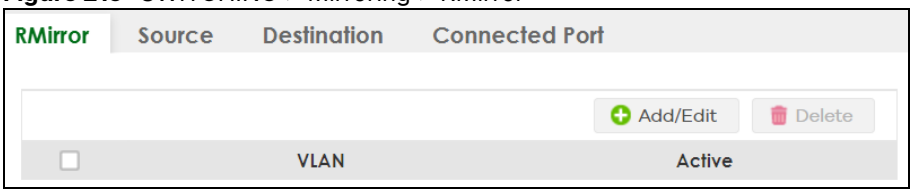
43.3 Remote Port Mirroring

Use this screen to view and configure a remote port mirroring (RMirror) VLAN through which the mirrored traffic is forwarded.

Note: Your Switch automatically creates a static VLAN (with the same VID) when you create a RMirror VLAN in this screen.

Click **SWITCHING** > **Mirroring** > **RMirror** in the navigation panel. The following screen opens.

Figure 215 SWITCHING > Mirroring > RMirror



The following table describes the labels in this screen.

Table 143 SWITCHING > Mirroring > RMirror

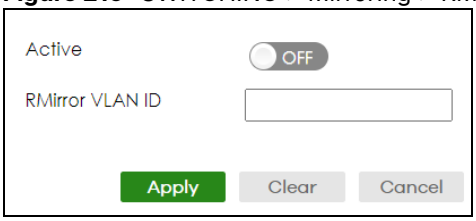
LABEL	DESCRIPTION
VLAN	This field displays the ID number of the RMirror VLAN.
Active	This field displays whether the VLAN is enabled or not.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

43.3.1 Add/Edit Remote Port Mirroring

Use this screen to create or edit a remote port mirroring (RMirror) VLAN through which the mirrored traffic is forwarded.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Mirroring** > **RMirror** screen to display this screen.

Figure 216 SWITCHING > Mirroring > RMirror > Add/Edit



The following table describes the labels in this screen.

Table 144 SWITCHING > Mirroring > RMirror > Add/Edit

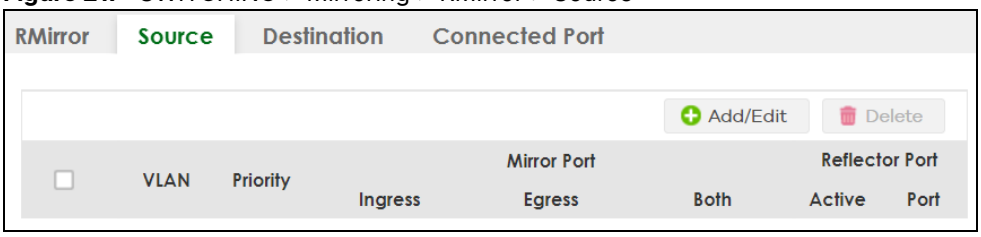
LABEL	DESCRIPTION
Active	Enable the switch button to enable the VLAN.
RMirror VLAN ID	Specify the ID number of remote port mirroring (RMirror) VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

43.4 Source

Use this screen to configure the reflector port and specify the traffic flow to be copied to the monitor port when the Switch is the source device in remote port mirroring.

Click **SWITCHING** > **Mirroring** > **RMirror** > **Source** to display the screen as shown.

Figure 217 SWITCHING > Mirroring > RMirror > Source



The following table describes the labels in this screen.

Table 145 SWITCHING > Mirroring > RMirror > Source

LABEL	DESCRIPTION
VLAN	This field displays the ID number of RMirror VLAN over which the mirrored traffic is forwarded.
Priority	This field displays the priority of the mirrored traffic.
Mirror Port	
Ingress	This field displays the number of ports on which the incoming traffic is mirrored.
Egress	This field displays the number of ports on which the outgoing traffic is mirrored.
Both	This field displays the number of ports on which the incoming and outgoing traffic is mirrored.
Reflector Port	
Active	This field displays whether the reflector port is enabled or not.
Port	This field displays the number of reflector port in this RMirror VLAN.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

43.4.1 Add/Edit Source

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Mirroring** > **RMirror** > **Source screen** to display this screen.

Figure 218 SWITCHING > Mirroring > RMirror > Source > Add/Edit (Standalone Mode)

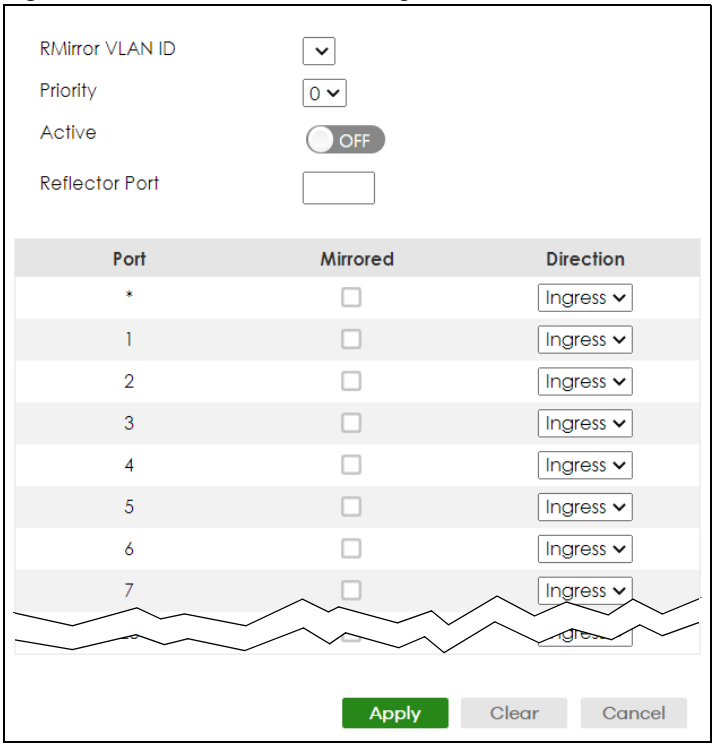
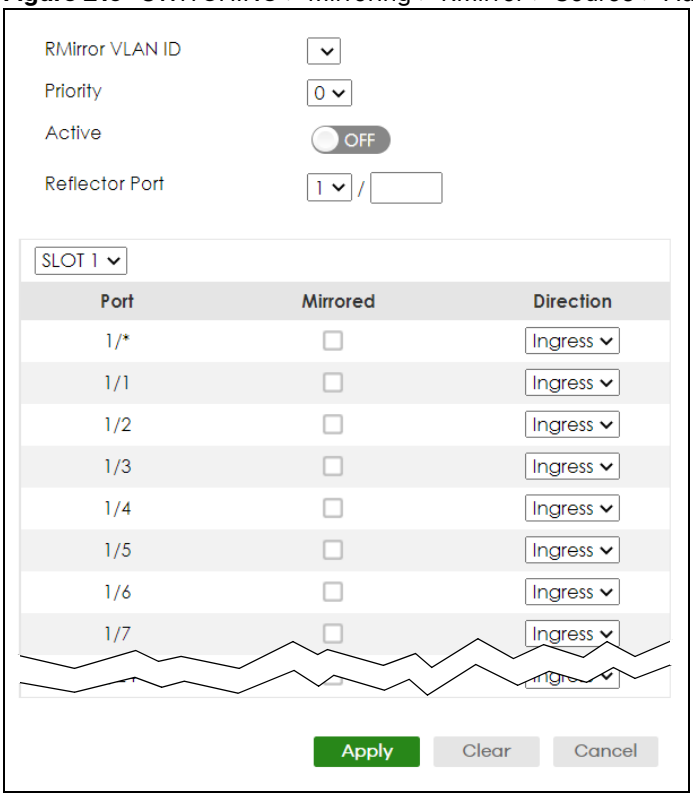


Figure 219 SWITCHING > Mirroring > RMirror > Source > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 146 SWITCHING > Mirroring > RMirror > Source > Add/Edit

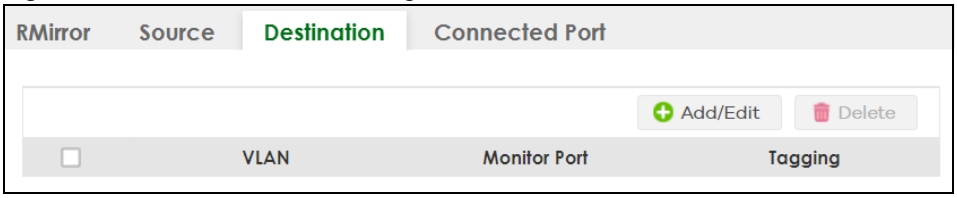
LABEL	DESCRIPTION
RMirror VLAN ID	Select the RMirror VLAN over which the mirrored traffic is forwarded.
Priority	Enter the priority of the mirrored traffic.
Active	Enable the switch button to enable the specified reflector port.
Reflector Port	Enter the number of reflector port that adds the RMirror VLAN tag to all mirrored traffic and forwards traffic to the connected ports in the same RMirror VLAN. In Stacking mode, the first box field is the slot ID and the second field is the port number.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Mirrored	Select this option to mirror the traffic on a port.
Direction	Specify the direction of the traffic to mirror by selecting from the drop-down list box. Choices are **Egress** (outgoing), **Ingress** (incoming) and **Both**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

43.5 Destination

Use this screen to view and specify the RMirror VLAN and configure the monitor port when the Switch is the destination device in remote port mirroring.

Click **SWITCHING** > **Mirroring** > **RMirror** > **Destination** to display the following screen.

Figure 220 SWITCHING > Mirroring > RMirror > Destination



The following table describes the labels in this screen.

Table 147 SWITCHING > Mirroring > RMirror > Destination

LABEL	DESCRIPTION
VLAN	This field displays the ID number of RMirror VLAN over which the mirrored traffic is forwarded.
Monitor Port	This field displays the number of port that receives the mirrored traffic from the source device for analysis.
Tagging	This field displays whether the mirrored traffic is tagged with the RMirror VLAN ID.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

43.5.1 Add/Edit Destination

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Mirroring** > **RMirror** > **Destination** to display this screen.

Figure 221 SWITCHING > Mirroring > RMirror > Destination > Add/Edit (Standalone Mode)

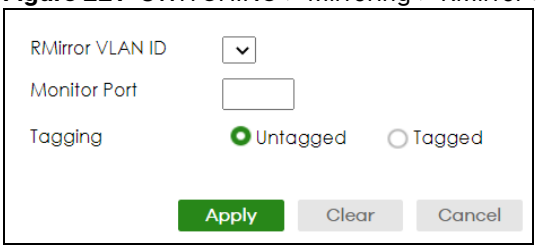
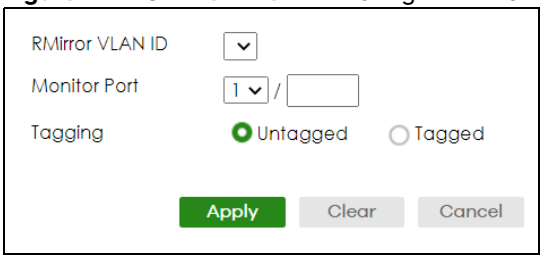


Figure 222 SWITCHING > Mirroring > RMirror > Destination > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 148 SWITCHING > Mirroring > RMirror > Destination > Add/Edit

LABEL	DESCRIPTION
RMirror VLAN ID	Select the RMirror VLAN over which the mirrored traffic is forwarded.
Monitor Port	Specify the port to which you copy the traffic in order to examine it in more detail without interfering with the traffic flow on the original ports. In Stacking mode, the first box field is the slot ID and the second field is the port number.
Tagging	Select whether to add the RMirror VLAN tag to mirrored traffic on the monitor port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.

Table 148 SWITCHING > Mirroring > RMirror > Destination > Add/Edit (continued)

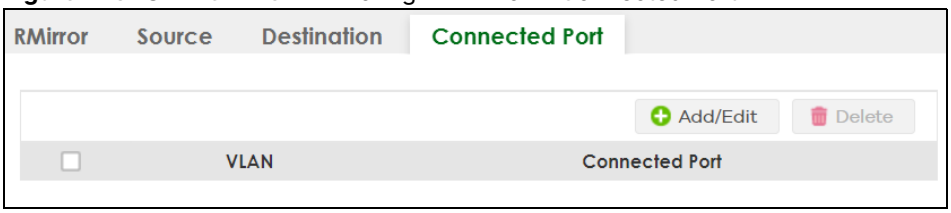
LABEL	DESCRIPTION
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

43.6 Connected Port

Use this screen to select the RMirror VLAN and specify the ports that helps forward mirrored traffic to other connected switches and/or receive mirrored traffic from other connected port in the same RMirror VLAN.

Click **SWITCHING** > **Mirroring** > **RMirror** > **Connected Port** to display the following screen.

Figure 223 SWITCHING > Mirroring > RMirror > Connected Port



The following table describes the labels in this screen.

Table 149 SWITCHING > Mirroring > RMirror > Connected Port

LABEL	DESCRIPTION
VLAN	This field displays the ID number of port mirroring VLAN over which the mirrored traffic is forwarded.
Connected Port	This field displays the number of ports that helps forward mirrored traffic to other connected switches.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

43.6.1 Add/Edit Connected Ports

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Mirroring** > **RMirror** > **Connected Port** screen to display this screen.

Figure 224 SWITCHING > Mirroring > RMirror > Connected Port > Add/Edit (Standalone Mode)

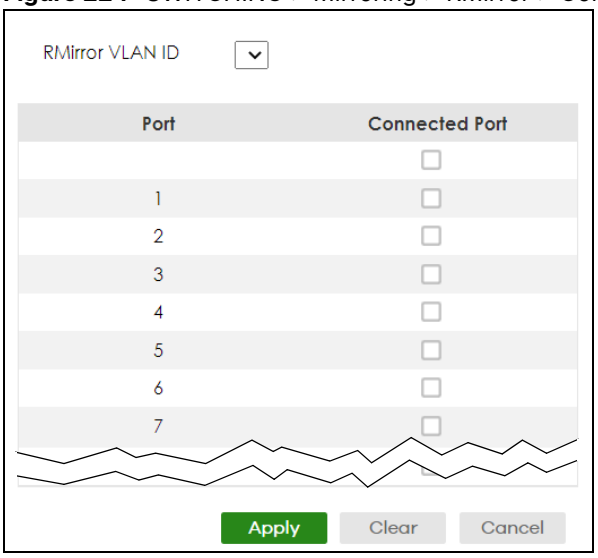
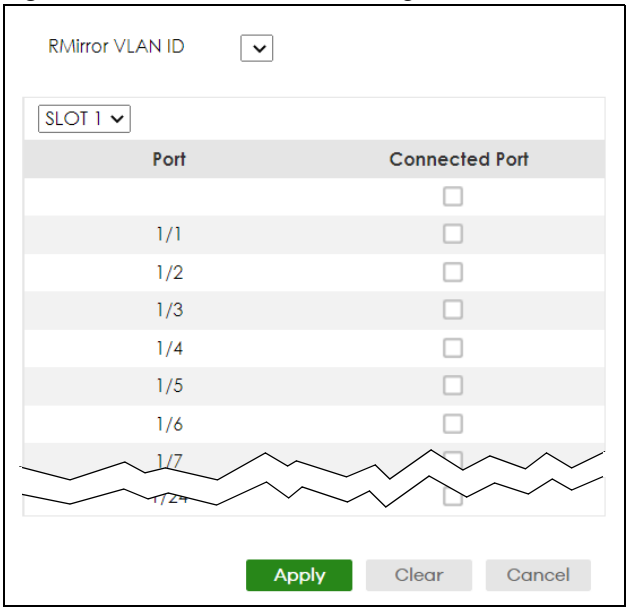


Figure 225 SWITCHING > Mirroring > RMirror > Connected Port > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 150 SWITCHING > Mirroring > RMirror > Connected Port > Add/Edit

LABEL	DESCRIPTION
RMirror VLAN ID	Select the RMirror VLAN over which the mirrored traffic is forwarded.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 150 SWITCHING > Mirroring > RMirror > Connected Port > Add/Edit (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Connected Port	When the Switch is a source device in remote port mirroring, select this option to have the port help forward mirrored traffic to the connected port of the intermediate or destination device in the same RMirror VLAN. When the Switch is an intermediate device in remote port mirroring, select this option to have the port receive mirrored traffic from the connected source or another intermediate device or forward mirrored traffic to the connected destination or another intermediate device in the same RMirror VLAN. When the Switch is a destination device in remote port mirroring, select this option to have the port receive mirrored traffic from the connected source or intermediate device in the same RMirror VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 44
Multicast

44.1 Multicast Overview

This chapter shows you how to configure various multicast features.

Traditionally, IP packets are transmitted in one of either two ways – Unicast (one sender to one recipient) or Broadcast (one sender to everybody on the network). Multicast delivers IP packets to just a group of hosts on the network.

IGMP (Internet Group Management Protocol) is a network-layer protocol used to establish membership in a multicast group – it is not used to carry user data. Refer to RFC 1112, RFC 2236 and RFC 3376 for information on IGMP versions 1, 2 and 3 respectively.

The Multicast Listener Discovery (MLD) protocol (defined in RFC 2710) is derived from IPv4's Internet Group Management Protocol version 2 (IGMPv2). MLD uses ICMPv6 message types, rather than IGMP message types. MLDv1 is similar to IGMPv2 and MLDv2 is similar to IGMPv3. MLD allows an IPv6 switch or router to discover the presence of MLD listeners who wish to receive multicast packets and the IP addresses of multicast groups the hosts want to join on its network.

MLD snooping and MLD proxy are analogous to IGMP snooping and IGMP proxy in IPv4. MLD filtering controls which multicast groups a port can join.

44.1.1 What You Can Do – IPv4 Multicast

- Use the **IPv4 Multicast Status** screen (Section 44.2 on page 335) to view IPv4 multicast group information.
- Use the **IGMP Snooping** screen (Section 44.3 on page 336) to enable IGMP snooping to forward group multicast traffic only to ports that are members of that group.
- Use the **IGMP Snooping VLAN** screen (Section 44.4 on page 340) to perform IGMP snooping on VLANs.
- Use the **IGMP Filtering Profile** (Section 44.5 on page 341) to specify a range of multicast groups that clients connected to the Switch are able to join.

44.1.2 What You Can Do – IPv6 Multicast

- Use the **IPv6 Multicast Status** screen (Section 44.6 on page 344) to view IPv6 multicast group information.
- Use the **MLD Snooping-proxy** screen (Section 44.7 on page 344) to enable the upstream port to report group changes to a connected multicast router and forward MLD messages to other upstream ports.
- Use the **MLD Snooping-proxy VLAN** screen (Section 44.8 on page 345) to enable and configure MLD snooping-proxy settings on the VLANs you specified.

- Use the **MLD Snooping-proxy Port Role Setting** screen (Section 44.9 on page 347) to assign MLD snooping-proxy port roles and configure Leave settings for each port.
- Use the **MLD Snooping-proxy Filtering** screen (Section 44.10 on page 348) to enable and configure MLD snooping-proxy filtering.
- Use the **MLD Snooping-proxy Filtering Profile** screen (Section 44.11 on page 350) to create/edit MLD snooping-proxy filtering profiles.

44.1.3 What You Can Do – MVR

- Use the **MVR** screen (Section 44.12 on page 352) to create multicast VLANs and select the receiver ports and a source port for each multicast VLAN.
- Use the **Group Setup** screen (Section 44.13 on page 355) to configure MVR IP multicast group addresses.

44.1.4 What You Need to Know

Read on for concepts on Multicasting that can help you configure the screens in this chapter.

IP Multicast Addresses

In IPv4, a multicast address allows a device to send packets to a specific group of hosts (multicast group) in a different subnetwork. A multicast IP address represents a traffic receiving group, not individual receiving devices. IP addresses in the Class D range (224.0.0.0 to 239.255.255.255) are used for IP multicasting. Certain IP multicast numbers are reserved by IANA for special purposes (see the IANA website for more information).

In IPv6, multicast addresses provide the same functionality as IPv4 broadcast addresses. Broadcasting is not supported in IPv6. A multicast address allows a host to send packets to all hosts in a multicast group. Multicast scope allows you to determine the size of the multicast group. A multicast address has a predefined prefix of ff00::/8.

IGMP Filtering

With the IGMP filtering feature, you can control which IGMP groups a subscriber on a port can join. This allows you to control the distribution of multicast services (such as content information distribution) based on service plans and types of subscription.

You can set the Switch to filter the multicast group join reports on a per-port basis by configuring an IGMP filtering profile and associating the profile to a port.

IGMP Snooping

A Switch can passively snoop on IGMP packets transferred between IP multicast routers or switches and IP multicast hosts to learn the IP multicast group membership. It checks IGMP packets passing through it, picks out the group registration information, and configures multicasting accordingly. IGMP snooping allows the Switch to learn multicast groups without you having to manually configure them.

The Switch forwards multicast traffic destined for multicast groups (that it has learned from IGMP snooping or that you have manually configured) to ports that are members of that group. IGMP snooping generates no additional network traffic, allowing you to significantly reduce multicast traffic passing through your Switch.

IGMP Snooping and VLANs

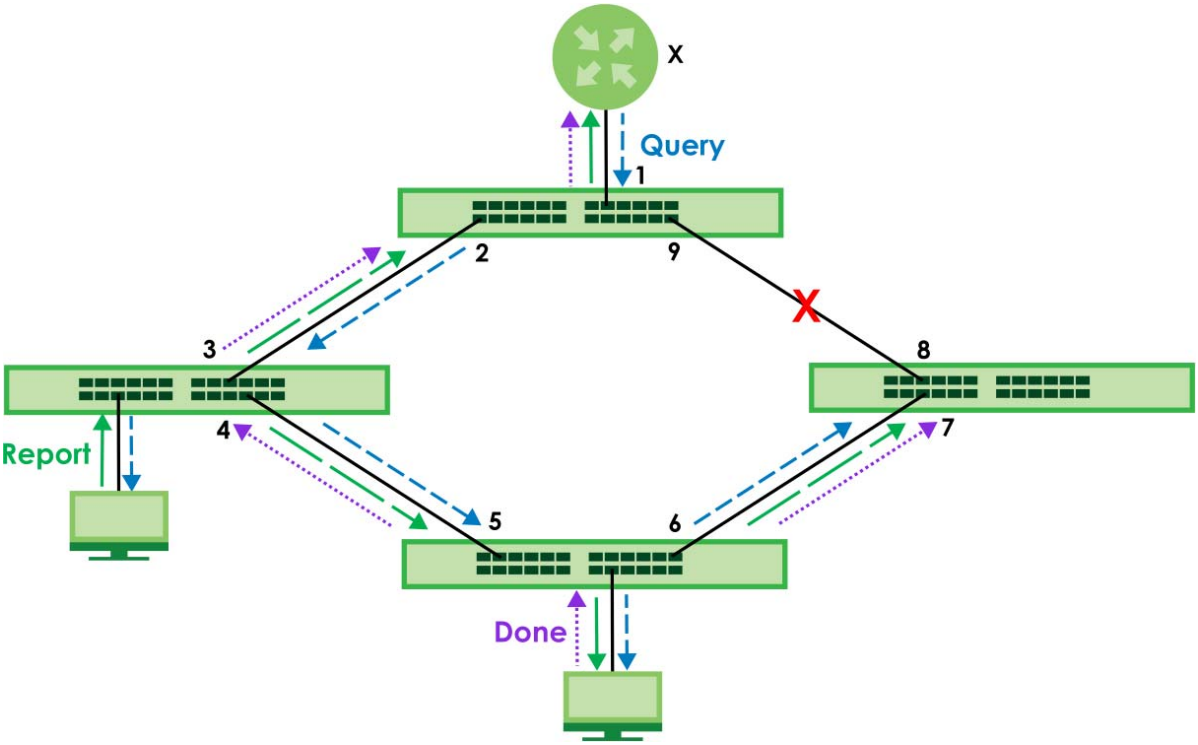
The Switch can perform IGMP snooping on up to 16 VLANs. You can configure the Switch to automatically learn multicast group membership of any VLANs. The Switch then performs IGMP snooping on the first 16 VLANs that send IGMP packets. This is referred to as auto mode. Alternatively, you can specify the VLANs that IGMP snooping should be performed on. This is referred to as fixed mode. In fixed mode the Switch does not learn multicast group membership of any VLANs other than those explicitly added as an IGMP snooping VLAN.

MLD Snooping-proxy

MLD snooping-proxy is a Zyxel-proprietary feature. IPv6 MLD proxy allows only one upstream interface on a switch, while MLD snooping-proxy supports more than one upstream port on a switch. The upstream port in MLD snooping-proxy can report group changes to a connected multicast router and forward MLD messages to other upstream ports. This helps especially when you want to have a network that uses STP to provide backup links between switches and also performs MLD snooping and proxy functions. MLD snooping-proxy, like MLD proxy, can minimize MLD control messages and allow better network performance.

In MLD snooping-proxy, if one upstream port is learned through snooping, all other upstream ports on the same device will be added to the same group. If one upstream port requests to leave a group, all other upstream ports on the same device will also be removed from the group.

In the following MLD snooping-proxy example, all connected upstream ports (**1** to **7**) are treated as one interface. The connection between ports **8** and **9** is blocked by STP to break the loop. If there is one **Query** from a router (**X**) or MLD **Done** or **Report** message from any upstream port, it will be broadcast to all connected upstream ports.



MLD Messages

A multicast router or switch periodically sends general queries to MLD hosts to update the multicast forwarding table. When an MLD host wants to join a multicast group, it sends an MLD Report message for that address.

An MLD Done message is similar to an IGMP Leave message. When an MLD host wants to leave a multicast group, it can send a Done message to the router or switch. If the leave mode is not set to **Immediate**, the router or switch sends a group-specific query to the port on which the Done message is received to determine if other devices connected to this port should remain in the group.

MVR Overview

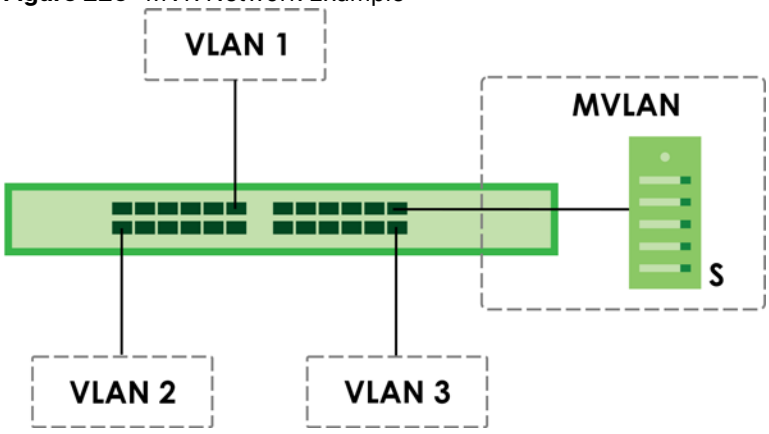
Multicast VLAN Registration (MVR) is designed for applications (such as Media-on-Demand (MoD)) that use multicast traffic across an Ethernet ring-based service provider network.

MVR allows one single multicast VLAN to be shared among different subscriber VLANs on the network. While isolated in different subscriber VLANs, connected devices can subscribe to and unsubscribe from the multicast stream in the multicast VLAN. This improves bandwidth utilization with reduced multicast traffic in the subscriber VLANs and simplifies multicast group management.

MVR only responds to IGMP join and leave control messages from multicast groups that are configured under MVR. Join and leave reports from other multicast groups are managed by IGMP snooping.

The following figure shows a network example. The subscriber VLAN (**1**, **2** and **3**) information is hidden from the streaming media server (**S)**. In addition, the multicast VLAN (**MVLAN**) information is only visible to the Switch and **S**.

Figure 226 MVR Network Example



Types of MVR Ports

In MVR, a source port is a port on the Switch that can send and receive multicast traffic in a multicast VLAN while a receiver port can only receive multicast traffic. Once configured, the Switch maintains a forwarding table that matches the multicast stream to the associated multicast group.

MVR Modes

You can set your Switch to operate in either dynamic or compatible mode.

In dynamic mode, the Switch sends IGMP leave and join reports to the other multicast devices (such as multicast routers or servers) in the multicast VLAN. This allows the multicast devices to update the multicast forwarding table to forward or not forward multicast traffic to the receiver ports.

In compatible mode, the Switch does not send any IGMP reports. In this case, you must manually configure the forwarding settings on the multicast devices in the multicast VLAN.

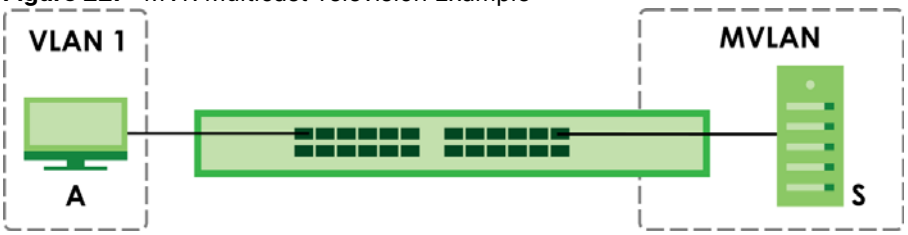
How MVR Works

The following figure shows a multicast television example where a subscriber device (such as a computer) in **VLAN 1** receives multicast traffic from the streaming media server (**S**), through the Switch. Multiple subscriber devices can connect through a port configured as the receiver on the Switch.

When the subscriber selects a television channel, computer **A** sends an IGMP report to the Switch to join the appropriate multicast group. If the IGMP report matches one of the configured MVR multicast group addresses on the Switch, an entry is created in the forwarding table on the Switch. This maps the subscriber VLAN to the list of forwarding destinations for the specified multicast traffic.

When the subscriber changes the channel or turns off the computer, an IGMP leave message is sent to the Switch to leave the multicast group. The Switch sends a query to VLAN 1 on the receiver port (in this case, an uplink port on the Switch). If there is another subscriber device connected to this port in the same subscriber VLAN, the receiving port will still be on the list of forwarding destination for the multicast traffic. Otherwise, the Switch removes the receiver port from the forwarding table.

Figure 227 MVR Multicast Television Example



44.2 IPv4 Multicast Status

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IPv4 Multicast Status** to display the screen as shown. This screen shows the IPv4 multicast group information. See Section 44.1 on page 331 for more information on multicasting.

Figure 228 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status

IPv4 Multicast Status | IGMP Snooping | IGMP Snooping VLAN

Index	VID	Port	Multicast Group
1	1	18	224.0.0.251
2	1	18	224.0.0.252
3	1	18	239.255.255.250

The following table describes the labels in this screen.

Table 151 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status

LABEL	DESCRIPTION
Index	This is the index number of the entry.
VID	This field displays the multicast VLAN ID.
Port	This field displays the port number that belongs to the multicast group. In Stacking mode, the first number represents the slot and the second is the port number.
Multicast Group	This field displays IP multicast group addresses.

44.3 IGMP Snooping

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** to display the screen as shown. See Section 44.1 on page 331 for more information on multicasting.

Figure 229 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (Standalone Mode)

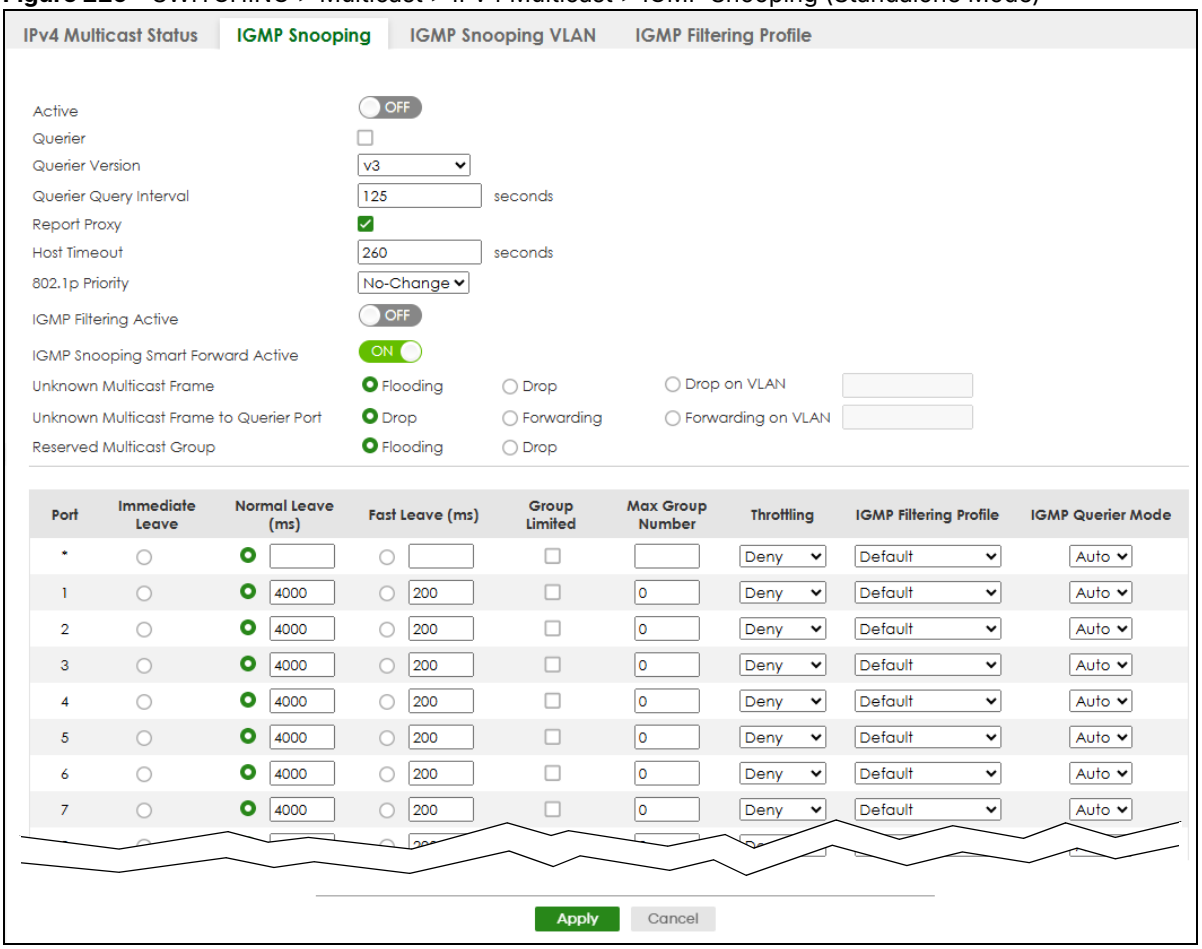
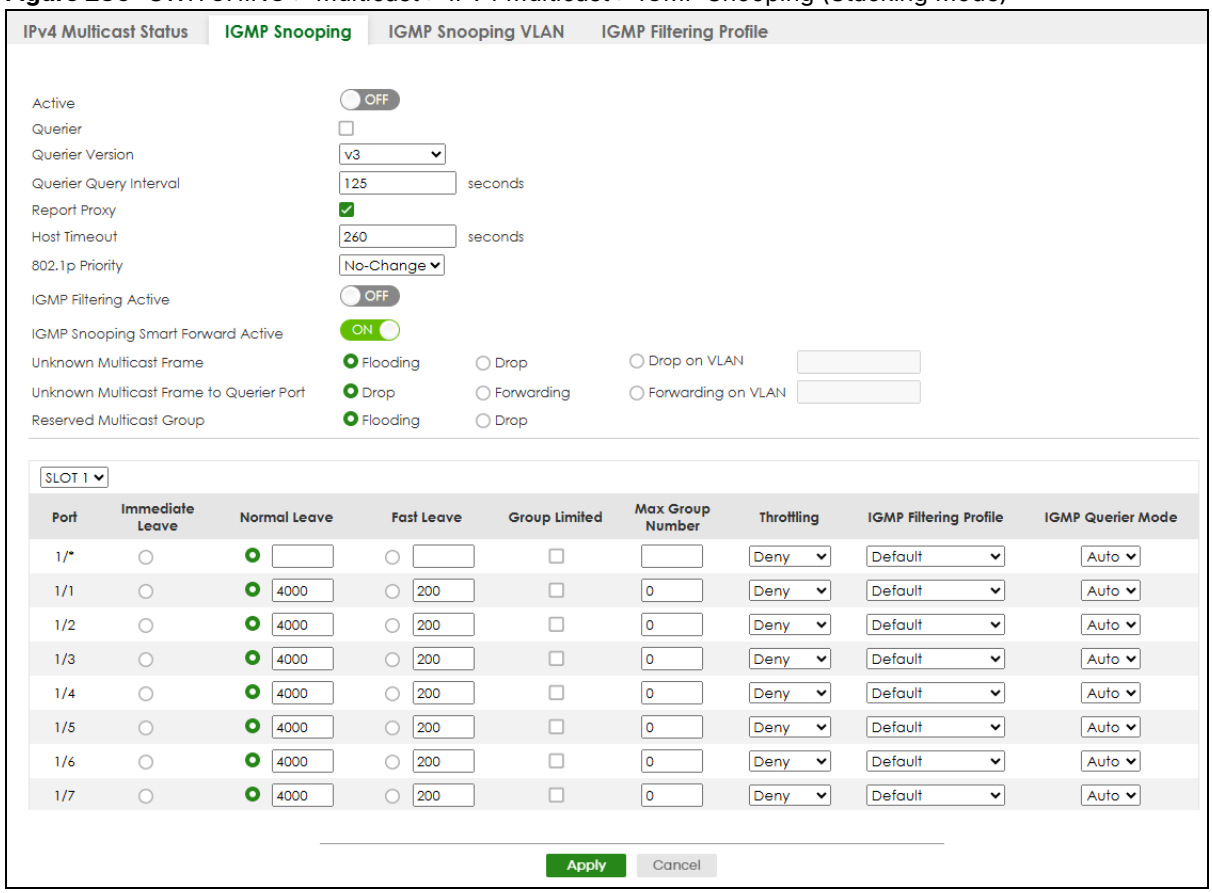


Figure 230 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (Stacking Mode)



The following table describes the labels in this screen.

Table 152 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping

LABEL	DESCRIPTION
Active	Enable the switch button to enable IGMP Snooping to forward group multicast traffic only to ports that are members of that group.
Querier	Select this to allow the Switch to send IGMP General Query messages to the VLANs with the multicast hosts attached.
Querier Version	IGMP snooping query works only when both host and Switch support the same IGMP version. Select **v2** to allow the Switch to send IGMPv2 queries only. Select **v3** to allow the Switch to send IGMPv3 queries only.
Querier Query Interval	Enter the period in seconds between each IGMP snooping query (1–65535).
Report Proxy	Select this to allow the Switch to act as the IGMP report proxy and leave proxy. It will report group changes to a connected multicast router. The Switch not only checks IGMP packets between multicast routers or switches and multicast hosts to learn the multicast group membership, but also replaces the source MAC address in an IGMP v1/v2 report with its own MAC address before forwarding to the multicast router or switch. When the Switch receives more than one IGMP v1/v2 join report that requests to join the same multicast group, it only sends a new join report with its MAC address. This helps reduce the number of multicast join reports passed to the multicast router or switch. The Switch sends a leave message with its MAC address to the multicast router or switch only when it receives the leave message from the last host in a multicast group.

Table 152 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

LABEL	DESCRIPTION
Host Timeout	Specify the time (from 1 to 16711450) in seconds that elapses before the Switch removes an IGMP group membership entry if it does not receive report messages from the port.
802.1p Priority	Select a priority level (0 – 7) to which the Switch changes the priority in outgoing IGMP control packets. Otherwise, select **No-Change** to not replace the priority.
IGMP Filtering Active	Enable the switch button to enable IGMP filtering to control which IGMP groups a subscriber on a port can join. If you enable IGMP filtering, you must create and assign IGMP filtering profiles for the ports that you want to allow to join multicast groups.
IGMP Snooping Smart Forward Active	Enable the switch button to enable sending of multicast frame to querier port and IGMP subscriber groups. Otherwise, the querier port forwards the frames only when it receives a join report and it belongs to the IGMP group.
Unknown Multicast Frame	Specify the action to perform when the Switch receives an unknown multicast frame. • Select **Flooding** to send the frames to all ports. • Select **Drop** to discard the frames. • Select **Drop on VLAN** and enter the VLAN ID numbers to discard the frames on the specified VLANs. Use a dash to specify consecutive VLANs and a comma (no spaces) to specify non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52.
Unknown Multicast Frame to Querier Port	Specify the action to perform when **Unknown Multicast Frame** is set to **Drop**. • Select **Drop** to discard the frames. • Select **Forwarding** to send the frames to all querier ports. • Select **Forwarding on VLAN** and enter the VLAN ID numbers to send the frames to the ports which are used as an IGMP query port on the specified VLANs. Use a dash to specify consecutive VLANs and a comma (no spaces) to specify non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52.
Reserved Multicast Group	The IP address range of 224.0.0.0 to 224.0.0.255 are reserved for multicasting on the local network only. For example, 224.0.0.1 is for all hosts on a local network segment and 224.0.0.9 is used to send RIP routing information to all RIP v2 routers on the same network segment. A multicast router will not forward a packet with the destination IP address within this range to other networks. See the IANA web site for more information. The layer-2 multicast MAC addresses used by Cisco layer-2 protocols, 01:00:0C:CC:CC:CC and 01:00:0C:CC:CC:CD, are also included in this group. Specify the action to perform when the Switch receives a frame with a reserved multicast address. • Select **Flooding** to send the frames to all ports. • Select **Drop** to discard the frames.
Use this section to configure IGMP Snooping on each port.	
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Immediate Leave	Select this to set the Switch to remove this port from the multicast tree when an IGMP version 2 leave message is received on this port. Select this option if there is only one host connected to this port.

Table 152 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

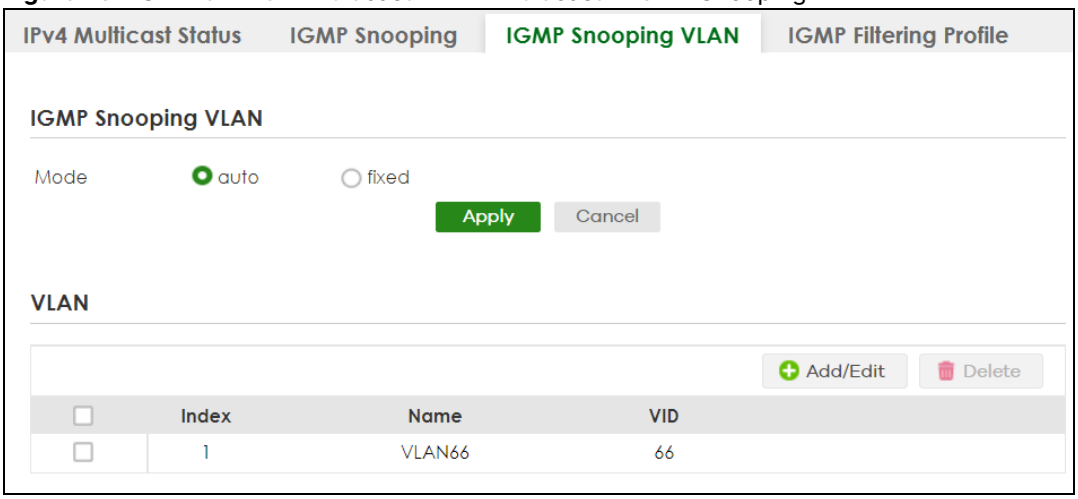
LABEL	DESCRIPTION
Normal Leave (ms) Normal Leave	Enter an IGMP normal leave timeout value (from 200 to 6348800) in miliseconds. Select this option to have the Switch use this timeout to update the forwarding table for the port. In normal leave mode, when the Switch receives an IGMP leave message from a host on a port, it forwards the message to the multicast router. The multicast router then sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. The Switch forwards the query message to all hosts connected to the port and waits for IGMP reports from hosts to update the forwarding table. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host. For the Switch model that do not support the timeout value, select this to set the Switch to wait for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
Fast Leave (ms)	Enter an IGMP fast leave timeout value (from 200 to 6348800) in miliseconds. Select this option to have the Switch use this timeout to update the forwarding table for the port. In fast leave mode, right after receiving an IGMP leave message from a host on a port, the Switch itself sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. This helps speed up the leave process. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
Group Limited	Select this option to limit the number of multicast groups this port is allowed to join.
Max Group Number	Enter the number of multicast groups this port is allowed to join. Once a port is registered in the specified number of multicast groups, any new IGMP join report frames is dropped on this port.
Throttling	IGMP throttling controls how the Switch deals with the IGMP reports when the maximum number of the IGMP groups a port can join is reached. Select **Deny** to drop any new IGMP join report received on this port until an existing multicast forwarding table entry is aged out. Select **Replace** to replace an existing entry in the multicast forwarding table with the new IGMP reports received on this port.
IGMP Filtering Profile	Select the name of the IGMP filtering profile to use for this port. Otherwise, select **Default** to prohibit the port from joining any multicast group. You can create IGMP filtering profiles in the **SWITCHING** > **Multicast > IPv4 Multicast > IGMP Filtering Profile** screen.
IGMP Querier Mode	The Switch treats an IGMP query port as being connected to an IGMP multicast router (or server). The Switch forwards IGMP join or leave packets to an IGMP query port. Select **Auto** to have the Switch use the port as an IGMP query port if the port receives IGMP query packets. Select **Fixed** to have the Switch always use the port as an IGMP query port. Select this when you connect an IGMP multicast server to the port. Select **Edge** to stop the Switch from using the port as an IGMP query port. The Switch will not keep any record of an IGMP router being connected to this port. The Switch does not forward IGMP join or leave packets to this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

44.4 IGMP Snooping VLAN

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping VLAN** to display the screen as shown. See IGMP Snooping and VLANs on page 333 for more information on IGMP Snooping VLAN.

Note: You can perform IGMP snooping on up to 16 VLANs.

Figure 231 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN



The following table describes the labels in this screen.

Table 153 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN

LABEL	DESCRIPTION
IGMP Snooping VLAN	
Mode	Select **auto** to have the Switch learn multicast group membership information of any VLANs automatically. Select **fixed** to have the Switch only learn multicast group membership information of the VLANs that you specify below. In either **auto** or **fixed** mode, the Switch can learn up to 16 VLANs (including up to five VLANs you configured in the **MVR** screen). For example, if you have configured one multicast VLAN in the **SWITCHING** > **Multicast > MVR** screen, you can only specify up to 15 VLANs in this screen. The Switch drops any IGMP control messages which do not belong to these 16 VLANs. You must also enable IGMP snooping in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** screen first.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
VLAN Use this section of the screen to add VLANs on which the Switch is to perform IGMP snooping.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the IGMP snooping VLAN entry in the table.
Name	This field displays the descriptive name for this VLAN group.
VID	This field displays the ID number of the VLAN group.

Table 153 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN (continued)

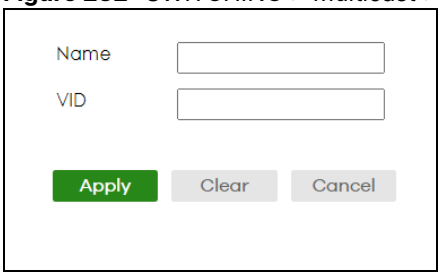
LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to create a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

44.4.1 Add/Edit IGMP Snooping VLANs

This screen allows you to add an IGMP snooping VLAN or edit an existing one.

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 232 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit



The following table describes the labels in this screen.

Table 154 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit

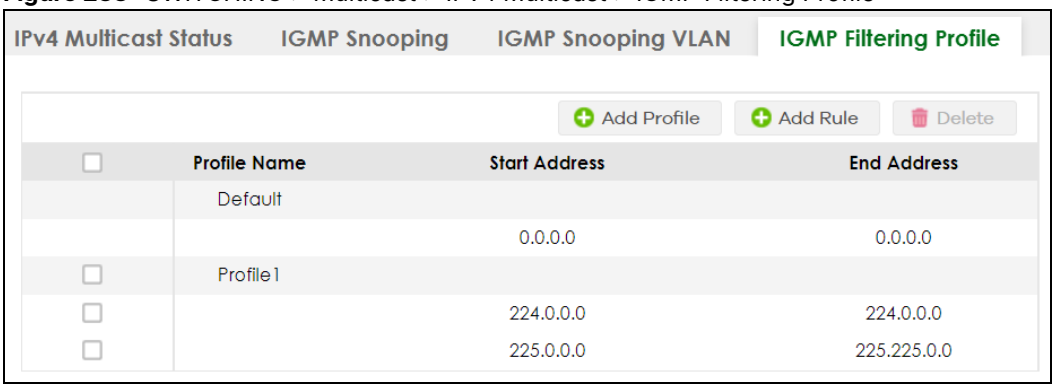
LABEL	DESCRIPTION
Name	Enter the descriptive name of the VLAN for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["] or [,].
VID	Enter the ID of a static VLAN; the valid range is between 1 and 4094. Note: You cannot configure the same VLAN ID as in the **SWITCHING** > **Multicast** > **MVR** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.5 IGMP Filtering Profile

An IGMP filtering profile specifies a range of multicast groups that clients connected to the Switch are able to join. A profile contains a range of multicast IP addresses which you want clients to be able to join. Profiles are assigned to ports (in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** screen). Clients connected to those ports are then able to join the multicast groups specified in the profile. Each port can be assigned a single profile. A profile can be assigned to multiple ports.

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile** link to display the screen as shown.

Figure 233 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile



The following table describes the labels in this screen.

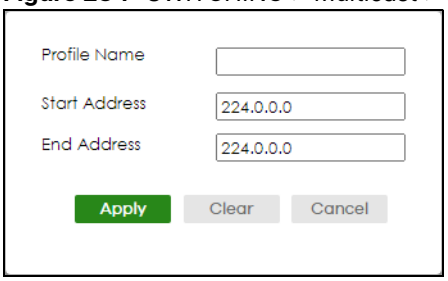
Table 155 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile

LABEL	DESCRIPTION
Profile Name	This field displays the descriptive name of the profile.
Start Address	This field displays the start of the multicast address range.
End Address	This field displays the end of the multicast address range.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add Profile	Click this to add a new IGMP filtering profile.
Add Rule	Click **Add Rule** to add a new rule and specify the profile it belongs to in the **Add Rule** screen. You can also select a profile entry and click **Add Rule** to add an additional rule for the selected profile.
Delete	Select a profile and click **Delete** to remove the selected profile and the accompanying rules. Select a rule from a profile and click **Delete** to remove the selected rule.

44.5.1 Add IGMP Filtering Profile

To access this screen, click the **Add Profile** button in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile screen**.

Figure 234 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Profile



The following table describes the labels in this screen.

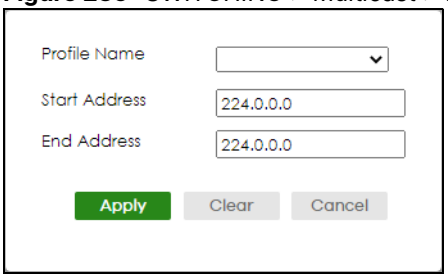
Table 156 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Profile

LABEL	DESCRIPTION
Profile Name	Enter a descriptive name for the profile for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Start Address	Enter the starting multicast IP address for a range of multicast IP addresses that you want to belong to the IGMP filter profile.
End Address	Enter the ending multicast IP address for a range of IP addresses that you want to belong to the IGMP filter profile. If you want to add a single multicast IP address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.5.2 Add IGMP Filtering Rule

Click **Add Rule in the SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile** screen to access this screen.

Figure 235 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Rule



The following table describes the labels in this screen.

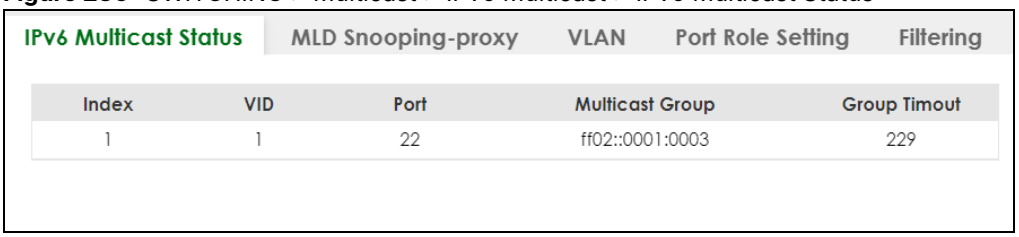
Table 157 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Rule

LABEL	DESCRIPTION
Profile Name	Select a profile from the drop-down list to add a additional rule for the existing profile.
Start Address	Enter the starting multicast IP address for a range of multicast IP addresses that you want to belong to the IGMP filter profile.
End Address	Enter the ending multicast IP address for a range of IP addresses that you want to belong to the IGMP filter profile. If you want to add a single multicast IP address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.6 IPv6 Multicast Status

Click **SWITCHING** > **Multicast** > **IPv6 Multicast** > **IPv6 Multicast Status** to display the screen as shown. This screen shows the IPv6 multicast group information. See Section 44.1 on page 331 for more information on multicasting.

Figure 236 SWITCHING > Multicast > IPv6 Multicast > IPv6 Multicast Status



The following table describes the fields in the above screen.

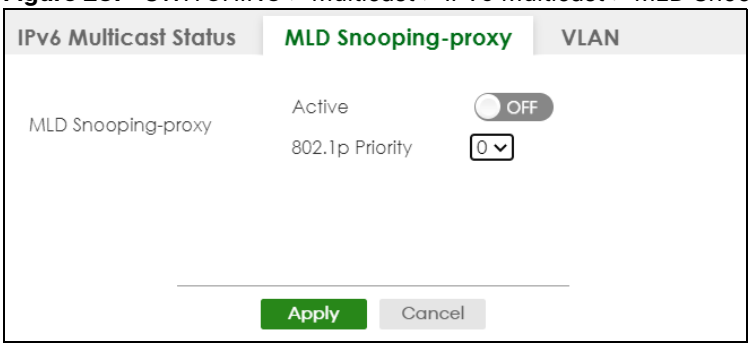
Table 158 SWITCHING > Multicast > IPv6 Multicast > IPv6 Multicast Status

LABEL	DESCRIPTION
Index	This is the index number of the entry.
VID	This field displays the multicast VLAN ID.
Port	This field displays the port number that belongs to the multicast group.
Multicast Group	This field displays IP multicast group addresses.
Group Timeout	This field displays the time (in seconds) that elapses before the Switch removes a MLD group membership entry if it does not receive report messages from the port.

44.7 MLD Snooping-proxy

Click **SWITCHING** > **Multicast** > **IPv6 Multicast** > **MLD Snooping-proxy** to display the screen as shown. See Section 44.1 on page 331 for more information on multicasting.

Figure 237 SWITCHING > Multicast > IPv6 Multicast > MLD Snooping-proxy



The following table describes the fields in the above screen.

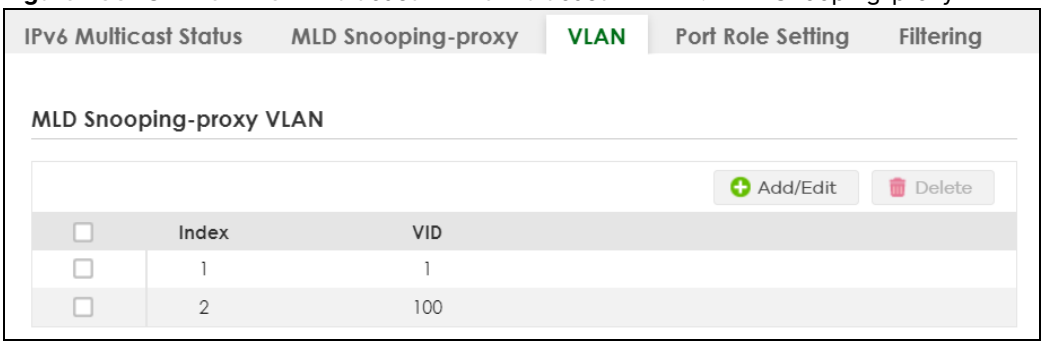
Table 159 SWITCHING > Multicast > IPv6 Multicast > MLD Snooping-proxy

LABEL	DESCRIPTION
MLD Snooping-proxy Use these settings to configure MLD snooping-proxy.	
Active	Enable the switch button to enable MLD snooping-proxy on the Switch to minimize MLD control messages and allow better network performance.
802.1p Priority	Select a priority level (0 – 7) to which the Switch changes the priority in outgoing MLD messages.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

44.8 MLD Snooping-proxy VLAN

Click **SWITCHING** > **Multicast** > **IPv6 Multicast** > **VLAN** screen to display the screen as shown. See Section 44.1 on page 331 for more information on multicasting.

Figure 238 SWITCHING > Multicast > IPv6 Multicast > VLAN: MLD Snooping-proxy VLAN



The following table describes the fields in the above screen.

Table 160 SWITCHING > Multicast > IPv6 Multicast > VLAN: MLD Snooping-proxy VLAN

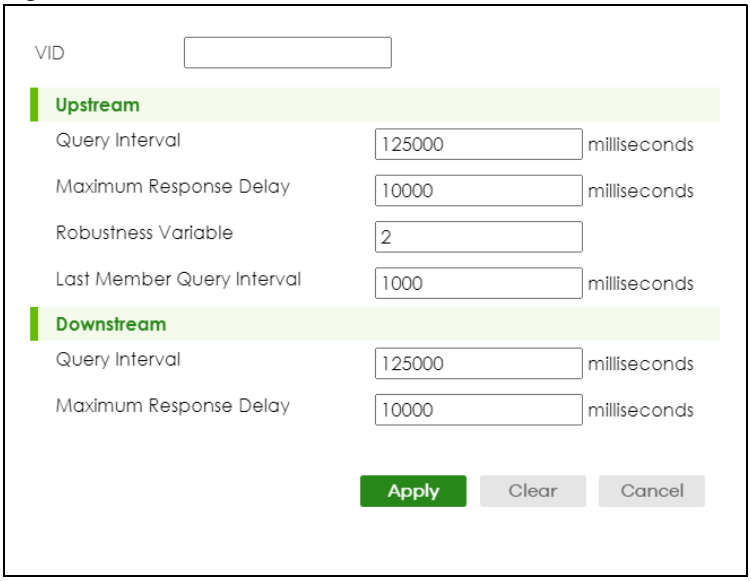
LABEL	DESCRIPTION
MLD Snooping-proxy VLAN	
Index	This is the index number of the MLD snooping-proxy VLAN entry in the table.
VID	This field displays the ID number of the VLAN group.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

44.8.1 Add/Edit MLD Snooping-proxy VLAN

The screen allows you to enable and configure MLD Snooping-proxy settings on a VLAN you specified.

Click **Add/Edit in the SWITCHING** > **Multicast** > **IPv6 Multicast** > **VLAN** screen to display this screen.

Figure 239 SWITCHING > Multicast > IPv6 Multicast > VLAN > Add/Edit



The following table describes the fields in the above screen.

Table 161 SWITCHING > Multicast > IPv6 Multicast > VLAN > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN on which you want to enable MLD snooping-proxy and configure related settings.
Upstream	
Query Interval	Enter the amount of time (in miliseconds) between general query messages sent by the router connected to the upstream port. This value should be exactly the same as what is configured in the connected multicast router. This value is used to calculate the amount of time an MLD snooping membership entry (learned only on the upstream port) can remain in the forwarding table. When an MLD Report message is received, the Switch sets the timeout period of the entry to be T = (QI*RV) + MRD, where T = Timeout, QI = Query Interval, RV = Robustness Variable, and MRD = Maximum Response Delay.
Maximum Response Delay	Enter the amount of time (in miliseconds) the router connected to the upstream port waits for a response to an MLD general query message. This value should be exactly the same as what is configured in the connected multicast router. This value is used to calculate the amount of time an MLD snooping membership entry (learned only on the upstream port) can remain in the forwarding table. When an MLD Report message is received, the Switch sets the timeout period of the entry to be T = (QI*RV) + MRD, where T = Timeout, QI = Query Interval, RV = Robustness Variable, and MRD = Maximum Response Delay. When an MLD Done message is received, the Switch sets the entry's lifetime to be the product of **Last Member Query Interval** and **Robustness Variable**.
Robustness Variable	Enter the number of queries. A multicast address entry (learned only on an upstream port by snooping) is removed from the forwarding table when there is no response to the configured number of queries sent by the router connected to the upstream port. This value should be exactly the same as what's configured in the connected multicast router. This value is used to calculate the amount of time an MLD snooping membership entry (learned only on the upstream port) can remain in the forwarding table.

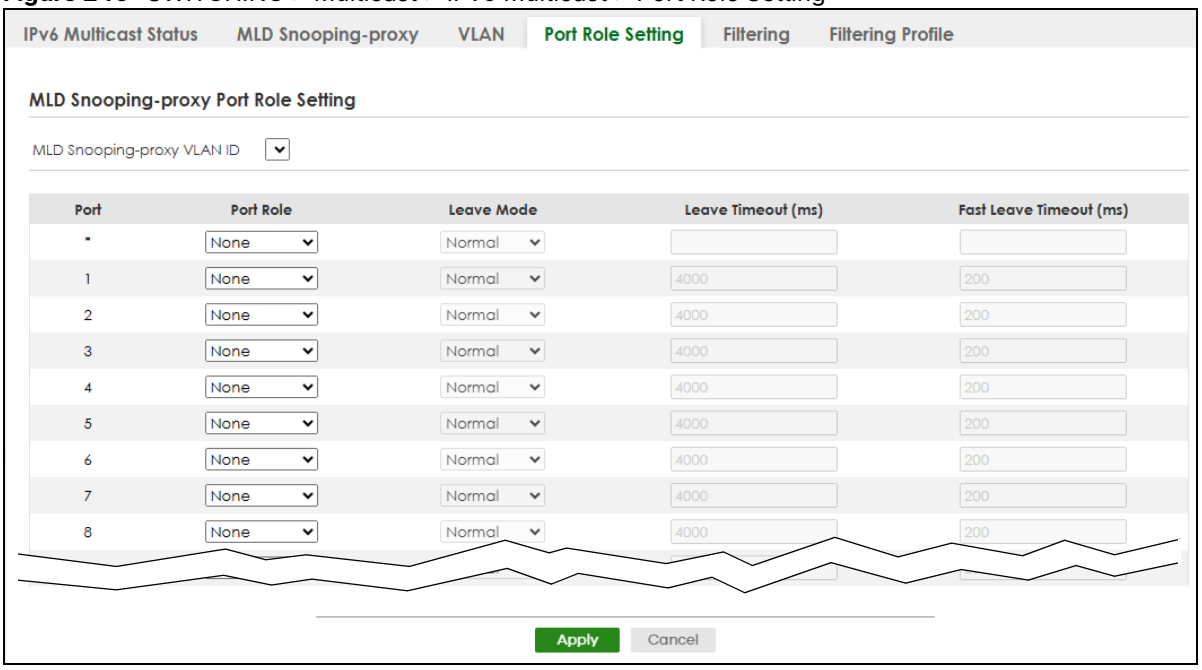
Table 161 SWITCHING > Multicast > IPv6 Multicast > VLAN > Add/Edit (continued)

LABEL	DESCRIPTION
Last Member Query Interval	Enter the amount of time (in miliseconds) between the MLD group-specific queries sent by an upstream port when an MLD Done message is received. This value should be exactly the same as what's configured in the connected multicast router. This value is used to calculate the amount of time an MLD snooping membership entry (learned only on the upstream port) can remain in the forwarding table after a Done message is received. When an MLD Done message is received, the Switch sets the entry's lifetime to be the product of **Last Member Query Interval** and **Robustness Variable**.
Downstream	
Query Interval	Enter the amount of time (in miliseconds) between general query messages sent by the downstream port.
Maximum Response Delay	Enter the maximum time (in miliseconds) that the Switch waits for a response to a general query message sent by the downstream port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.9 MLD Snooping-proxy Port Role Setting

Click **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Port Role Setting** to display the screen as shown. See Section 44.1 on page 331 for more information on multicasting.

Figure 240 SWITCHING > Multicast > IPv6 Multicast > Port Role Setting



The following table describes the fields in the above screen.

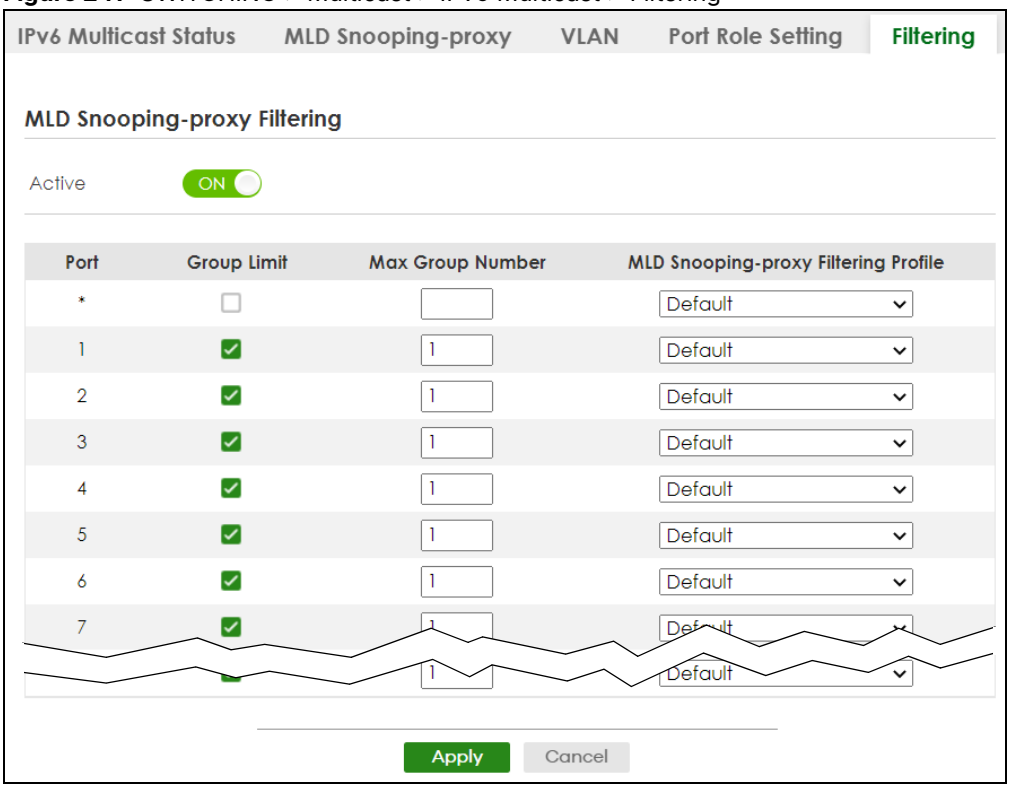
Table 162 SWITCHING > Multicast > IPv6 Multicast > Port Role Setting

LABEL	DESCRIPTION
MLD Snooping-proxy Port Role Setting	
MLD Snooping-proxy VLAN ID	Select the VLAN ID for which you want to configure a port's MLD snooping-proxy settings.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Port Role	A port on the Switch can be either a **Downstream** port or **Upstream** port in MLD. A downstream port connects to MLD hosts and acts as a multicast router to send MLD queries and listen to the MLD host's Report and Done messages. An upstream port connects to a multicast router and works as a host to send Report or Done messages when receiving queries from a multicast router. Otherwise, select **None** if the port is not joining a multicast group or does not belong to this VLAN.
Leave Mode	This is configurable only when you select **Downstream** in the previous **Port Role** field. Select the leave mode for the specified downstream ports in this VLAN. This specifies whether the Switch removes an MLD snooping membership entry (learned on a downstream port) immediately (**Immediate**) or wait for an MLD report before the leave timeout (**Normal**) or fast leave timeout (**Fast**) when an MLD leave message is received on this port from a host.
Leave Timeout (ms)	Enter the MLD snooping normal leave timeout (in milliseconds) the Switch uses to update the forwarding table for the specified downstream ports. This defines how many seconds the Switch waits for an MLD report before removing an MLD snooping membership entry (learned on a downstream port) when an MLD Done message is received on this port from a host.
Fast Leave Timeout (ms)	Enter the fast leave timeout (in milliseconds) for the specified downstream ports. This defines how many seconds the Switch waits for an MLD report before removing an MLD snooping membership entry (learned on a downstream port) when an MLD Done message is received on this port from a host.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.

44.10 MLD Snooping-proxy Filtering

Use this screen to configure the Switch's MLD filtering settings. Click the **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Filtering** screen to display the screen as shown.

Figure 241 SWITCHING > Multicast > IPv6 Multicast > Filtering



The following table describes the fields in the above screen.

Table 163 SWITCHING > Multicast > IPv6 Multicast > Filtering

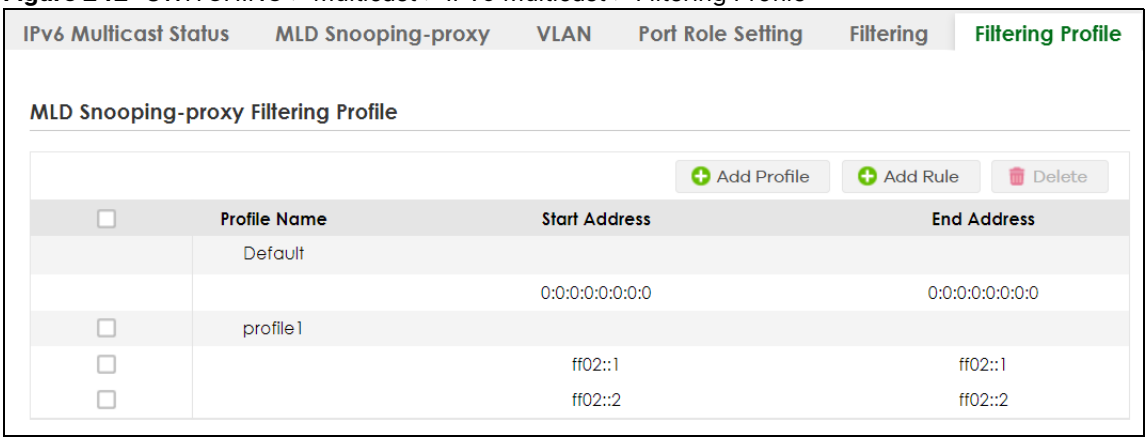
LABEL	DESCRIPTION
MLD Snooping-proxy Filtering	
Active	Enable the switch button to enable MLD filtering on the Switch.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Group Limit	Select this option to limit the number of multicast groups this port is allowed to join.
Max Group Number	Enter the number of multicast groups this port is allowed to join. Once a port is registered in the specified number of multicast groups, any new MLD Report message is dropped on this port.
MLD Snooping-proxy Filtering Profile	Select the name of the MLD filtering profile to use for this port. Otherwise, select **Default** to prohibit the port from joining any multicast group. You can create MLD filtering profiles in the **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Filtering Profile** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.

44.11 MLD Snooping-proxy Filtering Profile

Use this screen to view and create MLD filtering profiles.

Click **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Filtering Profile** to display the screen as shown.

Figure 242 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile



The following table describes the fields in the above screen.

Table 164 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile

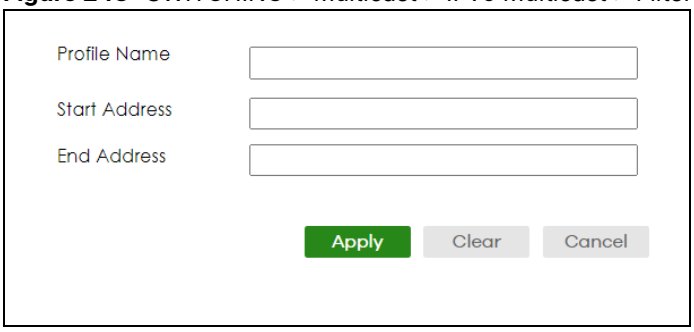
LABEL	DESCRIPTION
MLD Snooping-proxy Filtering Profile	
Profile Name	This field displays the descriptive name of the profile.
Start Address	This field displays the start of the multicast IPv6 address range.
End Address	This field displays the end of the multicast IPv6 address range.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add Profile	Click this to add a new MLD Snooping-proxy filtering profile.
Add Rule	Click **Add Rule** to add a new rule and specify the profile it belongs to in the **Add Rule** screen. You can also select a profile entry and click **Add Rule** to add an additional rule for the selected profile.
Delete	Select a profile and click **Delete** to remove the selected profile and the accompanying rules. Select a rule from a profile and click **Delete** to remove the selected rule.

44.11.1 Add MLD Snooping-proxy Filtering Profile

Use this screen to create an MLD filtering profile and set the range of the multicast addresses.

Click **Add Profile** in the **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Filtering Profile** to display the screen as shown.

Figure 243 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile > Add Profile



The following table describes the fields in the above screen.

Table 165 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile > Add Profile

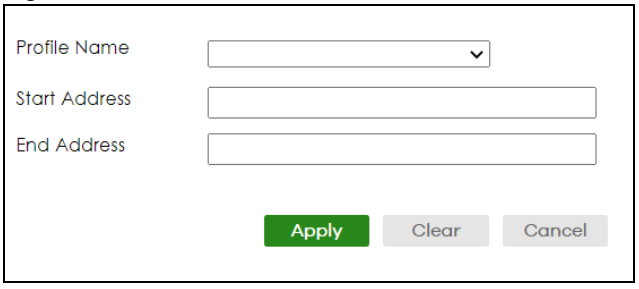
LABEL	DESCRIPTION
Profile Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for the profile for identification purposes. To configure additional rules for a profile that you have already added, enter the profile name and specify a different IP multicast address range.
Start Address	Enter the starting multicast IPv6 address for a range of multicast IPv6 addresses that you want to belong to the MLD filtering profile.
End Address	Enter the ending multicast IPv6 address for a range of IPv6 addresses that you want to belong to the MLD filtering profile. If you want to add a single multicast IPv6 address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.11.2 Add MLD Snooping-proxy Filtering Rule

Use this screen to create a multicast addresses range rule of the MLD filtering profile.

Click **Add Rule** in the **SWITCHING** > **Multicast** > **IPv6 Multicast** > **Filtering Profile** to display this screen.

Figure 244 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile > Add Rule



The following table describes the fields in the above screen.

Table 166 SWITCHING > Multicast > IPv6 Multicast > Filtering Profile > Add Rule

LABEL	DESCRIPTION
Profile Name	Select a profile from the drop-down list to add a additional rule for the existing profile.
Start Address	Enter the starting multicast IPv6 address for a range of multicast IPv6 addresses that you want to belong to the MLD filtering profile.
End Address	Enter the ending multicast IPv6 address for a range of IPv6 addresses that you want to belong to the MLD filtering profile. If you want to add a single multicast IPv6 address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.12 MVR Configuration

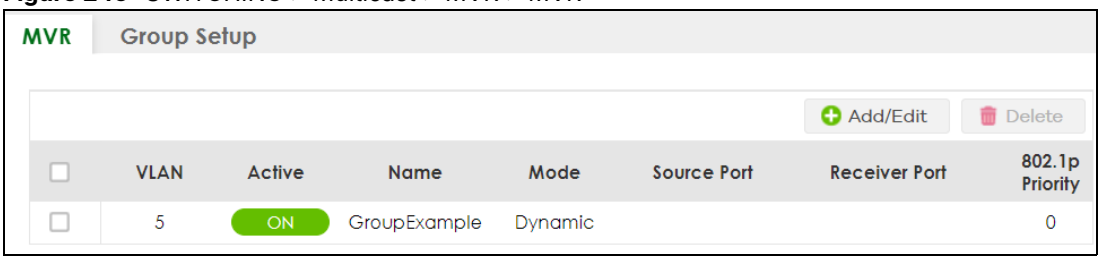
Use this screen to view and create multicast VLANs.

Click **SWITCHING** > **Multicast** > **MVR** > **MVR** to display the screen as shown next.

Note: You can create up to five multicast VLANs and up to 256 multicast rules on the Switch.

Note: Your Switch automatically creates a static VLAN (with the same VID) when you create a multicast VLAN in this screen.

Figure 245 SWITCHING > Multicast > MVR > MVR



The following table describes the related labels in this screen.

Table 167 SWITCHING > Multicast > MVR > MVR

LABEL	DESCRIPTION
VLAN	This field displays the multicast VLAN ID.
Active	This field displays whether the multicast group is enabled or not.
Name	This field displays the descriptive name for this setting.
Mode	This field displays the MVR mode.
Source Port	This field displays the source port numbers.
Receiver Port	This field displays the receiver port numbers.
802.1p Priority	This field displays the priority level.

Table 167 SWITCHING > Multicast > MVR > MVR (continued)

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new multicast VLAN or edit a selected one.
Delete	Select the entries that you want to remove, then click **Delete** to delete multicast VLANs.

44.12.1 Add/Edit MVR

Use this screen to create or edit multicast VLANs and select the receiver ports and a source port for each multicast VLAN.

To access this screen, click **Add/Edit** or select an existing entry and click **Add/Edit** in the **SWITCHING** > **Multicast** > **MVR** > **MVR** screen.

Figure 246 SWITCHING > Multicast > MVR > MVR > Add/Edit (Standalone Mode)

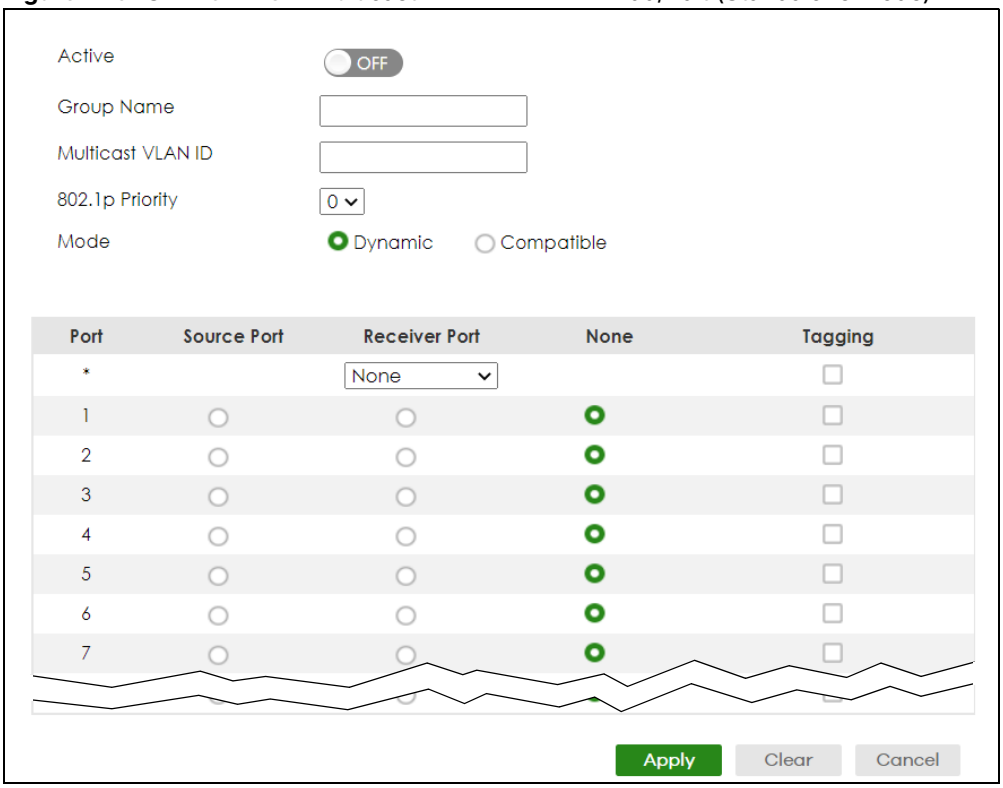
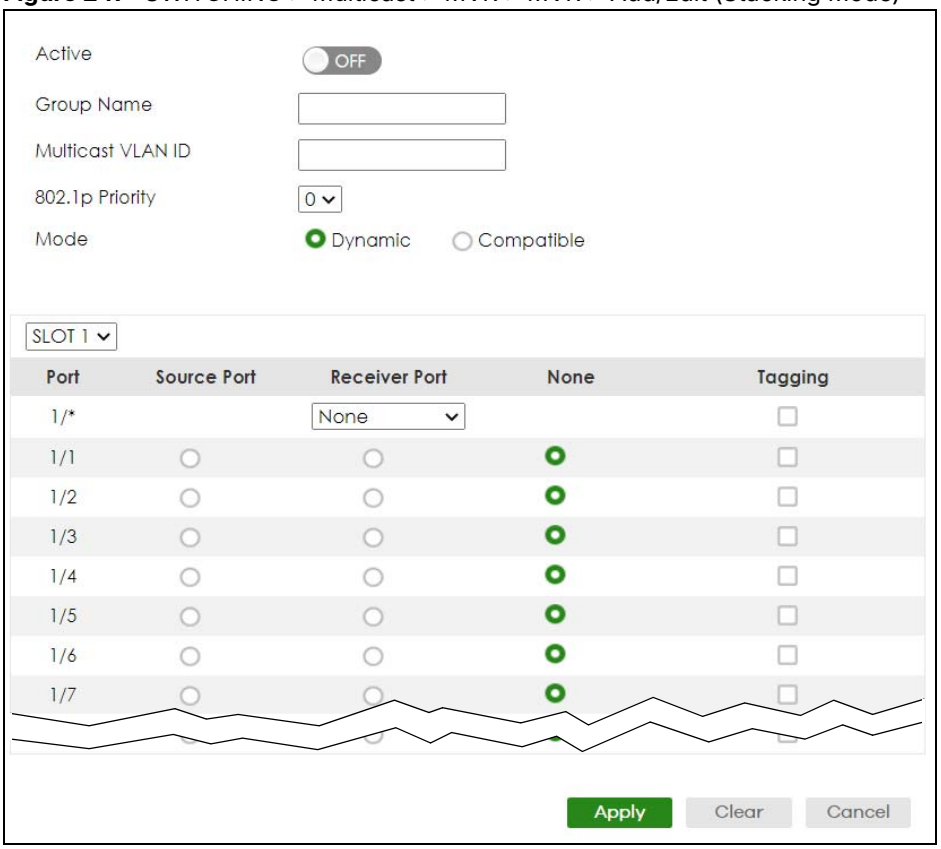


Figure 247 SWITCHING > Multicast > MVR > MVR > Add/Edit (Stacking Mode)



The following table describes the related labels in this screen.

Table 168 SWITCHING > Multicast > MVR > MVR > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to enable MVR to allow one single multicast VLAN to be shared among different subscriber VLANs on the network.
Group Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for identification purposes.
Multicast VLAN ID	Enter the VLAN ID (1 to 4094) of the multicast VLAN.
802.1p Priority	Select a priority level (0 – 7) with which the Switch replaces the priority in outgoing IGMP or MLD control packets (belonging to this multicast VLAN).
Mode	Specify the MVR mode on the Switch. Choices are **Dynamic** and **Compatible**. Select **Dynamic** to send IGMP reports or MLD messages to all MVR source ports in the multicast VLAN. Select **Compatible** to set the Switch not to send IGMP reports or MLD messages.
Use this section to configure MVR settings on each port.	
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 168 SWITCHING > Multicast > MVR > MVR > Add/Edit (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Source Port	Select this option to set this port as the MVR source port that sends and receives multicast traffic. All source ports must belong to a single multicast VLAN.
Receiver Port	Select this option to set this port as a receiver port that only receives multicast traffic.
None	Select this option to set the port not to participate in MVR. No MVR multicast traffic is sent or received on this port.
Tagging	Select this checkbox if you want the port to tag the VLAN ID in all outgoing frames transmitted.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

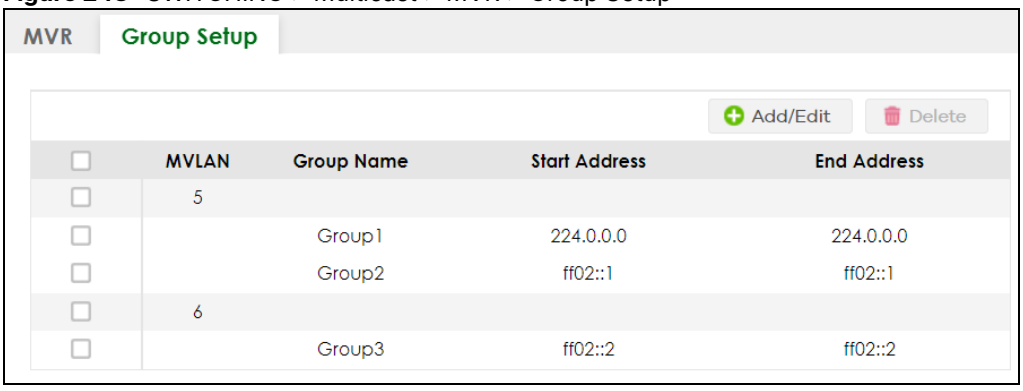
44.13 MVR Group Setup

All source ports and receiver ports belonging to a multicast group can receive multicast data sent to this multicast group.

Use this screen to view and configure MVR IP multicast group settings. Click **SWITCHING** > **Multicast** > **MVR** > **Group Setup** to access this screen.

Note: A port can belong to more than one multicast VLAN. However, IP multicast group addresses in different multicast VLANs cannot overlap.

Figure 248 SWITCHING > Multicast > MVR > Group Setup



The following table describes the labels in this screen.

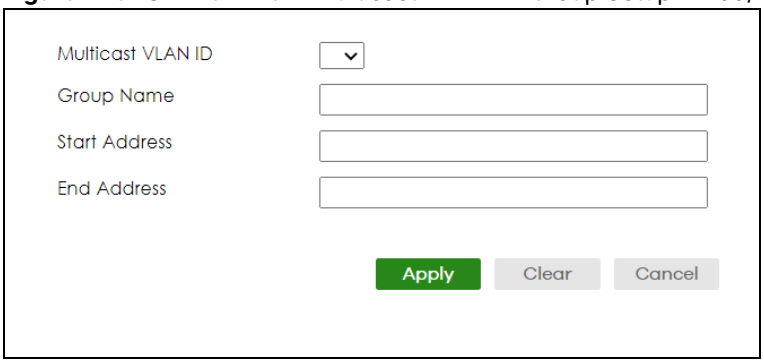
Table 169 SWITCHING > Multicast > MVR > Group Setup

LABEL	DESCRIPTION
MVLAN	This field displays the multicast VLAN ID.
Group Name	This field displays the descriptive name for this setting.
Start Address	This field displays the starting IP address of the multicast group.
End Address	This field displays the ending IP address of the multicast group.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new multicast group or edit a selected one.
Delete	Select the group entries that you want to remove, then click **Delete** to delete the selected multicast groups. If you delete a multicast VLAN, all multicast groups in this VLAN will also be removed.

44.13.1 Add/Edit MVR Group

Use this screen to configure MVR IP multicast group addresses. To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 249 SWITCHING > Multicast > MVR > Group Setup > Add/Edit



The following table describes the labels in this screen.

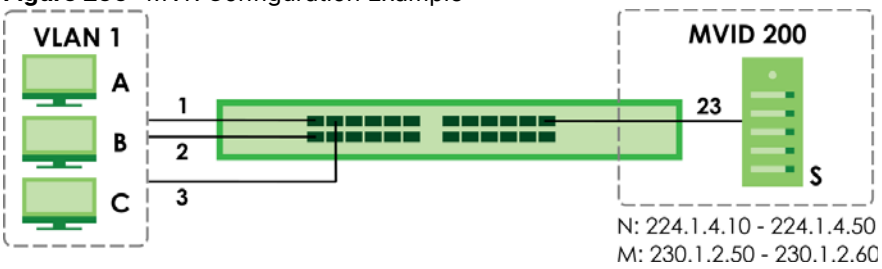
Table 170 SWITCHING > Multicast > MVR > Group Setup > Add/Edit

LABEL	DESCRIPTION
Multicast VLAN ID	Select a multicast VLAN ID (that you configured in the **MVR** screen) from the drop-down list box.
Group Name	Enter a descriptive name for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Start Address	Enter the starting IP multicast address of the multicast group in dotted decimal notation.
End Address	Enter the ending IP multicast address of the multicast group in dotted decimal notation. Enter the same IP address as the **Start Address** field if you want to configure only one IP address for a multicast group.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

44.13.2 MVR Configuration Example

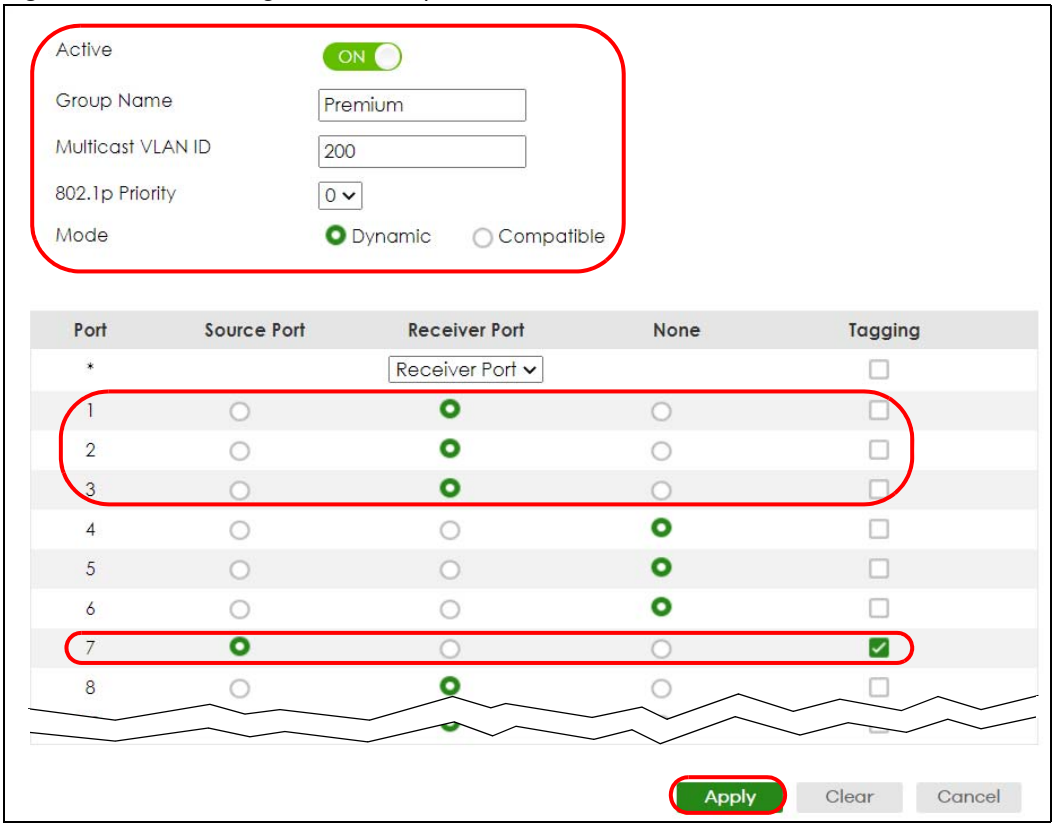
The following figure shows a network example where ports **1**, **2** and **3** on the Switch belong to **VLAN 1**. In addition, port **23** belongs to the multicast group with **VID 200** (**MVID 200**) to receive multicast traffic (the **News** (**N**) and **Movie** (**M**) channels) from the remote streaming media server (**S**). Computers **A**, **B** and **C** in **VLAN 1** are able to receive the traffic.

Figure 250 MVR Configuration Example



To configure the MVR settings on the Switch, click the **Add/Edit** button in the **SWITCHING** > **Multicast** > **MVR** > **MVR** screen. Create a multicast VLAN and set the receiver and source ports.

Figure 251 MVR Configuration Example



To set the Switch to forward the multicast group traffic to the subscribers, click **Add/Edit** in the **SWITCHING** > **Multicast** > **MVR** > **Group Setup** screen and configure multicast group settings. The following figure shows an example where two IPv4 multicast groups (**News** and **Movie**) are configured for the multicast VLAN 200.

Figure 252 MVR Group Configuration Example – Add

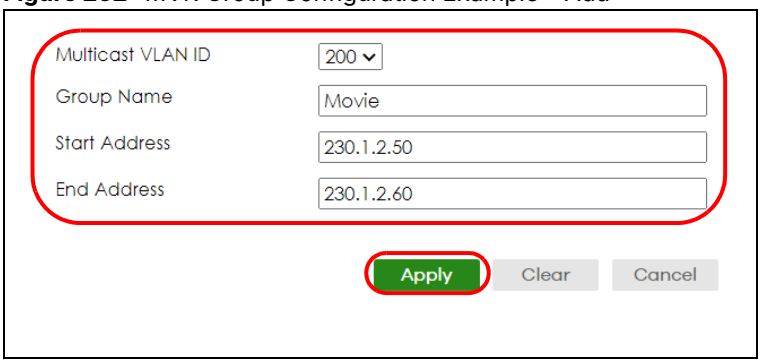
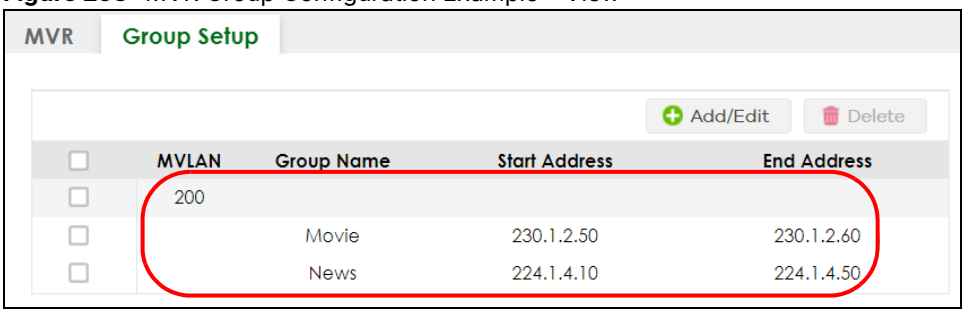


Figure 253 MVR Group Configuration Example – View



CHAPTER 45
Static Multicast Forwarding

45.1 Static Multicast Forwarding Overview

This chapter discusses how to configure static multicast forwarding rules based on multicast MAC addresses or multicast IPv4 addresses.

Use these screens to configure static multicast address forwarding by defining the ports and VLANs that multicast traffic can pass through the Switch. If a subscriber is on a different port or VLAN, then the subscriber will not get the multicast.

45.1.1 What You Can Do

Use the **Static Multicast Forwarding By MAC** screen (Section 45.2 on page 360) to configure rules to forward specific multicast frames, such as streaming or control frames, to specific ports.

Use the **Static Multicast Forwarding By IP** screen (Section 45.3 on page 362) to configure static multicast IPv4 addresses for ports to receive the multicast stream.

45.1.2 What You Need To Know

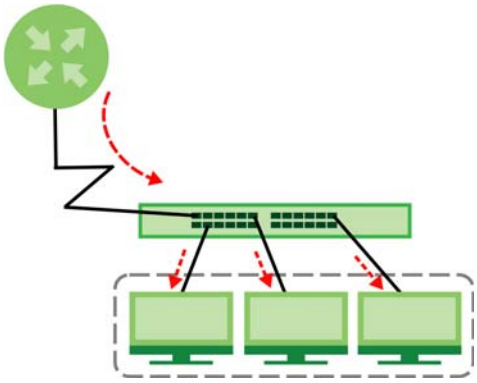
A multicast MAC address or multicast IP address is the MAC address or IP address of a multicast group, and not a receiving device.

A static multicast address is a multicast MAC address or multicast IPv4 address that has been manually entered in the multicast table. This identifies the destination of the multicast content. Multicast IPv4 addresses uses the Class D IP addresses range 224.0.0.0 to 239.255.255.255. Multicast MAC addresses have a “1” as the last binary bit of the first octet pair (for example, 01:00:5e:00:00:0A). Static multicast addresses do not age out. See IP Multicast Addresses on page 332 for more information on IP multicast addresses.

Note: Static (manual) multicast forwarding allows you (the administrator) to forward multicast frames to a member without the member having to join the group first.

If a multicast group has no members, then the Switch cannot forward to specific ports unless you configure static (manual) multicast entries. The Switch will either flood the multicast frames to all ports (default) or drop them. Figure 254 on page 360 shows such unknown multicast frames flooded to all ports. With static multicast forwarding, you can forward these multicasts to ports within a VLAN group.

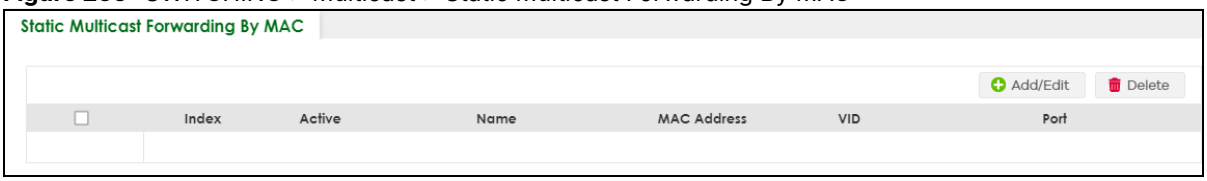
Figure 254 No Multicast Forwarding



45.2 Static Multicast Forwarding By MAC

Use this screen to view and configure static multicast MAC addresses for ports to receive the multicast stream. Click **SWITCHING** > **Multicast** > **Static Multicast Forwarding By MAC** to display the screen as shown next.

Figure 255 SWITCHING > Multicast > Static Multicast Forwarding By MAC



The following table describes the labels in this screen.

Table 171 SWITCHING > Multicast > Static Multicast Forwarding By MAC

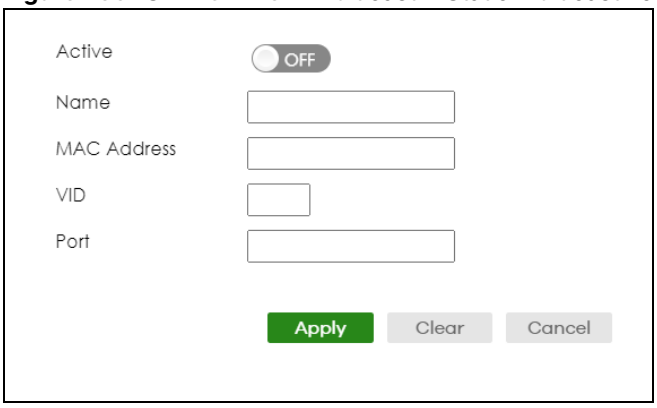
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the static multicast MAC address rule.
Active	This field displays whether a static multicast MAC address forwarding rule is active or not. You may temporarily deactivate a rule without deleting it.
Name	This field displays the descriptive name for identification purposes for a static multicast MAC address-forwarding rule.
MAC Address	This field displays the multicast MAC address that identifies a multicast group.
VID	This field displays the ID number of a VLAN group to which frames containing the specified multicast MAC address will be forwarded.
Port	This field displays the ports within an identified VLAN group to which frames containing the specified multicast MAC address will be forwarded. In Stacking mode, the first number represents the slot ID and the second is the port number.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

45.2.1 Add/Edit Static Multicast Forwarding By MAC

Use this screen to add a static multicast MAC address rule for ports to receive the multicast stream.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Multicast** > **Static Multicast Forwarding By MAC** to display this screen.

Figure 256 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Add/Edit



The following table describes the labels in this screen

Table 172 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by disabling the switch.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for this static multicast MAC address forwarding rule. This is for identification only.
MAC Address	Enter a multicast MAC address which identifies the multicast group. The last binary bit of the first octet pair in a multicast MAC address must be 1. For example, the first octet pair 00000001 is 01 in hexadecimal, so 01:00:5e:00:00:0A and 01:00:5e:00:00:27 are valid multicast MAC addresses.
VID	You can forward frames with matching destination multicast MAC address to ports within a VLAN group. Enter the ID that identifies the VLAN group here. If you do NOT have a specific target VLAN, enter 1.
Port	Enter the ports where frames with destination MAC address that matched the entry above are forwarded. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7. In Stacking mode, the first number represents the slot ID and the second is the port number. Enter “1/1-1/24,2/23” for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

45.3 Configure Static Multicast Forwarding by IP

Use this screen to configure static multicast IPv4 addresses for ports to receive the multicast stream. Click **SWITCHING** > **Multicast** > **Static Multicast Forwarding By IP** to display the screen as shown next.

Figure 257 SWITCHING > Multicast > Static Multicast Forwarding By IP

The following table describes the labels in this screen.

Table 173 SWITCHING > Multicast > Static Multicast Forwarding By IP

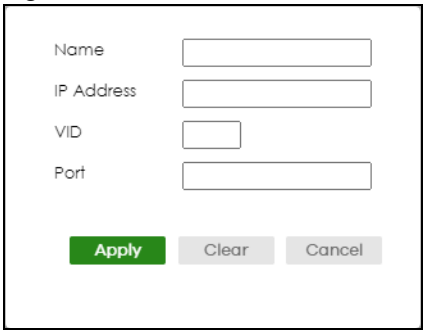
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the static multicast IP address rule.
Name	This field displays the descriptive name for identification purposes for a static multicast IP address-forwarding rule.
IP Address	This field displays the multicast IP address that identifies a multicast group.
VID	This field displays the ID number of a VLAN group to which frames containing the specified multicast IP address will be forwarded.
Port	This field displays the ports within an identified VLAN group to which frames containing the specified multicast IP address will be forwarded.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

45.3.1 Add/Edit a Static Multicast Address By IP

Use this screen to configure ports and VLAN to receive the multicast stream with this multicast IPv4 address.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Multicast** > **Static Multicast Forwarding By IP** to display this screen.

Figure 258 SWITCHING > Multicast > Static Multicast Forwarding By IP > Add/Edit



The following table describes the labels in this screen.

Table 174 SWITCHING > Multicast > Static Multicast Forwarding By IP > Add/Edit

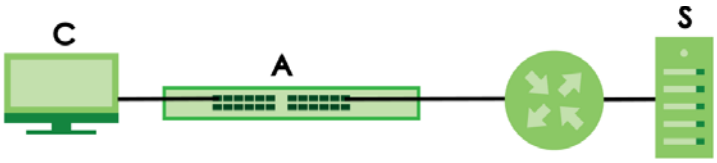
LABEL	DESCRIPTION
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for this static multicast IPv4 address forwarding rule. This is for identification only.
IP Address	Enter a multicast IPv4 address (224.0.0.0 – 239.255.255.255) which identifies the multicast group.
VID	You can forward frames with matching destination multicast IPv4 address to ports within a VLAN group. Enter the ID that identifies the VLAN group here. If you do NOT have a specific target VLAN, enter 1.
Port	Enter the ports where frames with destination multicast IPv4 address that matched the entry above are forwarded. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 46
PPPoE

46.1 PPPoE Intermediate Agent Overview

This chapter describes how the Switch gives a PPPoE termination server additional information that the server can use to identify and authenticate a PPPoE client.

A PPPoE Intermediate Agent (PPPoE IA) (**A**) is deployed between a PPPoE server (**S**) and PPPoE clients (**C**). It helps the PPPoE server identify and authenticate clients by adding subscriber line specific information to PPPoE discovery packets from clients on a per-port or per-port-per-VLAN basis before forwarding them to the PPPoE server.



46.1.1 What You Can Do

- Use the **PPPoE Intermediate Agent** screen (Section 46.2 on page 366) to enable the PPPoE Intermediate Agent on the Switch.
- Use the **PPPoE IA Port** screen (Section 46.3 on page 368) to set the port state and configure PPPoE intermediate agent sub-options on a per-port basis.
- Use the **PPPoE IA Port VLAN** screen (Section 46.4 on page 370) to configure PPPoE IA settings that apply to a specific VLAN on a port.
- Use the **PPPoE IA VLAN** (Section 46.5 on page 372) to enable the PPPoE Intermediate Agent on a VLAN.

46.1.2 What You Need to Know

Read on for concepts on ARP that can help you configure the screen in this chapter.

46.1.2.1 PPPoE Intermediate Agent Tag Format

If the PPPoE Intermediate Agent is enabled, the Switch adds a vendor-specific tag to PADI (PPPoE Active Discovery Initialization) and PADR (PPPoE Active Discovery Request) packets from PPPoE clients.

This tag is defined in RFC 2516 and has the following format for this feature.

Table 175 PPPoE Intermediate Agent Vendor-specific Tag Format

Tag_Type (0x0105)	Tag_Len	Value	i1	i2

The Tag_Type is 0x0105 for vendor-specific tags, as defined in RFC 2516. The Tag_Len indicates the length of Value, i1 and i2. The Value is the 32-bit number 0x00000DE9, which stands for the “ADSL Forum” IANA entry. i1 and i2 are PPPoE intermediate agent sub-options, which contain additional information about the PPPoE client.

46.1.2.2 Sub-Option Format

There are two types of sub-option: “Agent Circuit ID Sub-option” and “Agent Remote ID Sub-option”. They have the following formats.

Table 176 PPPoE IA Circuit ID Sub-option Format: User-defined String

SubOpt	Length	Value
0x01 (1 byte)	N (1 byte)	String (63 bytes)

Table 177 PPPoE IA Remote ID Sub-option Format

SubOpt	Length	Value
0x02 (1 byte)	N (1 byte)	MAC Address or String (63 bytes)

The 1 in the first field identifies this as an Agent Circuit ID sub-option and 2 identifies this as an Agent Remote ID sub-option. The next field specifies the length of the field. The Switch takes the Circuit ID string you manually configure for a VLAN on a port as the highest priority and the Circuit ID string for a port as the second priority. In addition, the Switch puts the PPPoE client’s MAC address into the Agent Remote ID Sub-option if you do not specify any user-defined string.

Flexible Circuit ID Syntax with Identifier String and Variables

If you do not configure a Circuit ID string for a VLAN on a specific port or for a specific port, the Switch adds the user-defined identifier string and variables into the Agent Circuit ID Sub-option. The variables can be the slot ID of the PPPoE client, the port number of the PPPoE client and/or the VLAN ID on the PPPoE packet.

The identifier-string, slot ID, port number and VLAN ID are separated from each other by a pound key (#), semi-colon (;), period (.), comma (,), forward slash (/) or space. An Agent Circuit ID Sub-option example is “Switch/07/0123” and indicates the PPPoE packets come from a PPPoE client which is connected to the Switch’s port 7 and belong to VLAN 123.

Table 178 PPPoE IA Circuit ID Sub-option Format: Using Identifier String and Variables

SubOpt	*Length*	*Value*						
0x01 (1 byte)	N (1 byte)	Identifier String (53 byte)	delimiter (1 byte)	Slot ID (1 byte)	delimiter (1 byte)	Port No (2 byte)	delimiter (1 byte)	VLAN ID (4 bytes)

WT-101 Default Circuit ID Syntax

If you do not configure a Circuit ID string for a specific VLAN on a port or for a specific port, and disable the flexible Circuit ID syntax in the **PPPoE** > **Intermediate Agent** screen, the Switch automatically generates a Circuit ID string according to the default Circuit ID syntax which is defined in the DSL Forum

Working Text (WT)-101. The default access node identifier is the host name of the PPPoE intermediate agent and the eth indicates “Ethernet”.

Table 179 PPPoE IA Circuit ID Sub-option Format: Defined in WT-101

SubOpt	Length	Value								
0x01 (1 byte)	N (1 byte)	Access Node Identifier (20 byte)	Space (1 byte)	eth (3 byte)	Space (1 byte)	Slot ID (1 byte)	/ (1 byte)	Port No (2 byte)	: (1 byte)	VLAN ID (4 bytes)

46.1.2.3 Port State

Every port is either a trusted port or an untrusted port for the PPPoE intermediate agent. This setting is independent of the trusted or untrusted setting for DHCP snooping or ARP inspection. You can also specify the agent sub-options (circuit ID and remote ID) that the Switch adds to PADI and PADR packets from PPPoE clients.

Trusted ports are connected to PPPoE servers.

- If a PADO (PPPoE Active Discovery Offer), PADS (PPPoE Active Discovery Session-confirmation), or PADT (PPPoE Active Discovery Terminate) packet is sent from a PPPoE server and received on a trusted port, the Switch forwards it to all other ports.
- If a PADI or PADR packet is sent from a PPPoE client but received on a trusted port, the Switch forwards it to other trusted ports.

Note: The Switch will drop all PPPoE discovery packets if you enable the PPPoE intermediate agent and there are no trusted ports.

Untrusted ports are connected to subscribers.

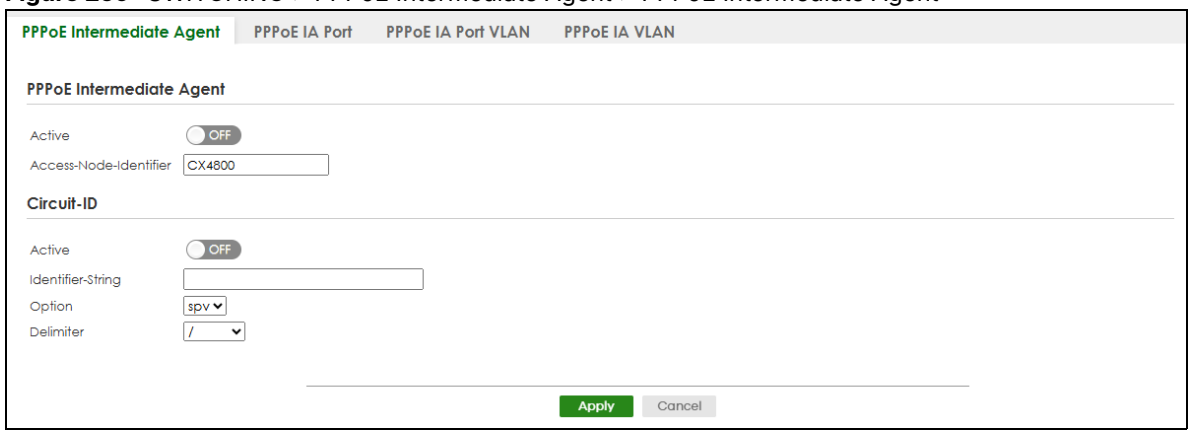
- If a PADI, PADR, or PADT packet is sent from a PPPoE client and received on an untrusted port, the Switch adds a vendor-specific tag to the packet and then forwards it to the trusted ports.
- The Switch discards PADO and PADS packets which are sent from a PPPoE server but received on an untrusted port.

46.2 PPPoE Intermediate Agent

Use this screen to configure the Switch to give a PPPoE termination server additional subscriber information that the server can use to identify and authenticate a PPPoE client.

Click **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE Intermediate Agent** to display the screen as shown.

Figure 259 SWITCHING > PPPoE Intermediate Agent > PPPoE Intermediate Agent



The following table describes the labels in this screen.

Table 180 SWITCHING > PPPoE Intermediate Agent > PPPoE Intermediate Agent

LABEL	DESCRIPTION
PPPoE Intermediate Agent	
Active	Enable the switch button to enable the PPPoE intermediate agent globally on the Switch.
Access-Node-Identifier	Enter up to 20 ASCII printable characters (except [?], [|], ['], ["], or [,]) to identify the PPPoE intermediate agent. Hyphens (-) and spaces are also allowed. The default is the Switch's host name.
Circuit-ID Use this section to configure the Circuit ID field in the PADI and PADR packets. The Circuit ID you configure for a specific port (in the **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port** screen) or for a specific VLAN on a port (in the **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port VLAN** screen) has priority over this. That means, if you also want to configure PPPoE IA Per-Port or Per-Port Per-VLAN setting, leave the fields here empty and configure circuit-id and remote-id in the Per-Port or Per-Port Per-VLAN screen.	
Active	Enable the switch button to have the Switch add the user-defined identifier string and variables (specified in the **Option** field) to PADI or PADR packets from PPPoE clients. If you leave this option unselected and do not configure any Circuit ID string (using CLI commands) on the Switch, the Switch will use the string specified in the **Access-Node-Identifier** field.
Identifier-String	Specify a string that the Switch adds in the Agent Circuit ID sub-option. You can enter up to 53 printable ASCII characters (except [?], [|], ['], ["], or [,]). Spaces are allowed.
Option	Select the variables that you want the Switch to generate and add in the Agent Circuit ID sub-option. The variable options include **sp**, **sv**, **pv** and **spv** which indicate combinations of slot-port, slot-VLAN, port-VLAN and slot-port-VLAN respectively. The Switch enters a zero into the PADI and PADR packets for the slot value.
Delimiter	Select a delimiter to separate the identifier-string, slot ID, port number and/or VLAN ID from each other. You can use a pound key (**#**), semi-colon (**;**), period (**.**), comma (**,**), forward slash (**/**) or space.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

46.3 PPPoE IA Port

Use this screen to specify whether individual ports are trusted or untrusted ports and have the Switch add extra information to PPPoE discovery packets from PPPoE clients on a per-port basis.

Note: The Switch will drop all PPPoE packets if you enable the PPPoE Intermediate Agent on the Switch and there are no trusted ports.

Click the **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port** screen to display the screen as shown.

Figure 260 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port (Standalone Mode)

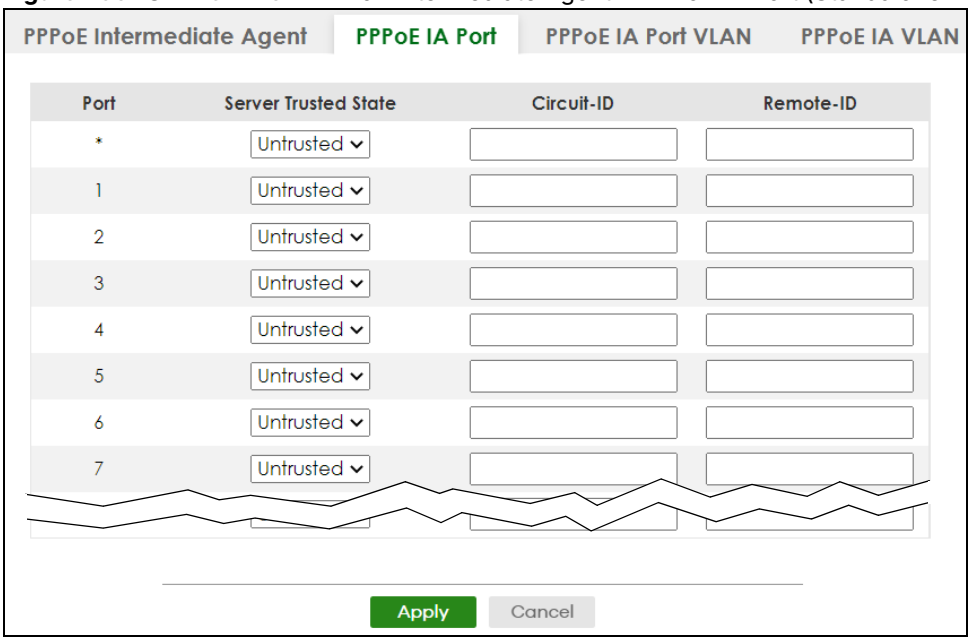
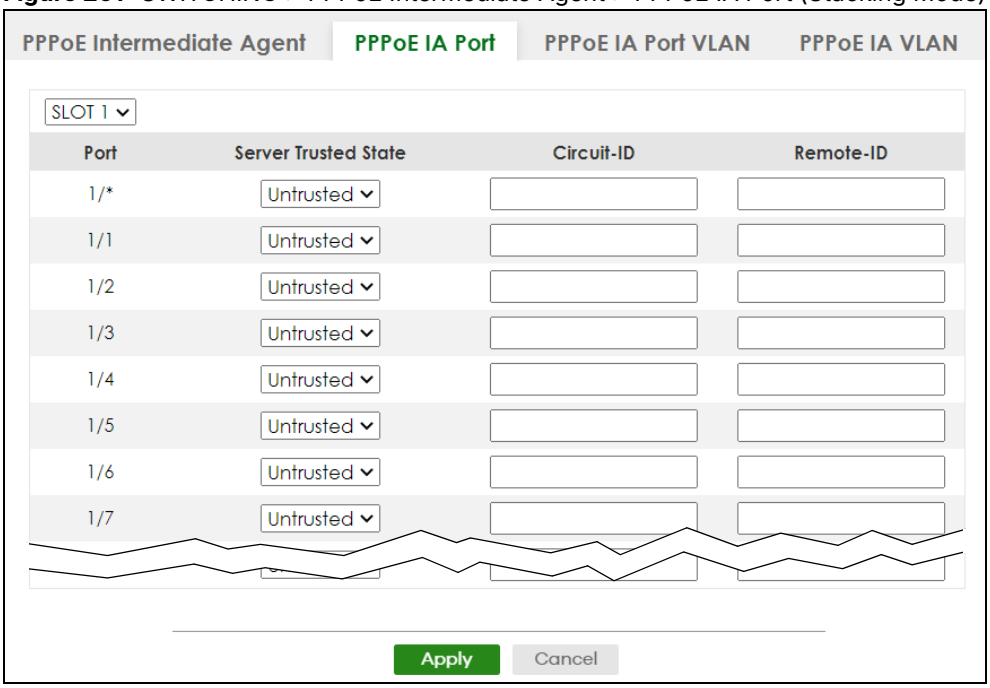


Figure 261 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port (Stacking Mode)



The following table describes the labels in this screen.

Table 181 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Server Trusted State	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). Trusted ports are uplink ports connected to PPPoE servers. If a PADO (PPPoE Active Discovery Offer), PADS (PPPoE Active Discovery Session-confirmation), or PADT (PPPoE Active Discovery Terminate) packet is sent from a PPPoE server and received on a trusted port, the Switch forwards it to all other ports. If a PADI or PADR packet is sent from a PPPoE client but received on a trusted port, the Switch forwards it to other trusted ports. Untrusted ports are downlink ports connected to subscribers. If a PADI, PADR, or PADT packet is sent from a PPPoE client and received on an untrusted port, the Switch adds a vendor-specific tag to the packet and then forwards it to the trusted ports. The Switch discards PADO and PADS packets which are sent from a PPPoE server but received on an untrusted port.

Table 181 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port (continued)

LABEL	DESCRIPTION
Circuit-ID	Enter a string of up to 63 ASCII characters (except [?], [|], ['], ["], or [,]) that the Switch adds into the Agent Circuit ID sub-option for PPPoE discovery packets received on this port. Spaces are allowed. The Circuit ID you configure for a specific VLAN on a port (in the **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port VLAN** screen) has the highest priority.
Remote-ID	Enter a string of up to 63 ASCII characters (except [?], [|], ['], ["], or [,]) that the Switch adds into the Agent Remote ID sub-option for PPPoE discovery packets received on this port. Spaces are allowed. If you do not specify a string here or in the **Remote-ID** field for a VLAN on a port, the Switch automatically uses the PPPoE client's MAC address. The Remote ID you configure for a specific VLAN on a port (in the **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port VLAN** screen) has the highest priority.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

46.4 PPPoE IA Port VLAN

Use this screen to configure PPPoE IA settings that apply to a specific VLAN on a port.

Click **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA Port VLAN** to display the screen as shown.

Figure 262 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port VLAN (Standalone Mode)

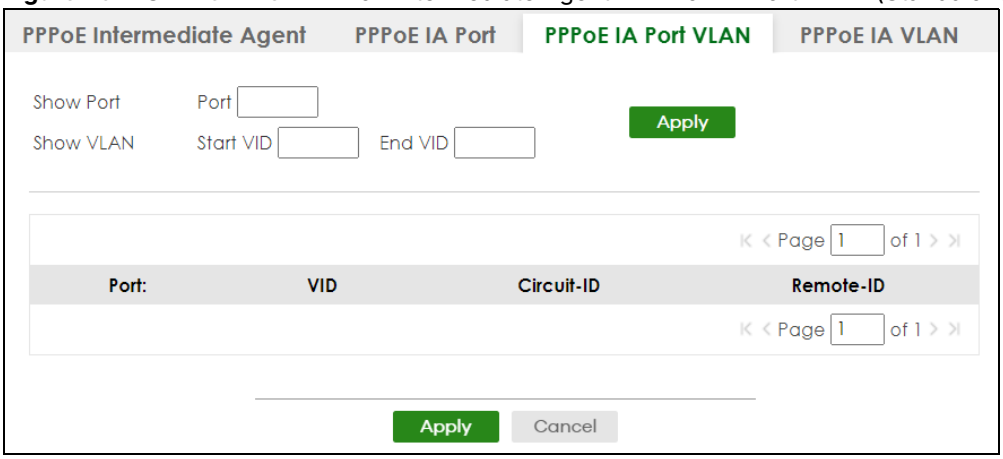
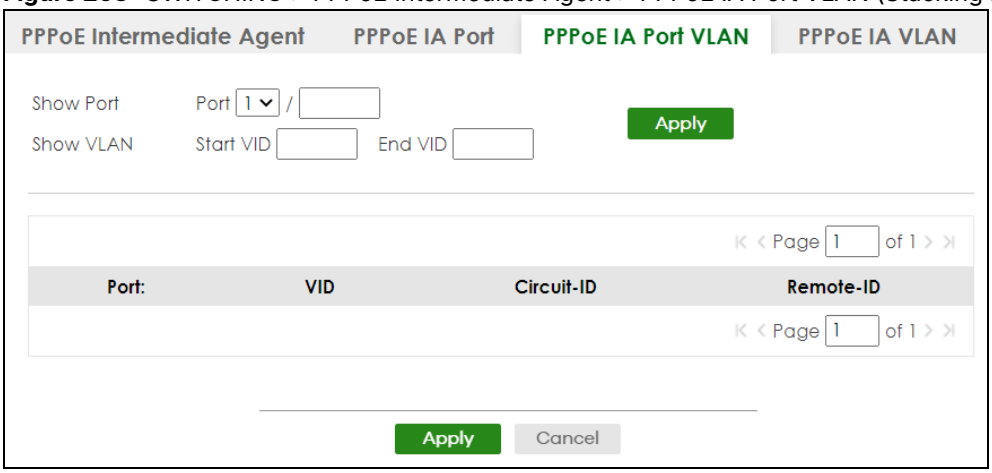


Figure 263 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port VLAN (Stacking Mode)



The following table describes the labels in this screen.

Table 182 SWITCHING > PPPoE Intermediate Agent > PPPoE IA Port VLAN

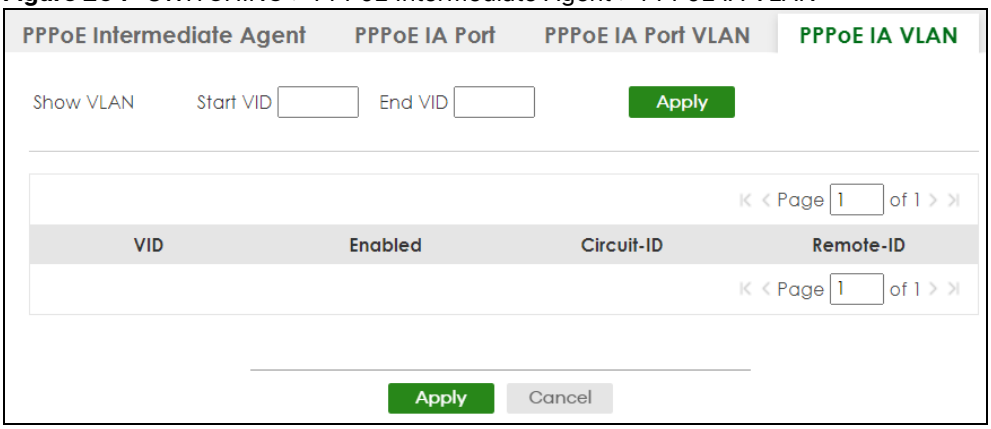
LABEL	DESCRIPTION
Show Port	
Port	Enter a port number to show the PPPoE Intermediate Agent settings for the specified VLANs on the port. In Stacking mode, the first field is the slot ID and the second field is the port number.
Show VLAN Use this section to specify the VLANs you want to configure in the section below.	
Start VID	Enter the lowest VLAN ID you want to configure in the section below.
End VID	Enter the highest VLAN ID you want to configure in the section below.
Apply	Click **Apply** to display the specified range of VLANs in the section below.
Port: Slot / Port	This field displays the port number specified above. In Stacking mode, it displays the slot ID and port number specified above.
VID	This field displays the VLAN ID of each VLAN in the range specified above. If you configure the * VLAN, the settings are applied to all VLANs.
*	Use this row to make the setting the same for all VLANs. Use this row first and then make adjustments on a VLAN-by-VLAN basis. Changes in this row are copied to all the VLANs as soon as you make them.
Circuit-ID	Enter a string of up to 63 ASCII characters (except [?], [|], ['], ["], or [,]) that the Switch adds into the Agent Circuit ID sub-option for this VLAN on the specified port. Spaces are allowed. The Circuit ID you configure here has the highest priority.
Remote-ID	Enter a string of up to 63 ASCII characters (except [?], [|], ['], ["], or [,]) that the Switch adds into the Agent Remote ID sub-option for this VLAN on the specified port. Spaces are allowed. If you do not specify a string here or in the **Remote-ID** field for a specific port, the Switch automatically uses the PPPoE client's MAC address. The Remote ID you configure here has the highest priority.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

46.5 PPPoE IA VLAN

Use this screen to set whether the PPPoE Intermediate Agent is enabled on a VLAN and whether the Switch appends the Circuit ID and/or Remote ID to PPPoE discovery packets from a specific VLAN.

Click **SWITCHING** > **PPPoE Intermediate Agent** > **PPPoE IA VLAN** to display the screen as shown.

Figure 264 SWITCHING > PPPoE Intermediate Agent > PPPoE IA VLAN



The following table describes the labels in this screen.

Table 183 SWITCHING > PPPoE Intermediate Agent > PPPoE IA VLAN

LABEL	DESCRIPTION
Show VLAN Use this section to specify the VLANs you want to configure in the section below.	
Start VID	Enter the lowest VLAN ID you want to configure in the section below.
End VID	Enter the highest VLAN ID you want to configure in the section below.
Apply	Click **Apply** to display the specified range of VLANs in the section below.
VID	This field displays the VLAN ID of each VLAN in the range specified above. If you configure the * VLAN, the settings are applied to all VLANs.
*	Use this row to make the setting the same for all VLANs. Use this row first and then make adjustments on a VLAN-by-VLAN basis. Changes in this row are copied to all the VLANs as soon as you make them.
Enabled	Select this option to turn on the PPPoE Intermediate Agent on a VLAN.
Circuit-ID	Select this option to make the Circuit ID settings for a specific VLAN take effect.
Remote-ID	Select this option to make the Remote ID settings for a specific VLAN take effect.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 47
Private VLAN

47.1 Private VLAN Overview

Use private VLAN if you want you to block traffic between ports in the same VLAN. **Community** and **Isolated** VLANs are secondary private VLANs that must be associated with a **Primary** private VLAN.

- **Primary**: Ports in a **Primary** VLAN are promiscuous and they can communicate with all promiscuous ports in the same primary VLAN, and all ports in associated community and isolated VLANs. They cannot communicate with ports in different primary VLANs.
- **Community**: Ports in a **Community** VLAN can communicate with promiscuous ports in an associated **Primary** VLAN and other community ports in the same **Community** VLAN. They cannot communicate with ports in **Isolated** VLANs, non-associated **Primary** VLAN promiscuous ports nor community ports in different **Community** VLANs.
- **Isolated**: Ports in an **Isolated** VLAN can communicate with promiscuous ports in an associated **Primary** VLAN only. They cannot communicate with other isolated ports in the same **Isolated** VLAN, non-associated **Primary** VLAN promiscuous ports nor any community ports.

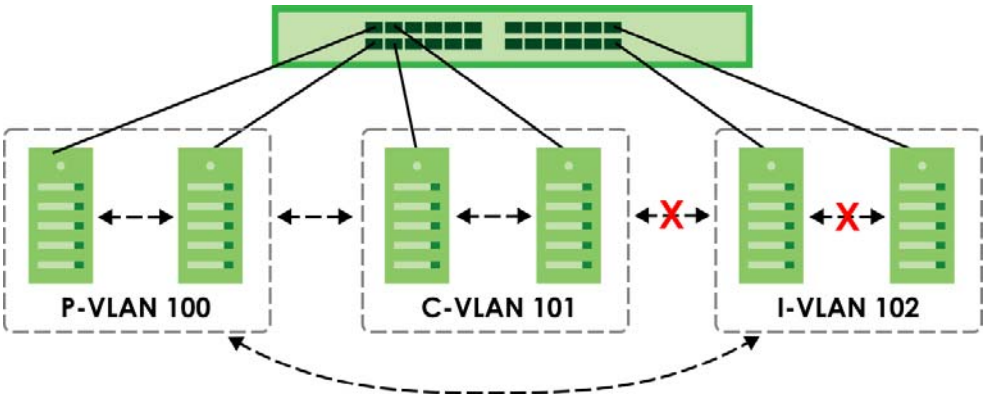


Table 184 PVLAN Graphic Key

LABEL	DESCRIPTION
P-VLAN 100	Primary private VLAN
C-VLAN 101	Community private VLAN
I-VLAN 102	Isolated private VLAN

Tagged Private VLANs can span switches but trunking ports must be VLAN-trunking ports – see **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup**.

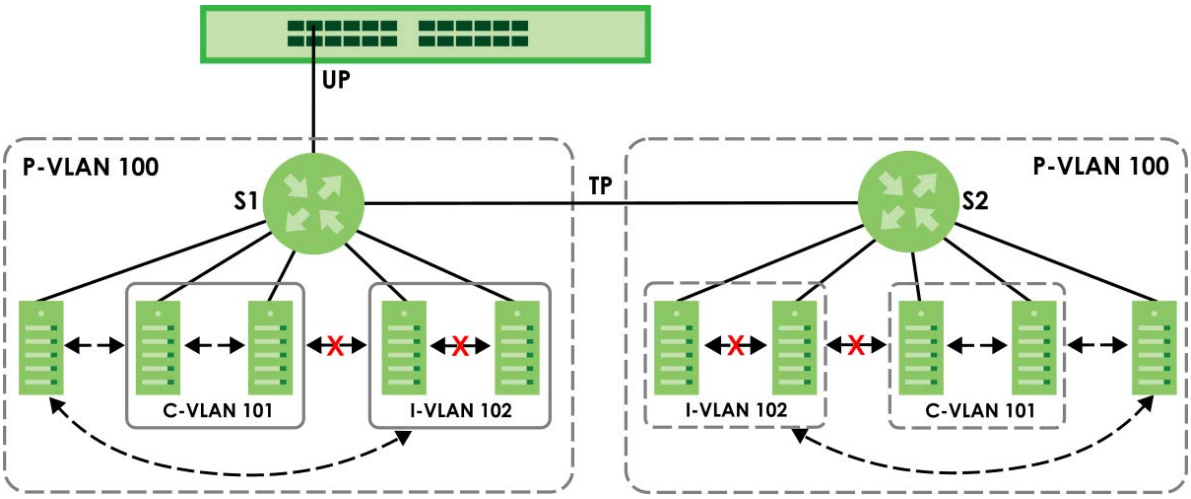


Table 185 Spanning PVLAN Graphic Key

LABEL	DESCRIPTION
UP	Uplink promiscuous port
TP	VLAN-trunking ports
S1, S2	Switch 1, Switch 2
P-VLAN 100	Primary private VLAN with VLAN ID tag of 100
C-VLAN 101	Community private VLAN with VLAN ID tag of 101
I-VLAN 102	Isolated private VLAN with VLAN ID tag of 102

This is the communication process if primary VLAN **P-VLAN 100** is associated with community VLAN **C-VLAN 101** and isolated VLAN **I-VLAN 102**.

- Promiscuous ports in **P-VLAN 100** can communicate with all ports in **P-VLAN 100** including community ports in **C-VLAN 101** and isolated ports in **I-VLAN 102**.
- Community ports in **C-VLAN 101** can communicate with promiscuous ports in **P-VLAN 100** and other community ports in **C-VLAN 101**. They cannot communicate with isolated ports in **I-VLAN 102**.
- Isolated ports can communicate with promiscuous ports in **P-VLAN 100**. They cannot communicate with other isolated ports in **I-VLAN 102** nor community ports in **C-VLAN 101**.

Note: **Isolation** in **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup** has a higher priority than private VLAN settings, so promiscuous ports with **Isolation** in **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup** enabled will not be able to communicate with each other.

47.1.1 Private VLAN Configuration

You must go to the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen first to create VLAN IDs for **Primary**, **Isolated** or **Community** VLANs.

Click **SWITCHING** > **Private VLAN** to display the following screen.

Figure 265 SWITCHING > Private VLAN > Private VLAN (Standalone Mode)

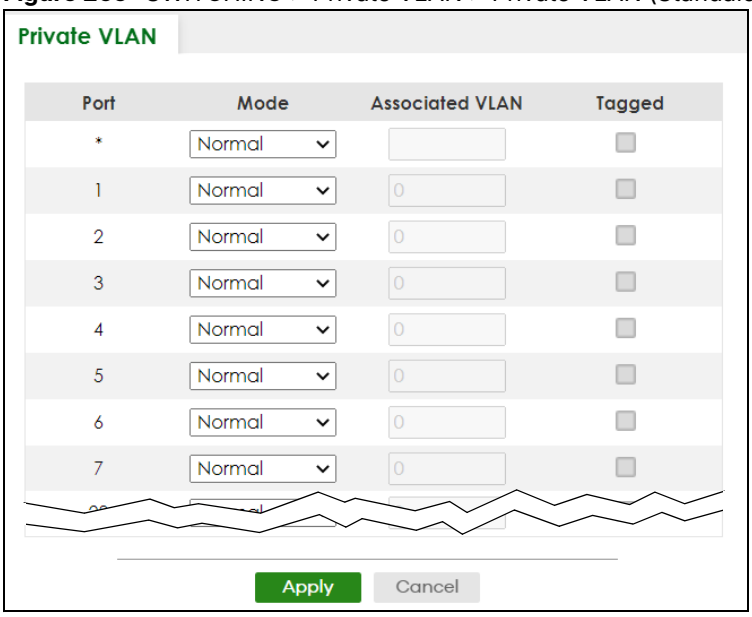
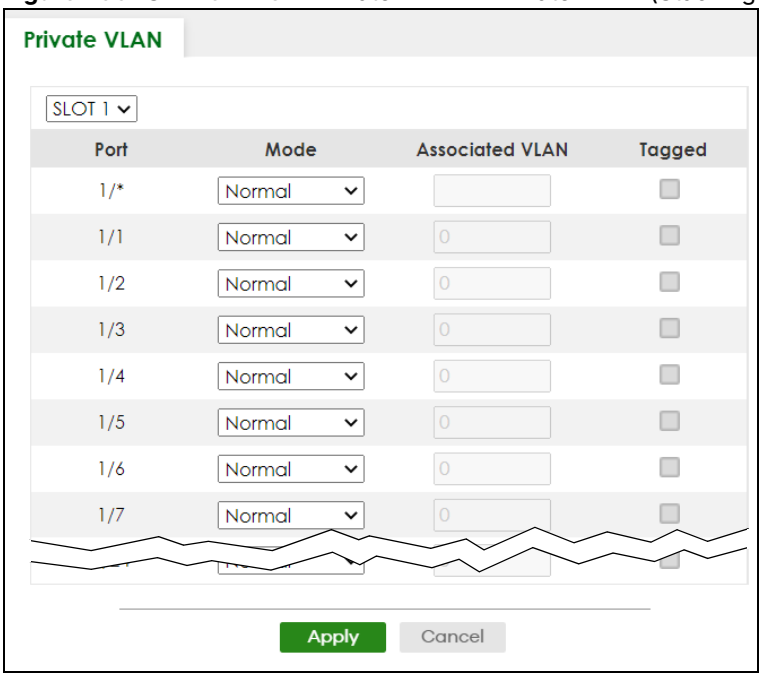


Figure 266 SWITCHING > Private VLAN > Private VLAN (Stacking Mode)



The following table describes the labels in this screen.

Table 186 SWITCHING > Private VLAN > Private VLAN

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 186 SWITCHING > Private VLAN > Private VLAN (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Mode	This is the type of VLAN mapped to this port. • **Normal**: These are ports in a static VLAN. This is not a private VLAN. • **Promiscuous**: Ports in a **Primary** VLAN are **Promiscuous**. They can communicate with all ports in the **Primary** VLAN and associated **Community** and **Isolated** VLANs. They cannot communicate with **Promiscuous** ports in different primary VLANs. • **Isolated:** Ports in an **Isolated** VLAN can communicate with **Promiscuous** ports in an associated **Primary** VLAN only. They cannot communicate with other **Isolated** ports in the same **Isolated** VLAN, non-associated **Primary** VLAN **Promiscuous** ports nor any **Community** ports. • **Community**: Ports in a **Community** VLAN can communicate with **Promiscuous** ports in an associated Primary VLAN and other community ports in the same **Community** VLAN. They cannot communicate with ports in an **Isolated** VLAN, non-associated **Primary** VLAN **Promiscuous** ports nor **Community** ports in different **Community** VLANs.
Associated VLAN	Enter the VLAN ID of a previously created VLAN here. Note: The VLAN ID and **Mode** selected here must be the same as the VLAN ID and **VLAN Type** created in **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN**.
Tagged	A VLAN ID tag identifies VLAN membership of a frame across switches. Select this if the VLAN includes ports on multiple switches. The Switch forwards tagged frames through this port; it adds the PVID to untagged frames before sending them out. Clear this if the VLAN includes ports on this Switch only. The Switch forwards untagged frames through this port; it removes the VLAN ID from tagged frames before sending them out.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 48
Differentiated Services

48.1 DiffServ Overview

This chapter shows you how to configure Differentiated Services (DiffServ) on the Switch.

Quality of Service (QoS) is used to prioritize source-to-destination traffic flows. All packets in the flow are given the same priority. You can use CoS (class of service) to give different priorities to different packet types.

DiffServ is a class of service (CoS) model that marks packets so that they receive specific per-hop treatment at DiffServ-compliant network devices along the route based on the application types and traffic flow. Packets are marked with DiffServ Code Points (DSCPs) indicating the level of service desired. This allows the intermediary DiffServ-compliant network devices to handle the packets differently depending on the code points without the need to negotiate paths or remember state information for every flow. In addition, applications do not have to request a particular service or give advanced notice of where the traffic is going.

48.1.1 What You Can Do

- Use the **Diffserv** screen (Section 48.1 on page 377) to activate DiffServ to apply marking rules or IEEE 802.1p priority mapping on the Switch.
- Use the **DSCP Setting** screen (Section 48.3.1 on page 380) to change the DSCP-IEEE 802.1p mapping.

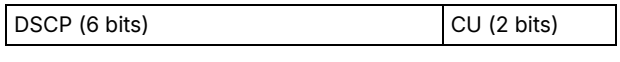
48.1.2 What You Need to Know

Read on for concepts on Differentiated Services that can help you configure the screens in this chapter.

DSCP and Per-Hop Behavior

DiffServ defines a new DS (Differentiated Services) field to replace the Type of Service (ToS) field in the IP header. The DS field contains a 6-bit DSCP field which can define up to 64 service levels and the remaining 2 bits are defined as currently unused (CU). The following figure illustrates the DS field.

Figure 267 DiffServ: Differentiated Service Field



DSCP is backward compatible with the three precedence bits in the ToS octet so that non-DiffServ compliant, ToS-enabled network device will not conflict with the DSCP mapping.

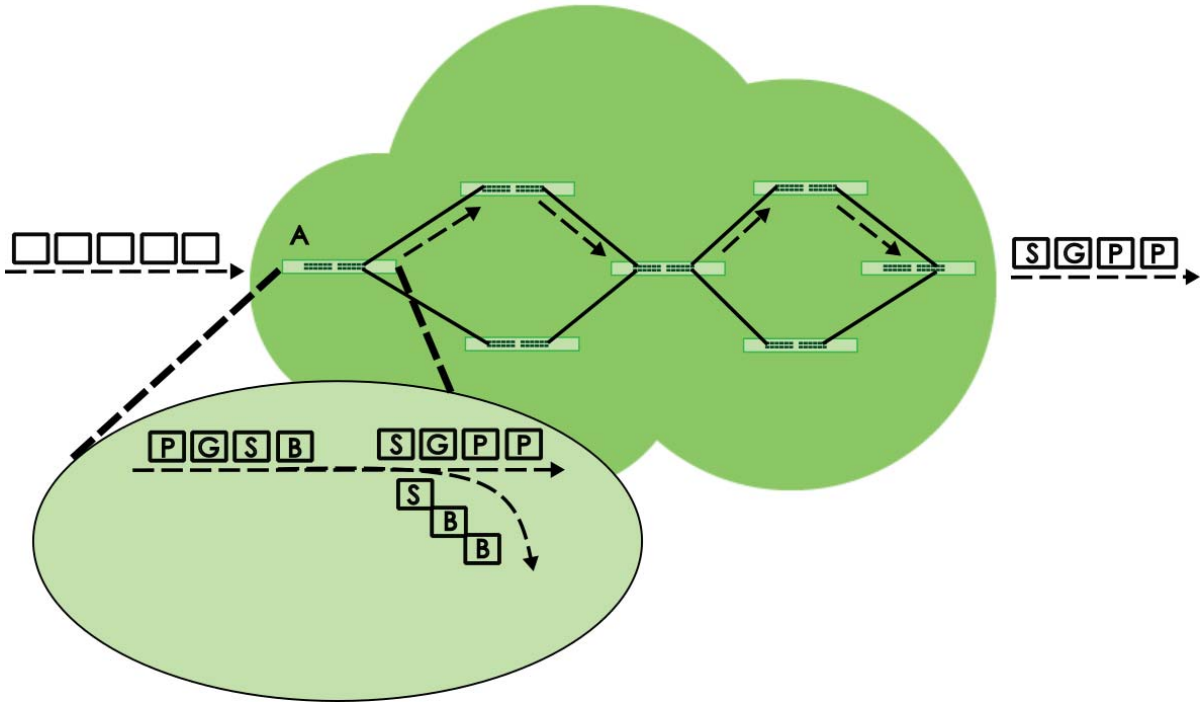
The DSCP value determines the PHB (Per-Hop Behavior), that each packet gets as it is forwarded across the DiffServ network. Based on the marking rule different kinds of traffic can be marked for different

priorities of forwarding. Resources can then be allocated according to the DSCP values and the configured policies.

DiffServ Network Example

The following figure depicts a DiffServ network consisting of a group of directly connected DiffServ-compliant network devices. The boundary node (**A** in Figure 268) in a DiffServ network classifies (marks with a DSCP value) the incoming packets into different traffic flows (**Platinum**, **Gold**, **Silver**, **Bronze**) based on the configured marking rules. A network administrator can then apply various traffic policies to the traffic flows. An example traffic policy, is to give higher drop precedence to one traffic flow over others. In our example, packets in the **Bronze** traffic flow are more likely to be dropped when congestion occurs than the packets in the **Platinum** traffic flow as they move across the DiffServ network.

Figure 268 DiffServ Network



48.2 Activate DiffServ

Activate DiffServ to apply marking rules or IEEE 802.1p priority mapping on the selected ports.

Click **SWITCHING** > **QoS** > **Diffserv** > **Diffserv** to display the screen as shown.

Figure 269 SWITCHING > QoS > Diffserv > Diffserv (Standalone Mode)

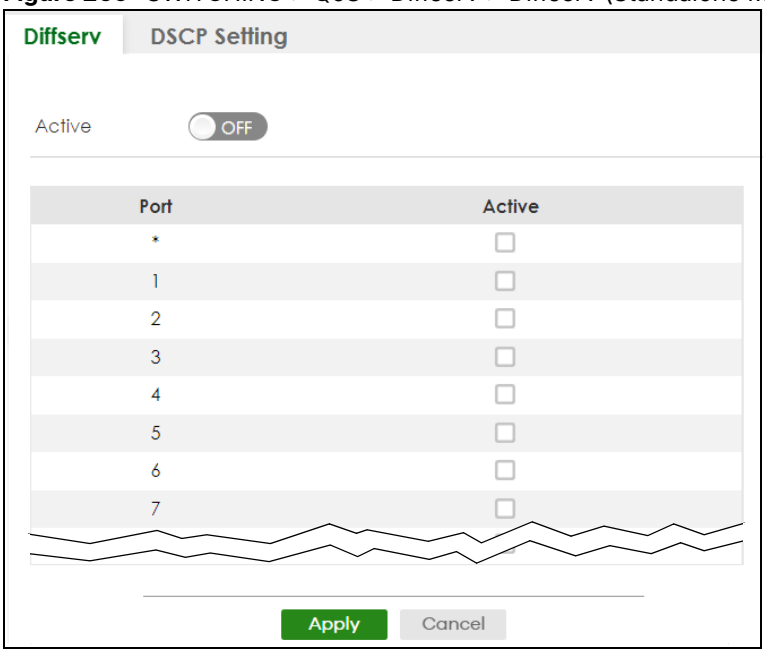
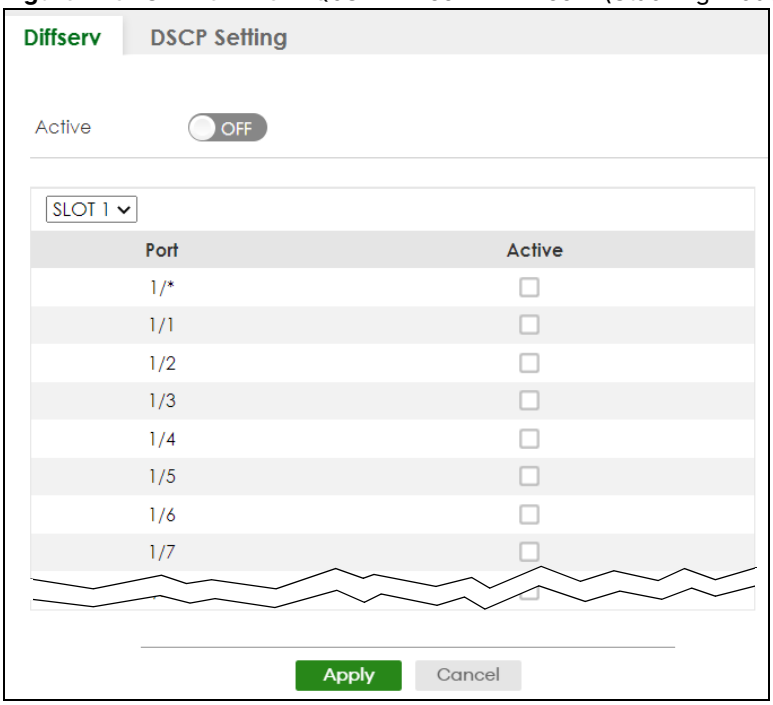


Figure 270 SWITCHING > QoS > Diffserv > Diffserv (Stacking Mode)



The following table describes the labels in this screen.

Table 187 SWITCHING > QoS > Diffserv > Diffserv

LABEL	DESCRIPTION
Active	Enable the switch button to enable Diffserv on the Switch.
Slot	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.

Table 187 SWITCHING > QoS > Diffserv > Diffserv (continued)

LABEL	DESCRIPTION
Port	This field displays the index number of a port on the Switch. In Stacking mode, the first number represents the slot and the second the port number. * means all ports (on the same Switch).
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select **Active** to enable Diffserv on the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

48.3 DSCP-to-IEEE 802.1p Priority Settings

You can configure the DSCP to IEEE 802.1p mapping to allow the Switch to prioritize all traffic based on the incoming DSCP value according to the DiffServ to IEEE 802.1p mapping table.

The following table shows the default DSCP-to-IEEE802.1p mapping.

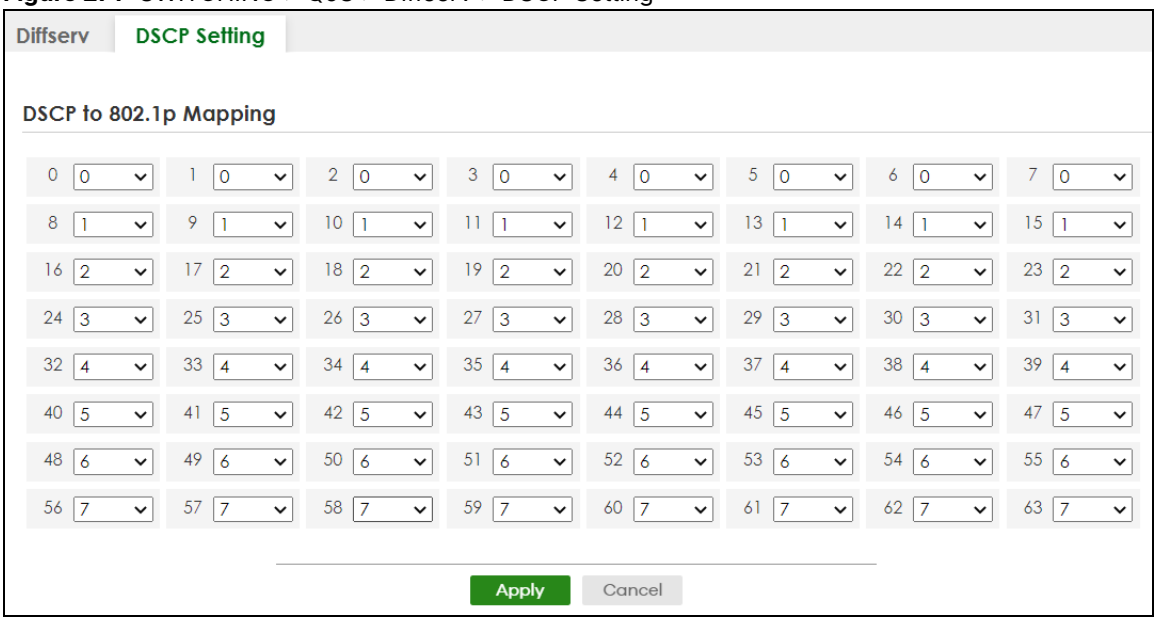
Table 188 Default DSCP-IEEE 802.1p Mapping

DSCP VALUE	0 – 7	8 – 15	16 – 23	24 – 31	32 – 39	40 – 47	48 – 55	56 – 63
IEEE 802.1p	0	1	2	3	4	5	6	7

48.3.1 Configure DSCP Settings

To change the DSCP-IEEE 802.1p mapping click **SWITCHING** > **QoS** > **Diffserv** > **DSCP Setting** to display the screen as shown next.

Figure 271 SWITCHING > QoS > Diffserv > DSCP Setting



The following table describes the labels in this screen.

Table 189 SWITCHING > QoS > Diffserv > DSCP Setting

LABEL	DESCRIPTION
0 ... 63	This is the DSCP classification identification number. To set the IEEE 802.1p priority mapping, select the priority level from the drop-down list box.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 49
Queuing Method

49.1 Queuing Method Overview

This section introduces the queuing methods supported.

Queuing is used to help solve performance degradation when there is network congestion. Use the **Queuing Method** screen to configure queuing algorithms for outgoing traffic. See also **Priority Queue Assignment** in the **SWITCHING** > **QoS** > **Priority Queue** screen and **802.1p Priority** in the **PORT** > **Port Setup** > **Port Setup** screen for related information.

49.1.1 What You Can Do

Use the **Queuing Method** screen (Section 49.2 on page 384) to set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.

49.1.2 What You Need to Know

Queuing algorithms allow switches to maintain separate queues for packets from each individual source or flow and prevent a source from monopolizing the bandwidth.

Strictly Priority Queuing (SPQ)

Strictly Priority Queuing services queues based on priority only. As traffic comes into the Switch, traffic on the highest priority queue, Q7 is transmitted first. When that queue empties, traffic on the next highest-priority queue, Q6 is transmitted until Q6 empties, and then traffic is transmitted on Q5 and so on. If higher priority queues never empty, then traffic on lower priority queues never gets sent. SPQ does not automatically adapt to changing network requirements.

Weighted Fair Queuing (WFQ)

Weighted Fair Queuing is used to guarantee each queue's minimum bandwidth based on its bandwidth weight (portion) (the number you configure in the **Weight** field) when there is traffic congestion. WFQ is activated only when a port has more traffic than it can handle. Queues with larger weights get more guaranteed bandwidth than queues with smaller weights. This queuing mechanism is highly efficient in that it divides any available bandwidth across the different traffic queues. By default, the weight for Q0 is 1, for Q1 is 2, for Q2 is 3, and so on.

Weighted Round Robin Scheduling (WRR)

Round Robin Scheduling services queues on a rotating basis and is activated only when a port has more traffic than it can handle. A queue is given an amount of bandwidth irrespective of the incoming traffic on

that port. This queue then moves to the back of the list. The next queue is given an equal amount of bandwidth, and then moves to the end of the list; and so on, depending on the number of queues being used. This works in a looping fashion until a queue is empty.

Weighted Round Robin Scheduling uses the same algorithm as round robin scheduling, but services queues based on their priority and queue weight (the number you configure in the queue **Weight** field) rather than a fixed amount of bandwidth. WRR is activated only when a port has more traffic than it can handle. Queues with larger weights get more service than queues with smaller weights. This queuing mechanism is highly efficient in that it divides any available bandwidth across the different traffic queues and returns to queues that have not yet emptied.

Weighted Elastic Round Robin Queuing (WERR)

Just like Weighted Fair Queuing, Weighted Elastic Round Robin is used to guarantee each queue's minimum bandwidth based on its bandwidth weight when there is traffic congestion. Weight is based on the volume of traffic, making them fairer and unaffected by packet size.

In a queue-based queuing algorithm (WRR, WERR), bandwidth allocation starts from the queue with the highest priority set by the feature priority queues. It considers the fairness of bandwidth allocation between queues.

In addition to fairness of bandwidth allocation between queues, a flow-based queuing (WFQ) uses an algorithm to try to ensure fairness in the flow within each queue.

Allocation is determined by weight, whether queue-based or flow-based.

Table 190 Queuing Method Comparison

FEATURE	SPQ	WFQ	WERR	WRR
Priority handling	Strict assigned priority	Weighted queues	Weighted queues	Weighted queues
Delay risk	Zero delay for high priority queues, but low priority queues are only served when higher priority queue is empty.	Low	Moderate	High
Fairness (controlled, predictable sharing of bandwidth)	None, priority applies	Highest, bandwidth is shared proportionally based on assigned weight	High, bandwidth is shared proportionally based on assigned weight	Moderate, every queue gets served. Fairness is affected by the actual packet size.
Traffic awareness (VoIP packet, video, backup traffic)	Highest priority queues always go first, lower priority queues may wait a long time	Every flow gets its turn	Every queue gets its turn	Every queue gets its turn. Bandwidth accuracy is low due to varying packet sizes.
Hardware usage	Extremely low	High	Low	Low
Best used for	Real-time critical traffic (VoIP, video conferencing, controlled network traffic)	Balanced QoS for mixed network traffic environment where fairness matters	Balanced QoS for mixed network traffic environment where fairness matters	Simple bandwidth sharing for general purpose QoS

49.2 Configure Queuing

Use this screen to set priorities for the queues of the Switch. This distributes bandwidth across the different traffic queues.

Click **SWITCHING** > **QoS** > **Queuing Method** to display the screen as shown below.

Figure 272 SWITCHING > QoS > Queuing Method (Standalone Mode)

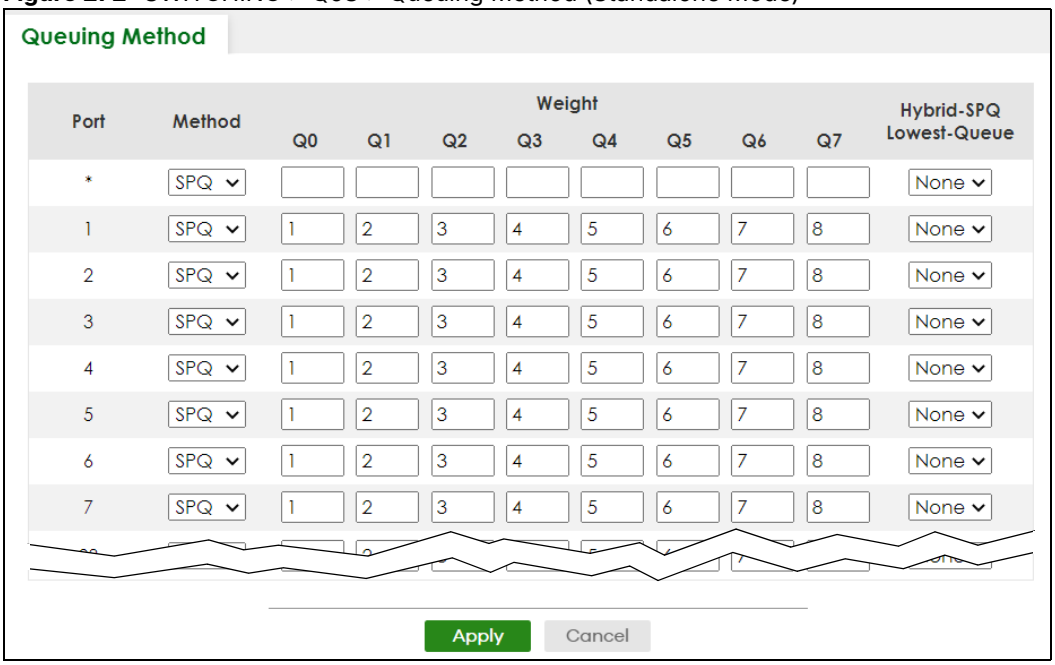
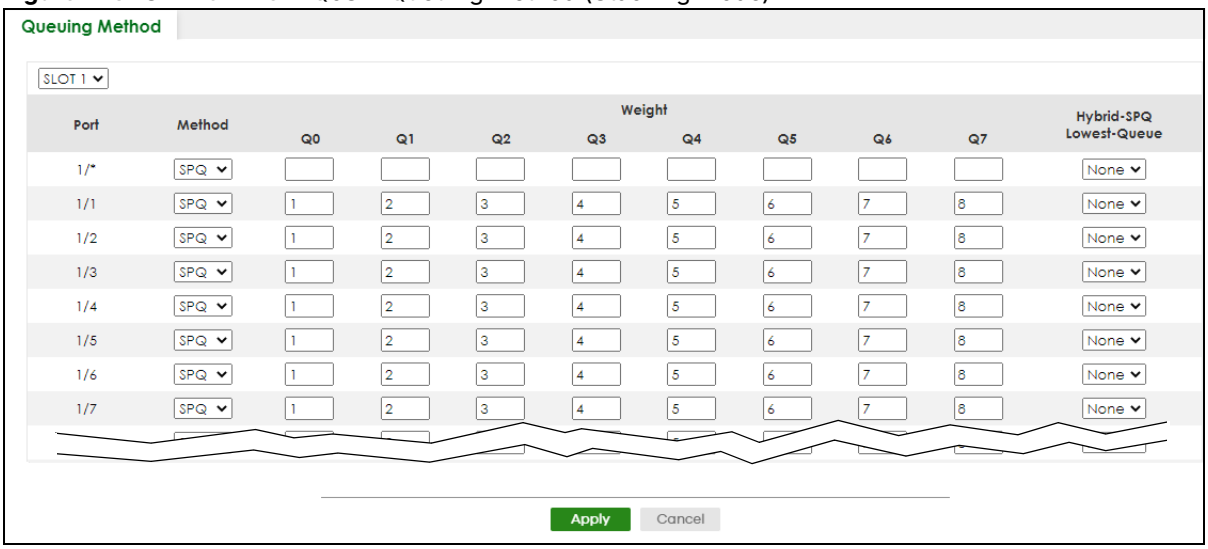


Figure 273 SWITCHING > QoS > Queuing Method (Stacking Mode)



The following table describes the labels in this screen.

Table 191 SWITCHING > QoS > Queuing Method

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Method	Select **SPQ** (Strictly Priority Queuing), **WFQ** (Weighted Fair Queuing), **WRR** (Weighted Round Robin), or **WERR** (Weighted Elastic Round Robin). Strictly Priority Queuing services queues based on priority only. When the highest priority queue empties, traffic on the next highest-priority queue begins. Q7 has the highest priority and Q0 the lowest. Weighted Fair Queuing is used to guarantee each queue's minimum bandwidth based on their bandwidth portion (**Weight**). Queues with larger weights get more guaranteed bandwidth than queues with smaller weights. Weighted Round Robin Scheduling services queues on a rotating basis based on their queue **Weight**. Queues with larger weights get more service than queues with smaller weights. Just like Weighted Fair Queuing, Weighted Elastic Round Robin Queuing is used to guarantee each queue's minimum bandwidth based on their bandwidth portion (**Weight**). Queues with larger weights get more guaranteed bandwidth than queues with smaller weights.
Weight	When you select **WFQ**, **WRR**, or **WERR**, enter the queue weight here. Bandwidth is divided across the different traffic queues according to their weights.
Hybrid-SPQ Lowest-Queue	This field is applicable only when you select **WFQ**, **WRR**, or **WERR**. Select a queue (**Q0** to **Q7**) to have the Switch use **SPQ** to service the subsequent queues after and including the specified queue for the port. For example, if you select **Q5**, the Switch services traffic on **Q5**, **Q6** and **Q7** using **SPQ**. Select **None** to always use **WFQ**, **WRR**, or **WERR** for the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 50
Priority Queue

50.1 Priority Queue Overview

IEEE 802.1p defines up to eight separate traffic types by inserting a tag into a MAC-layer frame that contains bits to define class of service. Frames without an explicit priority tag are given the default priority of the ingress port. Use this screen to configure the priority level-to-physical queue mapping. The Switch has eight physical queues that you can map to the eight priority levels.

On the Switch, traffic assigned to higher index queues gets through faster while traffic in lower index queues is dropped if the network is congested.

50.1.1 What You Can Do

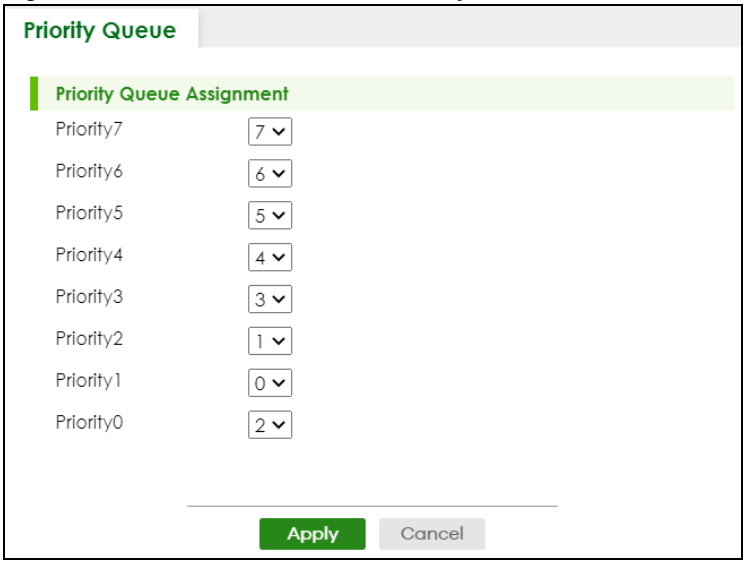
Use the **Priority Queue** screen (Section 50.2 on page 386) to configure the priority level-to-physical queue mapping.

50.2 Assign Priority Queue

Use this screen to assign priority level to each queue.

Click **SWITCHING** > **QoS** > **Priority Queue** to open this screen.

Figure 274 SWITCHING > QoS > Priority Queue



The following table describes the related labels in this screen.

Table 192 SWITCHING > QoS > Priority Queue

LABEL	DESCRIPTION
Priority Queue Assignment The following descriptions are based on the traffic types defined in the IEEE 802.1d standard (which incorporates the 802.1p). To map a priority level to a physical queue, select a physical queue from the drop-down menu on the right.	
Priority 7	Typically used for network control traffic such as router configuration messages.
Priority 6	Typically used for voice traffic that is especially sensitive to jitter (jitter is the variations in delay).
Priority 5	Typically used for video that consumes high bandwidth and is sensitive to jitter.
Priority 4	Typically used for controlled load, latency-sensitive traffic such as SNA (Systems Network Architecture) transactions.
Priority 3	Typically used for “excellent effort” or better than best effort and would include important business traffic that can tolerate some delay.
Priority 2	This is for “spare bandwidth”.
Priority 1	This is typically used for non-critical “background” traffic such as bulk transfers that are allowed but that should not affect other applications and users.
Priority 0	Typically used for best-effort traffic.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 51
Bandwidth Control

51.1 Bandwidth Control Overview

This chapter shows you how you can cap the maximum bandwidth using the **Bandwidth Control** screen.

Bandwidth control means defining a maximum allowable bandwidth for incoming and/or out-going traffic flows on a port.

51.1.1 What You Can Do

Use the **Bandwidth Control** screen (Section 51.2 on page 388) to limit the bandwidth for traffic going through the Switch.

51.1.2 CIR and PIR

The Committed Information Rate (CIR) is the guaranteed bandwidth for the incoming traffic flow on a port. The Peak Information Rate (PIR) is the maximum bandwidth allowed for the incoming traffic flow on a port when there is no network congestion.

The CIR and PIR should be set for all ports that use the same uplink bandwidth. If the CIR is reached, packets are sent at the rate up to the PIR. When network congestion occurs, packets through the ingress port exceeding the CIR will be marked for drop.

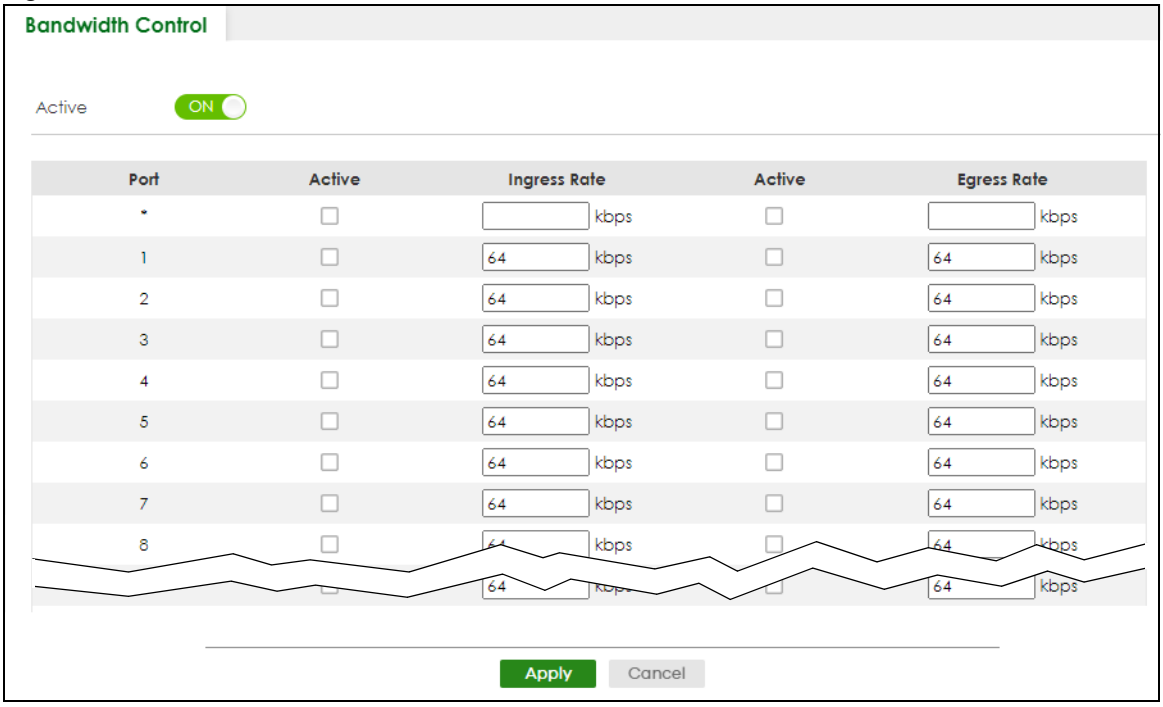
51.2 Bandwidth Control Setup

Click **SWITCHING** > **QoS** > **Bandwidth Control** in the navigation panel to bring up the screen as shown next.

Note: The CIR should be less than the PIR.

Note: The sum of CIRs cannot be greater than or equal to the uplink bandwidth.

Figure 275 SWITCHING > QoS > Bandwidth Control



The following table describes the related labels in this screen.

Table 193 SWITCHING > QoS > Bandwidth Control

LABEL	DESCRIPTION
Active	Enable the switch button to enable bandwidth control on the Switch.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to activate ingress rate limits on this port.
Ingress Rate	Specify the maximum bandwidth allowed in kilobits per second (Kbps) for the incoming traffic flow on a port. Note: Ingress rate bandwidth control applies to layer 2 traffic only.
Active	Select this checkbox to activate egress rate limits on this port.
Egress Rate	Specify the maximum bandwidth allowed in kilobits per second (Kbps) for the out-going traffic flow on a port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 52
sFlow

This chapter shows you how to configure sFlow to have the Switch monitor traffic in a network and send information to an sFlow collector for analysis.

52.1 sFlow Overview

sFlow (RFC 3176) is a standard technology for monitoring switched networks. An sFlow agent embedded on a switch or router gets sample data and packet statistics from traffic forwarded through its ports. The sFlow agent then creates sFlow data and sends it to an sFlow collector. The sFlow collector is a server that collects and analyzes sFlow datagram. An sFlow datagram includes packet header, input and output interface, sampling process parameters and forwarding information.

sFlow minimizes impact on CPU load of the Switch as it analyzes sample data only. sFlow can continuously monitor network traffic and create reports for network performance analysis and troubleshooting. For example, you can use it to know which IP address or which type of traffic caused network congestion.

Figure 276 sFlow Application

52.2 sFlow Port Configuration

Click **SWITCHING** > **sFlow** > **sFlow** in the navigation panel to display the screen as shown.

Figure 277 SWITCHING > sFlow > sFlow (Standalone Mode)

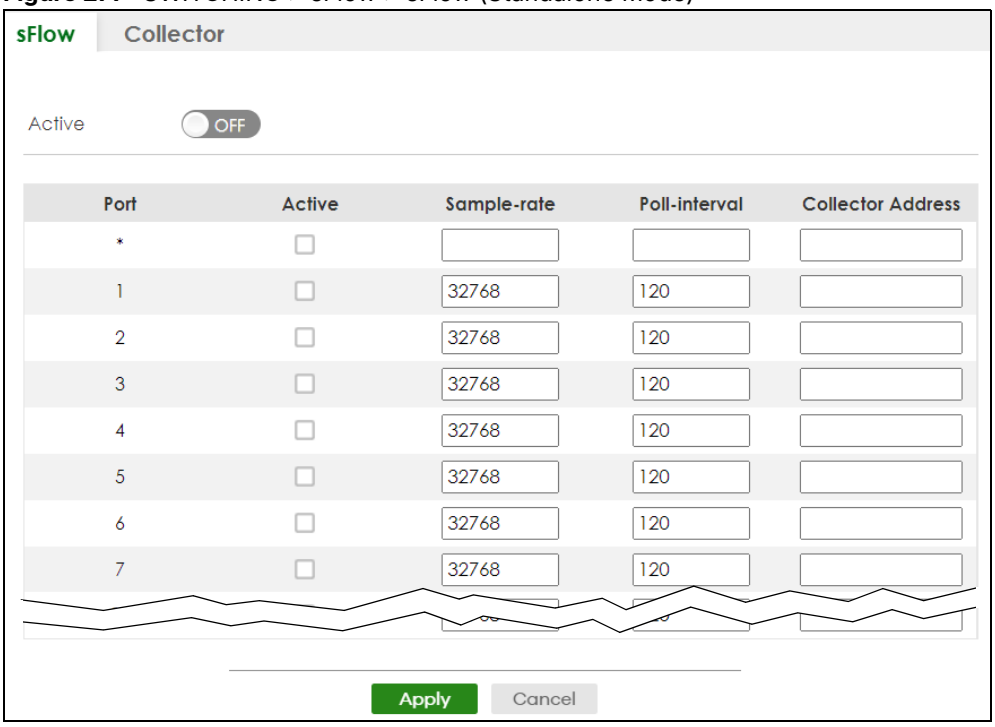
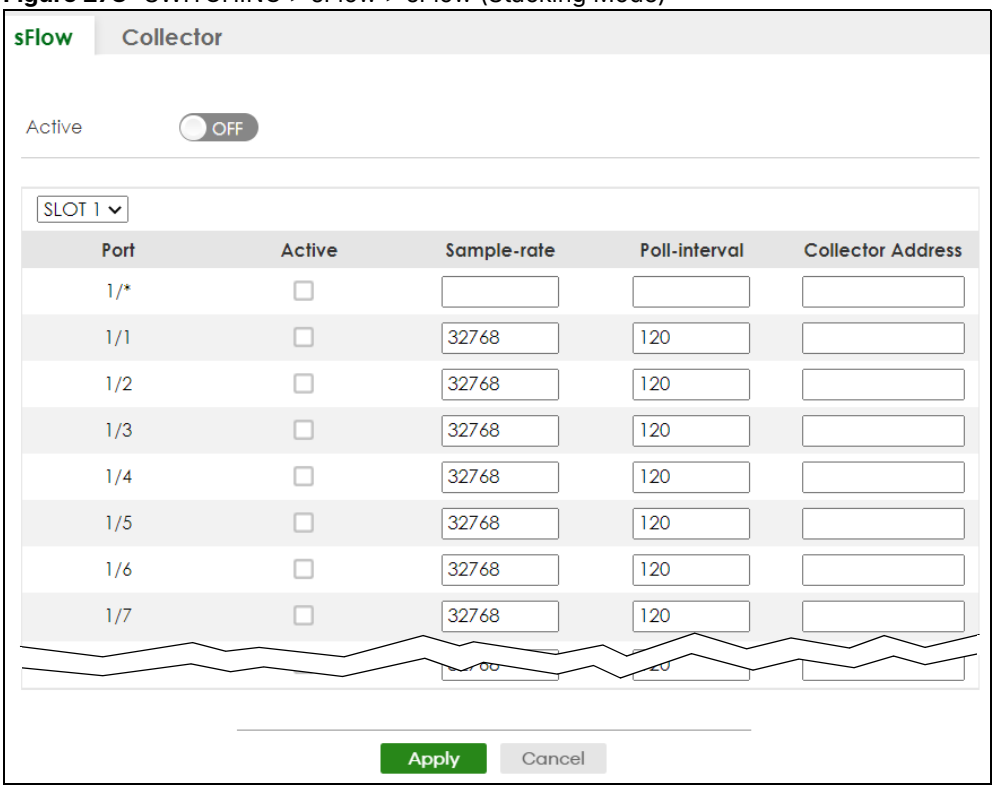


Figure 278 SWITCHING > sFlow > sFlow (Stacking Mode)



The following table describes the labels in this screen.

Table 194 SWITCHING > sFlow > sFlow

LABEL	DESCRIPTION
Active	Enable the switch button to enable the sFlow agent on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this to allow the Switch to monitor traffic on this port and generate and send sFlow datagram to the specified collector.
Sample-rate	Enter a number (N) from 256 to 65535. The Switch captures every one out of N packets for this port and creates sFlow datagram.
Poll-interval	Specify a time interval (from 20 to 120 in seconds) the Switch waits before sending the sFlow datagram and packet counters for this port to the collector.
Collector Address	Enter the IP address of the sFlow collector. Note: You must have the sFlow collector already configured in the **SWITCHING** > **sFlow** > **Collector** screen. The sFlow collector does not need to be in the same subnet as the Switch, but it must be accessible from the Switch. Note: Configure UDP port 6343 (the default) on a NAT router to allow port forwarding if the collector is behind a NAT router. Configure a firewall rule for UDP port 6343 (the default) to allow incoming traffic if the collector is behind a firewall.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

52.3 sFlow Collector Configuration

Click **SWITCHING** > **sFlow** > **Collector** to display the screen as shown. You may want to configure more than one collector if the traffic load to be monitored is more than one collector can manage.

Note: You can configure up to four sFlow collectors in this screen.

Figure 279 SWITCHING > sFlow > Collector

The following table describes the labels in this screen.

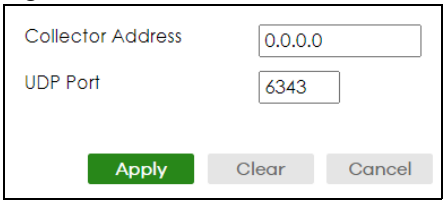
Table 195 SWITCHING > sFlow > Collector

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of this entry.
Collector Address	This field displays IP address of the sFlow collector.
UDP Port	This field displays port number the Switch uses to send sFlow datagram to the collector.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

52.3.1 Add/Edit sFlow Collector

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **sFlow** > **Collector** screen to display this screen.

Figure 280 SWITCHING > sFlow > Collector > Add/Edit



The following table describes the labels in this screen.

Table 196 SWITCHING > sFlow > Collector > Add/Edit

LABEL	DESCRIPTION
Collector Address	Enter the IP address of the sFlow collector.
UDP Port	Enter a UDP port number the Switch uses to send sFlow datagram to the collector. If you change the port here, make sure you change it on the collector, too. The default port is 6343.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 53
Spanning Tree Protocol

53.1 Spanning Tree Protocol Overview

The Switch supports Spanning Tree Protocol (STP), Rapid Spanning Tree Protocol (RSTP) and Multiple Spanning Tree Protocol (MSTP) as defined in the following standards.

- IEEE 802.1D Spanning Tree Protocol
- IEEE 802.1w Rapid Spanning Tree Protocol
- IEEE 802.1s Multiple Spanning Tree Protocol

The Switch also allows you to set up multiple STP configurations (or trees). Ports can then be assigned to the trees.

53.1.1 What You Can Do

- Use the **Spanning Tree Protocol Status** screen (Section 53.2 on page 397) to view the STP status in the different STP modes (RSTP, MRSTP or MSTP) you can configure on the Switch.
- Use the **Spanning Tree Setup** screen (Section 53.3 on page 398) to activate one of the STP modes on the Switch.
- Use the **Rapid Spanning Tree Protocol Status** screen (Section 53.4 on page 401) to view the RSTP status.
- Use the **Rapid Spanning Tree Protocol** screen (Section 53.5 on page 403) to configure RSTP settings.
- Use the **Multiple Rapid Spanning Tree Protocol Status** screen (Section 53.6 on page 407) to view the MRSTP status.
- Use the **Multiple Rapid Spanning Tree Protocol** screen (Section 53.7 on page 409) to configure MRSTP.
- Use the **Multiple Spanning Tree Protocol Status** screen (Section 53.8 on page 413) to view the MSTP status.
- Use the **Multiple Spanning Tree Protocol** screen (Section 53.9 on page 416) to configure MSTP.
- Use the **Multiple Spanning Tree Protocol Port Setup** screen (Section 53.10 on page 420) to configure MSTP ports.

53.1.2 What You Need to Know

Read on for concepts on STP that can help you configure the screens in this chapter.

(Rapid) Spanning Tree Protocol

(R)STP detects and breaks network loops and provides backup links between switches, bridges or routers. It allows a switch to interact with other (R)STP-compliant switches in your network to ensure that only one path exists between any two stations on the network.

The Switch uses IEEE 802.1w RSTP (Rapid Spanning Tree Protocol) that allows faster convergence of the spanning tree than STP (while also being backwards compatible with STP-only aware bridges). In RSTP, topology change information is directly propagated throughout the network from the device that generates the topology change. In STP, a longer delay is required as the device that causes a topology change first notifies the root bridge that then notifies the network. Both RSTP and STP flush unwanted learned addresses from the filtering database. In RSTP, the port states are Discarding, Learning, and Forwarding.

Note: In this user's guide, "STP" refers to both STP and RSTP.

STP Terminology

The root bridge is the base of the spanning tree.

Path cost is the cost of transmitting a frame onto a LAN through that port. The recommended cost is assigned according to the speed of the link to which a port is attached. The slower the media, the higher the cost.

Table 197 STP Path Costs

	LINK SPEED	RECOMMENDED VALUE	RECOMMENDED RANGE	ALLOWED RANGE
Path Cost	4 Mbps	250	100 to 1000	1 to 65535
Path Cost	10 Mbps	100	50 to 600	1 to 65535
Path Cost	16 Mbps	62	40 to 400	1 to 65535
Path Cost	100 Mbps	19	10 to 60	1 to 65535
Path Cost	1 Gbps	4	3 to 10	1 to 65535
Path Cost	10 Gbps	2	1 to 5	1 to 65535

On each bridge, the root port is the port through which this bridge communicates with the root. It is the port on this switch with the lowest path cost to the root (the root path cost). If there is no root port, then this switch has been accepted as the root bridge of the spanning tree network.

For each LAN segment, a designated bridge is selected. This bridge has the lowest cost to the root among the bridges connected to the LAN.

How STP Works

After a bridge determines the lowest cost-spanning tree with STP, it enables the root port and the ports that are the designated ports for connected LANs, and disables all other ports that participate in STP. Network packets are therefore only forwarded between enabled ports, eliminating any possible network loops.

STP-aware switches exchange Bridge Protocol Data Units (BPDUs) periodically. When the bridged LAN topology changes, a new spanning tree is constructed.

Once a stable network topology has been established, all bridges listen for Hello BPDUs (Bridge Protocol Data Units) transmitted from the root bridge. If a bridge does not get a Hello BPDU after a predefined interval (Max Age), the bridge assumes that the link to the root bridge is down. This bridge then initiates negotiations with other bridges to reconfigure the network to re-establish a valid network topology.

STP Port States

STP assigns five port states to eliminate packet looping. A bridge port is not allowed to go directly from blocking state to forwarding state so as to eliminate transient loops.

Table 198 STP Port States

PORT STATE	DESCRIPTION
Disabled	STP is disabled (default).
Blocking	Only configuration and management BPDUs are received and processed.
Listening	All BPDUs are received and processed. Note: The listening state does NOT exist in RSTP.
Learning	All BPDUs are received and processed. Information frames are submitted to the learning process but not forwarded.
Forwarding	All BPDUs are received and processed. All information frames are received and forwarded.

Multiple RSTP

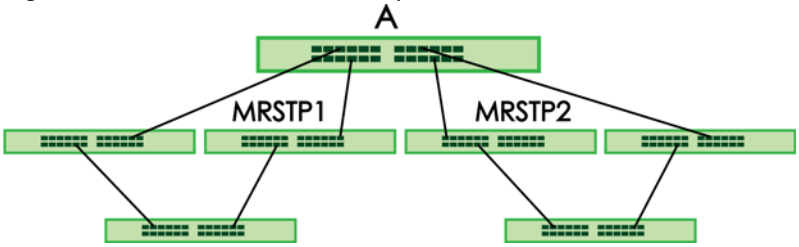
MRSTP (Multiple RSTP) is Zyxel's proprietary feature that is compatible with RSTP and STP. With MRSTP, you can have more than one spanning tree on your Switch and assign ports to each tree. Each spanning tree operates independently with its own bridge information.

In the following example, there are two RSTP instances (**MRSTP 1** and **MRSTP2**) on switch **A**.

To set up MRSTP, activate MRSTP on the Switch and specify which ports belong to which spanning tree.

Note: Each port can belong to one STP tree only.

Figure 281 MRSTP Network Example



Multiple STP

Multiple Spanning Tree Protocol (IEEE 802.1s) is backward compatible with STP/RSTP and addresses the limitations of existing spanning tree protocols (STP and RSTP) in networks to include the following features:

- One Common and Internal Spanning Tree (CIST) that represents the entire network's connectivity.
- Grouping of multiple bridges (or switching devices) into regions that appear as one single bridge on the network.
- A VLAN can be mapped to a specific Multiple Spanning Tree Instance (MSTI). MSTI allows multiple VLANs to use the same spanning tree.
- Load-balancing is possible as traffic from different VLANs can use distinct paths in a region.

53.2 Spanning Tree Protocol Status

The Spanning Tree Protocol status screen changes depending on what standard you choose to implement on your network. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** to see the screen as shown.

Figure 282 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status (Standalone Mode)

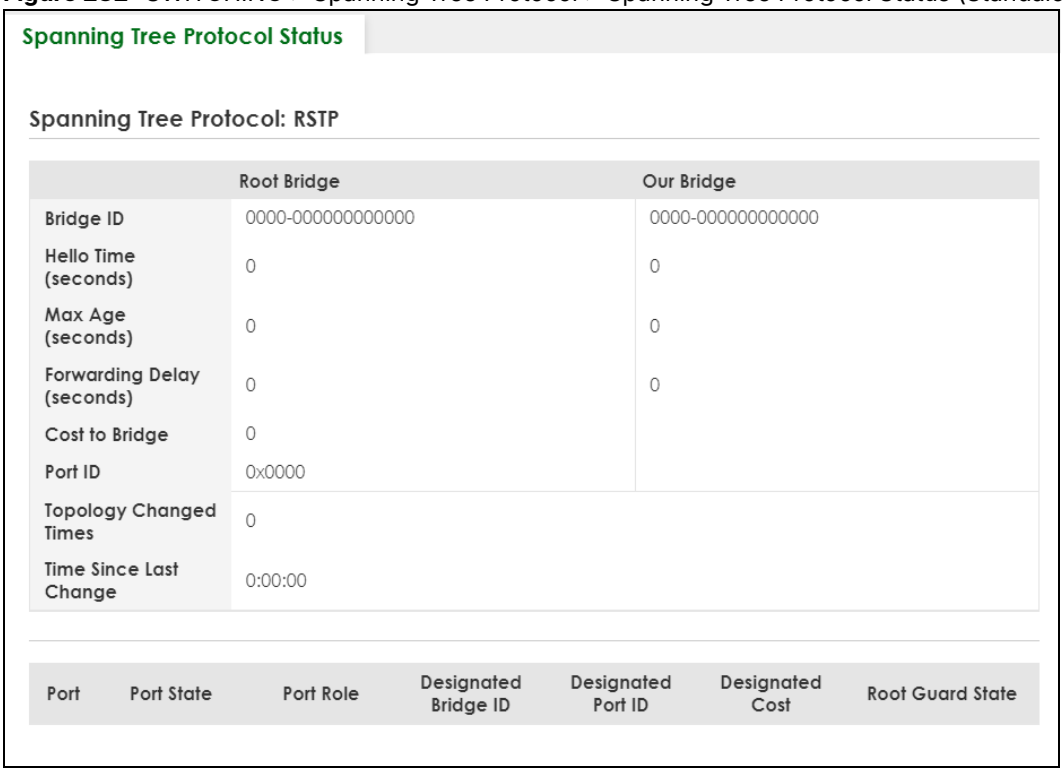
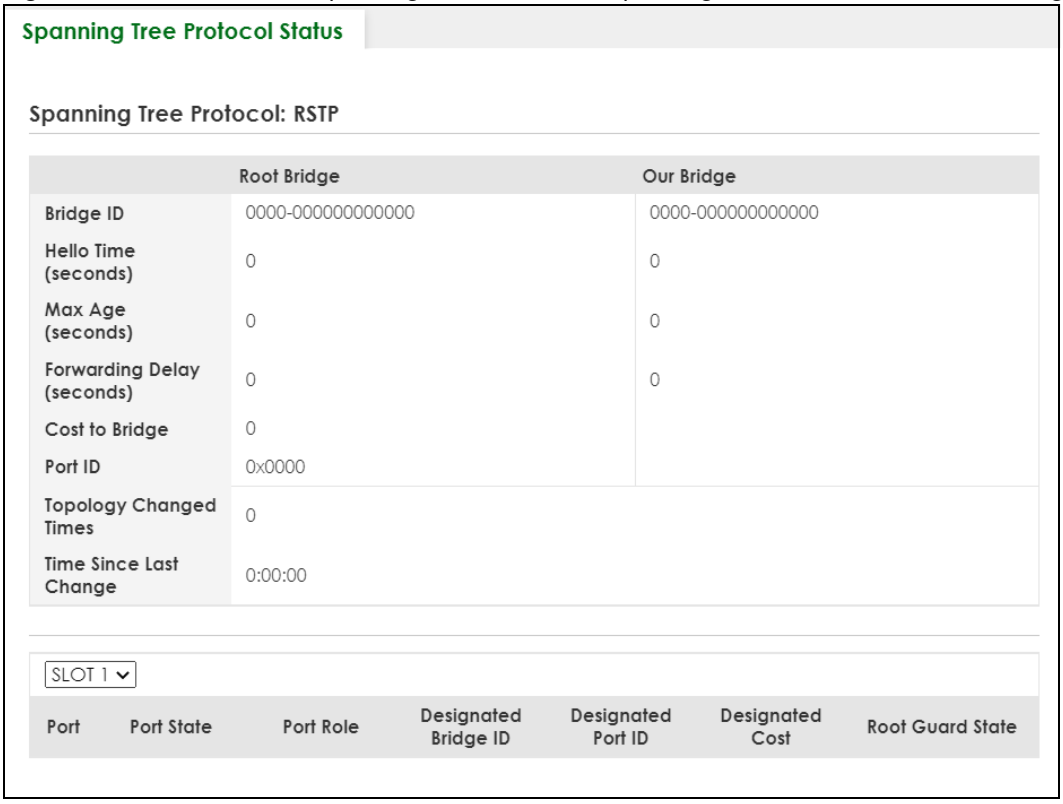


Figure 283 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status (Stacking Mode)



This screen differs depending on which STP mode (RSTP, MRSTP or MSTP) you configure on the Switch. This screen is described in detail in the section (Section 53.4 on page 401, Section 53.6 on page 407, and Section 53.8 on page 413) that follows the configuration section for each STP mode. Use the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to activate one of the STP standards on the Switch.

53.3 Spanning Tree Setup

There are three **Auto path-cost Mode**s (see Table 202 on page 400). Choose the **Auto Path-cost Mode** according to the device average link speeds in the STP network.

If most of your devices support high link speed, you should select **Long** or **User-defined** mode. The path cost of link speed slower than 10 Mbps can be set to 2000000 (long) / 200000000 (user-defined), and the path cost of link speed faster than 10 Gbps can be set to 200. This way, the path costs can better reflect actual link speeds with a wider range (32 bits) of path cost values. If the link speeds within the system are averagely smaller than 1 Gbps, you should select **Short** mode since **Short** mode have path cost values more detailed defined for link speeds under1 Gbps.

The path cost values are described in the following tables.

The Switch defines the following **Short** mode path costs.

Table 199 Auto Path Cost Mode: Short

LINK SPEED	AUTO PATH COST VALUE
Up to 4 Mbps	250
Up to 10 Mbps	100
Up to 16 Mbps	62
Up to 100 Mbps	19
Up to 1 Gbps	4
Up to 2.5 Gbps	2
Up to 5 Gbps	2
Up to 10 Gbps	2
Up to 25 Gbps	1
Up to 100 Gbps	1
More than 10 Gbps	1

The Switch defines the following **Long** mode path costs.

Table 200 Auto Path Cost Mode: Long

LINK SPEED	AUTO PATH COST VALUE
Up to 10 Mbps	2000000
Up to 100 Mbps	200000
Up to 1 Gbps	20000
Up to 2.5 Gbps	8000
Up to 5 Gbps	4000
Up to 10 Gbps	2000
Up to 25 Gbps	800
Up to 100 Gbps	200
More than 10 Gbps	200

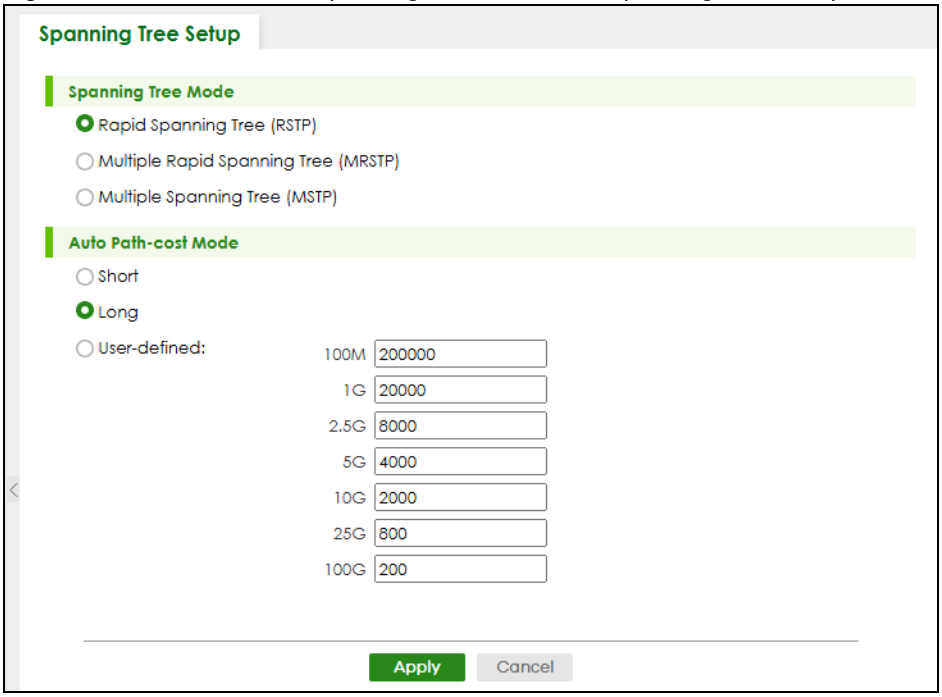
If you do not configure the auto path cost values for **User-defined** mode, the Switch uses the following default values.

Table 201 Auto Path Cost Mode: User-defined

LINK SPEED	AUTO PATH COST VALUE
Up to 10 Mbps	2000000
Up to 100 Mbps	200000
Up to 1 Gbps	20000
Up to 2.5 Gbps	8000
Up to 5 Gbps	4000
Up to 10 Gbps	2000
Up to 25 Gbps	800
Up to 100 Gbps	200
More than 5 Gbps	2000

Use the this screen to activate one of the STP modes on the Switch. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** to display the screen as shown.

Figure 284 SWITCHING > Spanning Tree Protocol > Spanning Tree Setup



The following table describes the labels in this screen.

Table 202 SWITCHING > Spanning Tree Protocol > Spanning Tree Setup

LABEL	DESCRIPTION
Spanning Tree Mode	You can activate one of the STP modes on the Switch. Select **Rapid Spanning Tree (RSTP)**, **Multiple Rapid Spanning Tree (MRSTP)** or **Multiple Spanning Tree (MSTP)**.
Auto Path-cost Mode **Auto Path-cost Mode** allows you to have the Switch automatically set the path cost for each port according to their link speed. The Switch uses the path costs to determine the best path to the root bridge in a spanning tree. There are three **Auto Path-cost Mode**s that supports different path cost lengths: • **Short** (16-bit) • **Long** (32-bit) • **User-defined** (32-bit). The auto path cost values of each mode are described in Section 53.3 on page 398. Note: It is recommended to use the same **Auto Path-cost Mode** on all switches within the spanning tree network system. To use the auto path-cost feature, select the **Auto Path-cost mode** (**Short**, **Long**, **User-defined**), set a port's **Path Cost** (in the **SWITCHING** > **Spanning Tree Protocol** > **RSTP**, **MRSTP**, and **MSTP** screens) to "0". The Switch will automatically set the port's path cost to the auto path cost value defined by the **Auto Path-cost Mode** you select.	
Short	Select this mode if you want to use the 16-bit auto path cost values the Switch defines.
Long	Select this mode if you want to use the 32-bit auto path cost values the Switch defines.

Table 202 SWITCHING > Spanning Tree Protocol > Spanning Tree Setup (continued)

LABEL	DESCRIPTION
User-defined	Select this mode to manually set the auto path costs for each link speed. Enter the path cost value for each link speed. The range is from 1 to 200000000. It is recommended to assign this value according to link speeds. The slower the speed, the higher the cost.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

53.4 Rapid Spanning Tree Protocol Status

Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next. See Section 53.1 on page 394 for more information on RSTP.

The Spanning Tree Protocol status screen changes depending on what standard you choose to implement on your network. Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next. See Section 53.1 on page 394 for more information on RSTP.

Note: This screen is only available after you activate RSTP on the Switch.

Figure 285 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP (Standalone Mode)

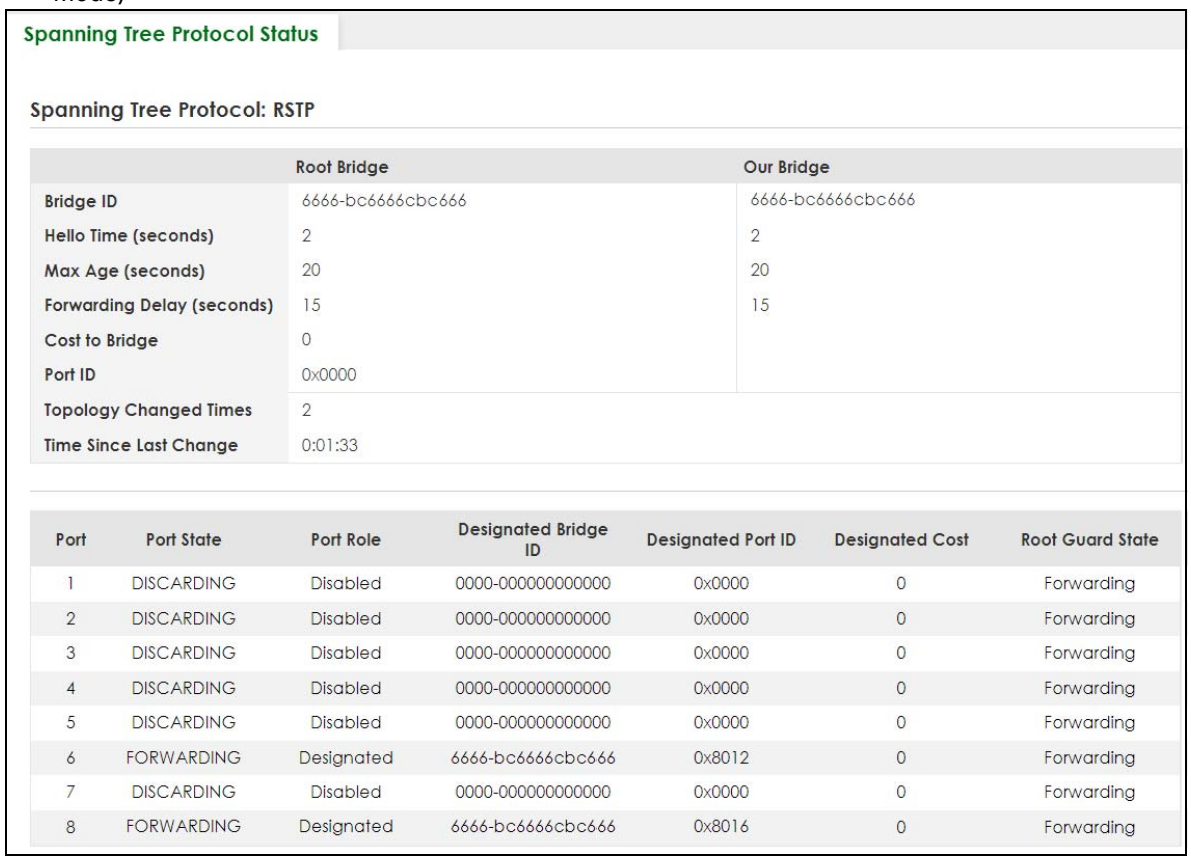
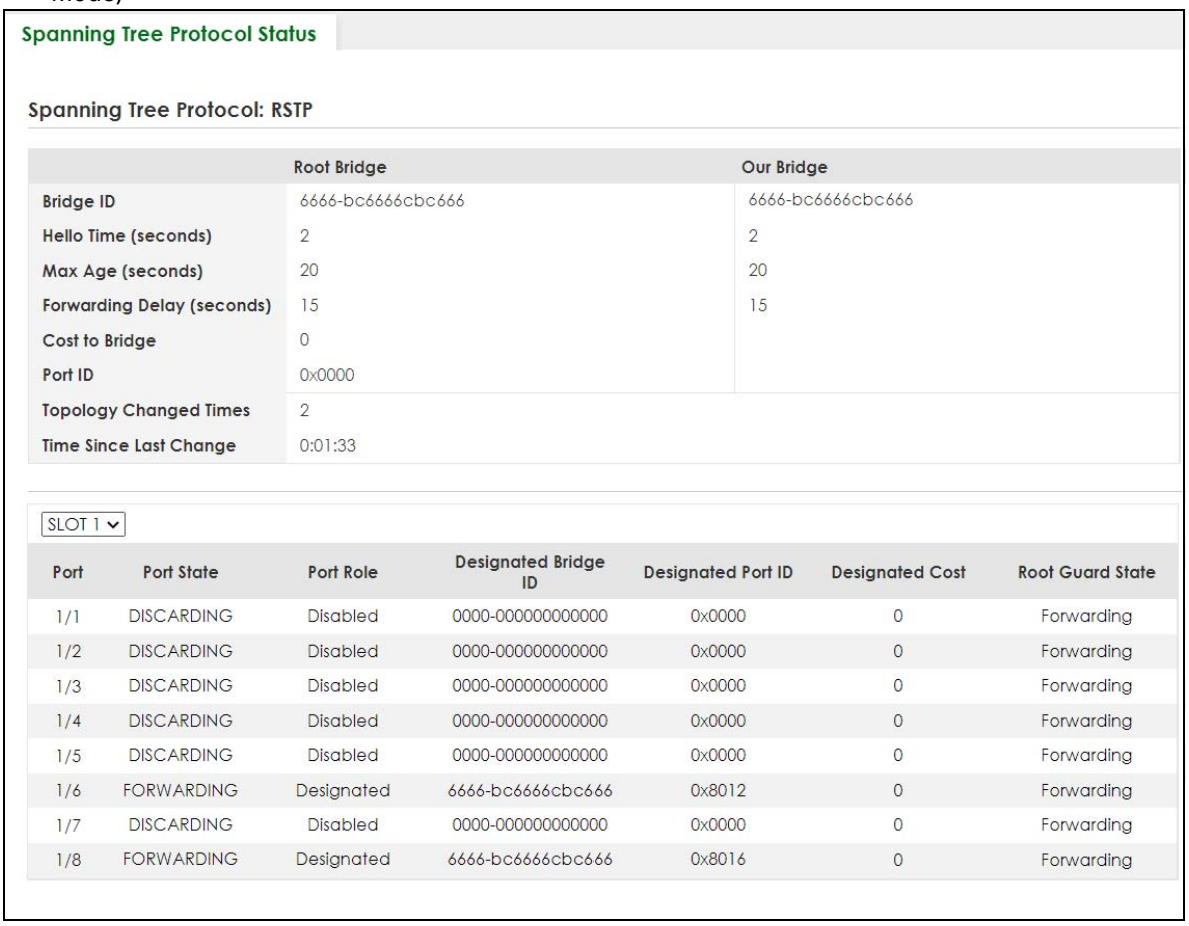


Figure 286 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP (Stacking Mode)



The following table describes the labels in this screen.

Table 203 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP

LABEL	DESCRIPTION
Spanning Tree Protocol: RSTP	
Bridge	**Root Bridge** refers to the base of the spanning tree (the root bridge). **Our Bridge** is this Switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Root Bridge** and **Our Bridge** if the Switch is the root switch.
Hello Time (seconds)	This is the time interval (in seconds) at which the root switch transmits a configuration message. The root bridge determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Max Age (seconds)	This is the maximum time (in seconds) the Switch can wait without receiving a configuration message before attempting to reconfigure.
Forwarding Delay (seconds)	This is the time (in seconds) the root switch will wait before changing states (that is, listening to learning to forwarding). Note: The listening state does NOT exist in RSTP.
Cost to Bridge	This is the path cost from the root port on this Switch to the root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the Spanning Tree.

Table 203 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: RSTP (continued)

LABEL	DESCRIPTION
Topology Changed Times	This is the number of times the spanning tree has been reconfigured.
Time Since Last Change	This is the time since the spanning tree was last reconfigured.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the number of the port on the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number.
Port State	This field displays the port state in STP. • **DISCARDING** – The port does not forward or process received frames or learn MAC addresses, but still listens for BPDUs. • **LEARNING** – The port learns MAC addresses and processes BPDUs, but does NOT forward frames yet. • **FORWARDING** – The port is operating normally. It learns MAC addresses, processes BPDUs and forwards received frames.
Port Role	This field displays the role of the port in STP. • **Root** – A forwarding port on a non-root bridge, which has the lowest path cost and is the best port from the non-root bridge to the root bridge. A root bridge does NOT have a root port. • **Designated** – A forwarding port on the designated bridge for each connected LAN segment. A designated bridge has the lowest path cost to the root bridge among the bridges connected to the LAN segment. All the ports on a root bridge (root switch) are designated ports. • **Alternate** – A blocked port, which has a best alternate path to the root bridge. This path is different from using the root port. The port moves to the forwarding state when the designated port for the LAN segment fails. • **Backup** – A blocked port, which has a backup or redundant path to a LAN segment where a designated port is already connected when a switch has two links to the same LAN segment. • **Disabled** – Not strictly part of STP. The port can be disabled manually.
Designated Bridge ID	This field displays the identifier of the designated bridge to which this port belongs when the port is a designated port. Otherwise, it displays the identifier of the designated bridge for the LAN segment to which this port is connected.
Designated Port ID	This field displays the priority and number of the bridge port (on the designated bridge), through which the designated bridge transmits the stored configuration messages.
Designated Cost	This field displays the path cost to the LAN segment to which the port is connected when the port is a designated port. Otherwise, it displays the path cost to the root bridge from the designated port for the LAN segment to which this port is connected.
Root Guard State	This field displays the state of the port on which root guard is enabled. • **Root-inconsistent** – the Switch receives superior BPDUs on the port and blocks the port. • **Forwarding** – the Switch unblocks and allows the port to forward frames again.

53.5 Configure Rapid Spanning Tree Protocol

Use this screen to configure RSTP settings, see Section 53.1 on page 394 for more information on RSTP. Click **SWITCHING** > **Spanning Tree Protocol** > **RSTP** in the navigation panel to display the screen as shown.

Figure 287 SWITCHING > Spanning Tree Protocol > RSTP (Standalone Mode)

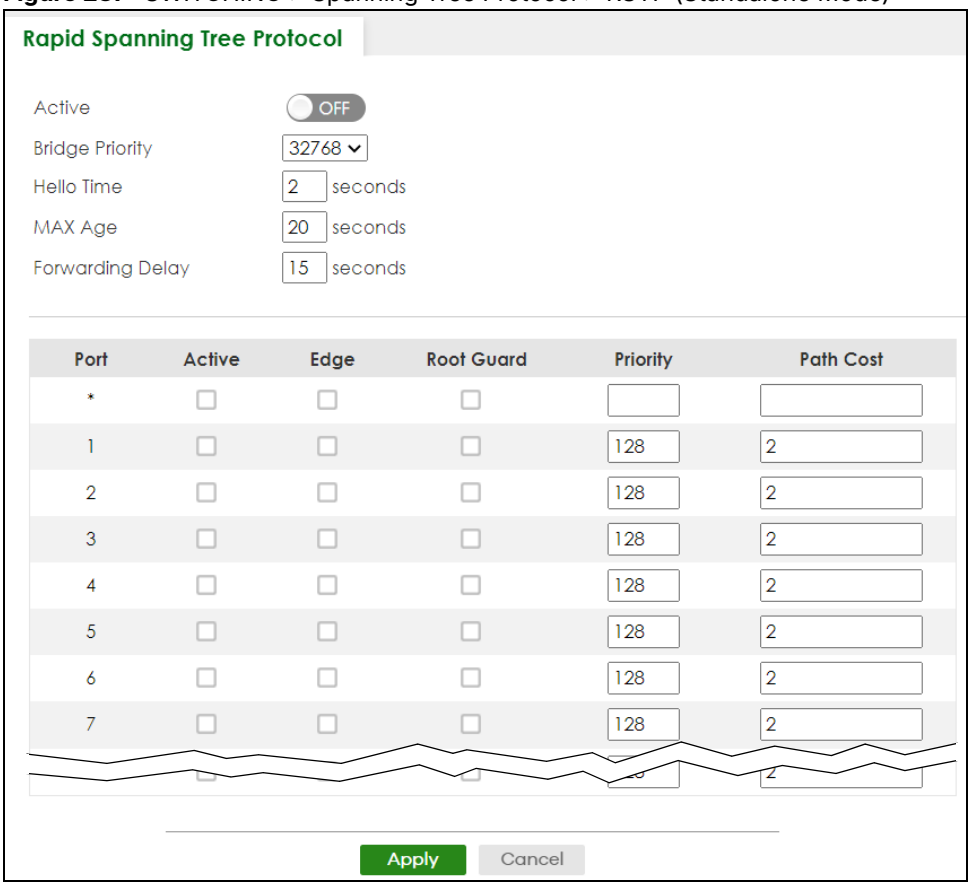
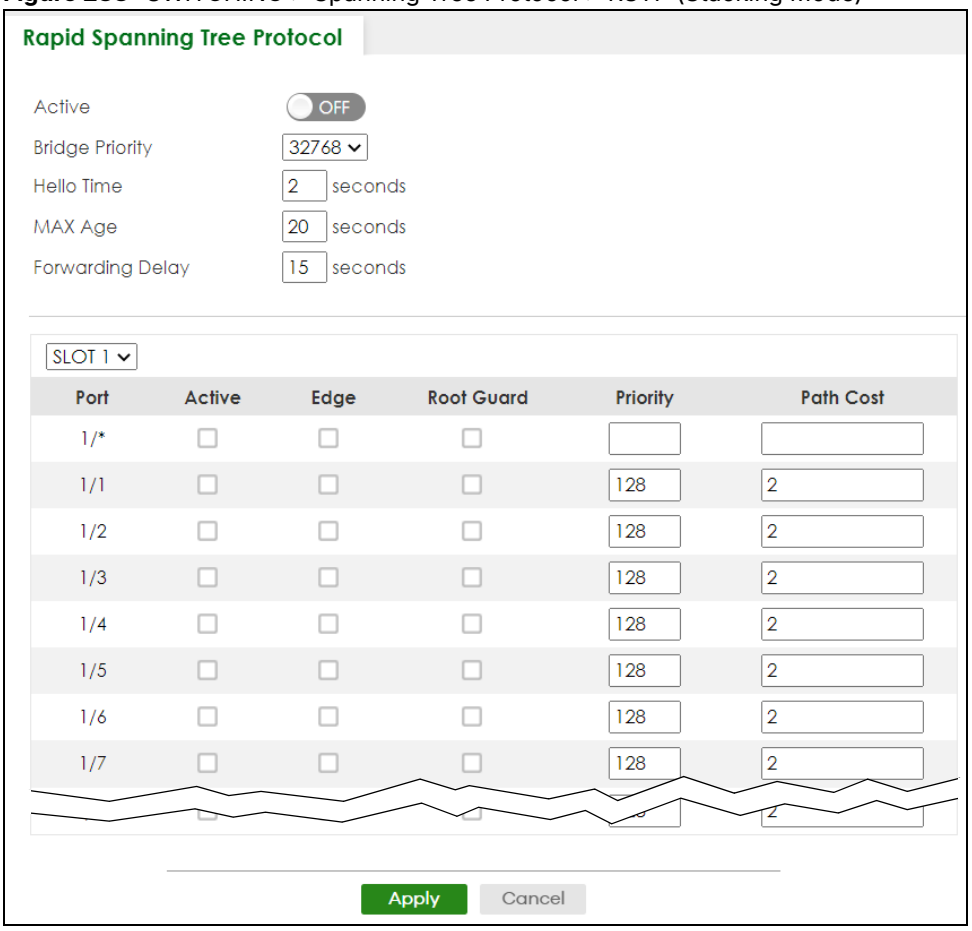


Figure 288 SWITCHING > Spanning Tree Protocol > RSTP (Stacking Mode)



The following table describes the labels in this screen.

Table 204 SWITCHING > Spanning Tree Protocol > RSTP

LABEL	DESCRIPTION
Active	Enable the switch button to activate RSTP. Disable the switch to disable RSTP. Note: You must also activate **Rapid Spanning Tree (RSTP)** in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to enable RSTP on the Switch.
Bridge Priority	Bridge priority is used in determining the root switch, root port and designated port. The Switch with the highest priority (lowest numeric value) becomes the STP root switch. If all Switches have the same priority, the Switch with the lowest MAC address will then become the root switch. Select a value from the drop-down list box. The lower the numeric value you assign, the higher the priority for this bridge. Bridge Priority determines the root bridge, which in turn determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Hello Time	This is the time interval in seconds between BPDU (Bridge Protocol Data Units) configuration message generations by the root switch. The allowed range is 1 to 10 seconds.
Max Age	This is the maximum time (in seconds) the Switch can wait without receiving a BPDU before attempting to reconfigure. All Switch ports (except for designated ports) should receive BPDUs at regular intervals. Any port that ages out STP information (provided in the last BPDU) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the Switch ports attached to the network. The allowed range is 6 to 40 seconds.

Table 204 SWITCHING > Spanning Tree Protocol > RSTP (continued)

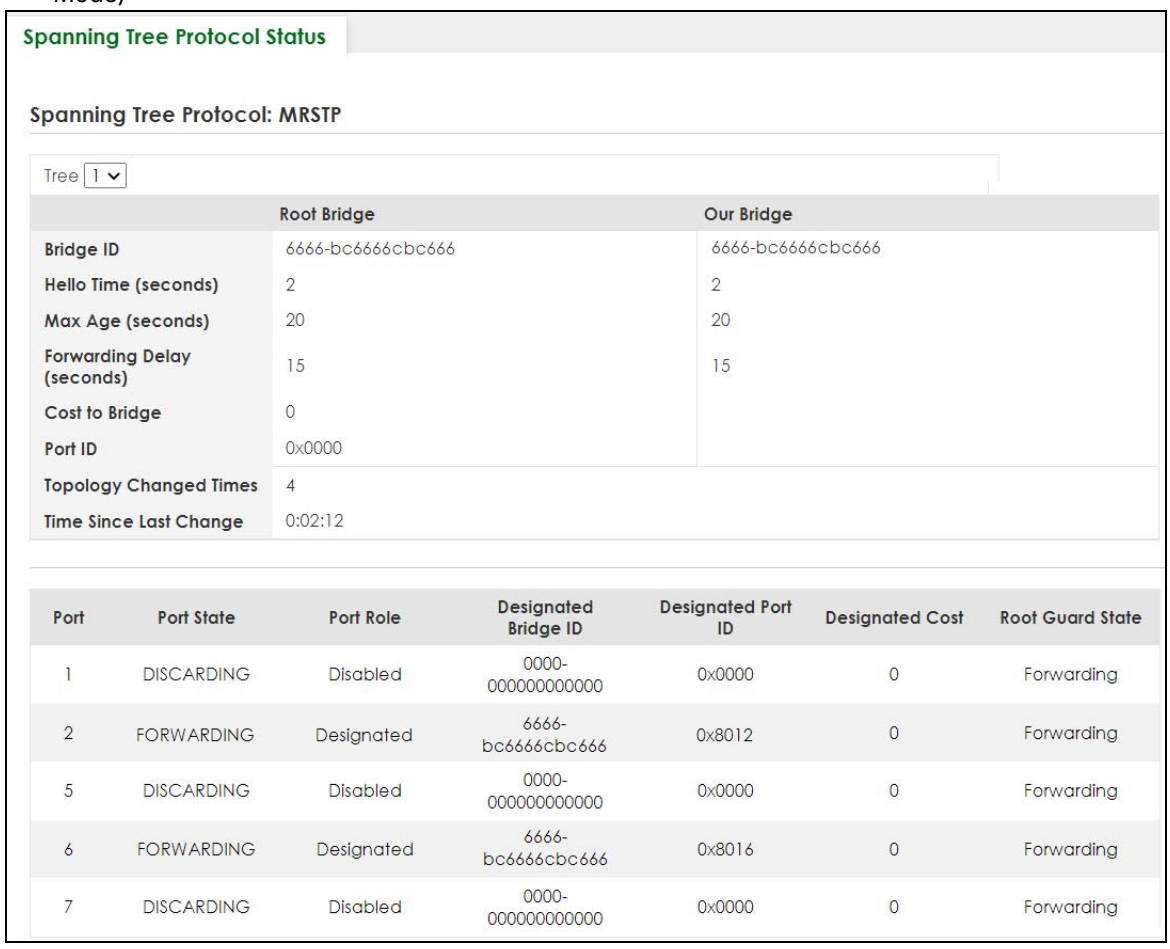
LABEL	DESCRIPTION
Forwarding Delay	This is the maximum time (in seconds) the Switch will wait before changing states. This delay is required because every Switch must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. The allowed range is 4 to 30 seconds. As a general rule: 2 * (Forward Delay – 1) >= Max Age >= 2 * (Hello Time + 1)
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to activate RSTP on this port.
Edge	Select this checkbox to configure a port as an edge port when it is directly attached to a computer. An edge port changes its initial STP port state from blocking state to forwarding state immediately without going through listening and learning states right after the port is configured as an edge port or when its link status changes. Note: An edge port becomes a non-edge port as soon as it receives a Bridge Protocol Data Unit (BPDU).
Root Guard	Select this checkbox to enable root guard on this port in order to prevent the switches attached to the port from becoming the root bridge. With root guard enabled, a port is blocked when the Switch receives a superior BPDU on it. The Switch allows traffic to pass through this port again when the switch connected to the port stops to send superior BPDUs.
Priority	Configure the priority for each port here. Priority decides which port should be disabled when more than one port forms a loop in a switch. Ports with a higher priority numeric value are disabled first. The allowed range is between 0 and 255 and the default value is 128.
Path Cost	Path cost is the cost of transmitting a frame on to a LAN through that port. It is recommended to assign this value according to the speed of the bridge. The slower the media, the higher the cost. Note: Set the value to 0 to use the auto path cost you set in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

53.6 Multiple Rapid Spanning Tree Protocol

Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next. See Section 53.6 on page 407 for more information on MRSTP.

Note: This screen is only available after you activate MRSTP on the Switch.

Figure 289 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MRSTP (Standalone Mode)



Spanning Tree Protocol Status

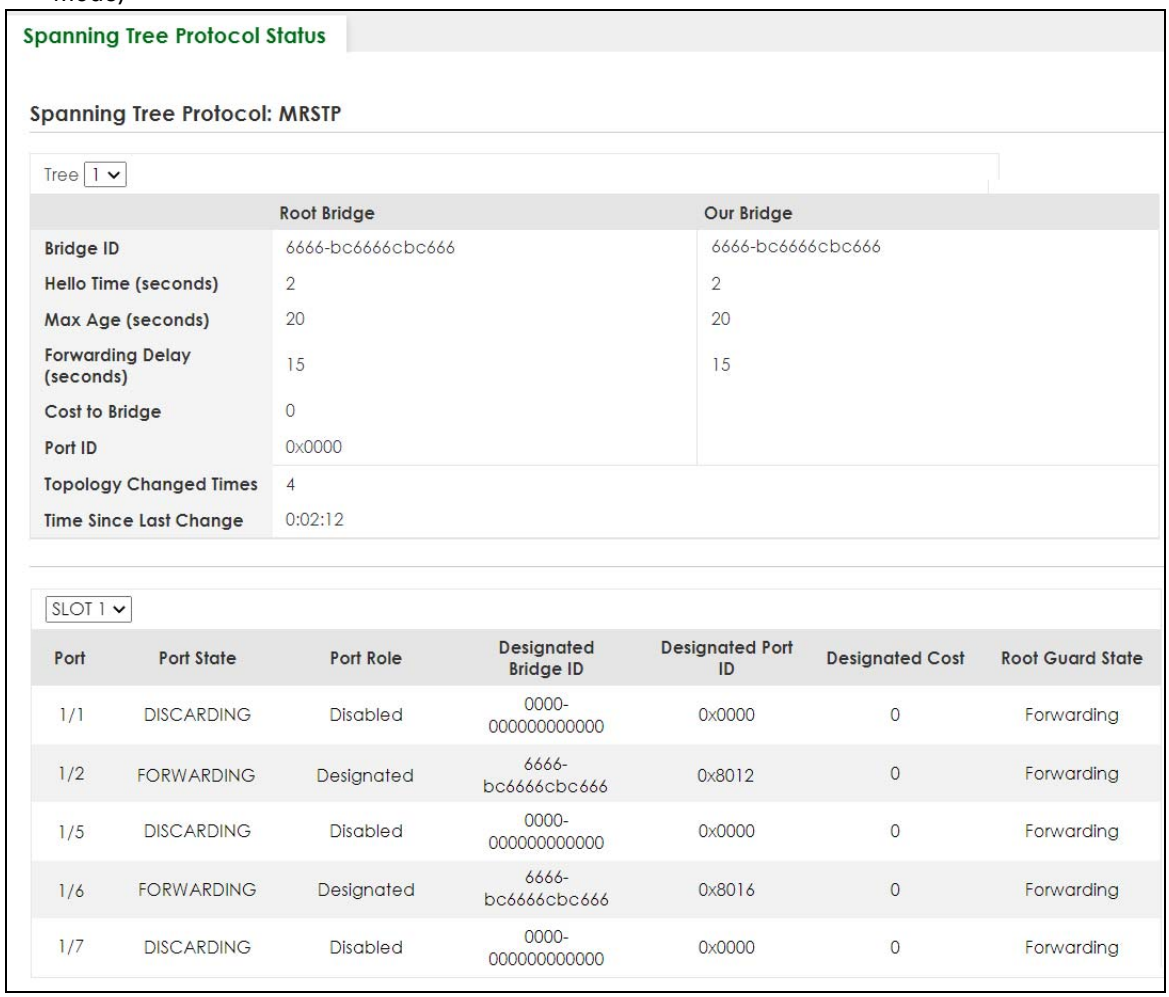
Spanning Tree Protocol: MRSTP

Tree 1

	Root Bridge	Our Bridge
Bridge ID	6666-bc6666cbc666	6666-bc6666cbc666
Hello Time (seconds)	2	2
Max Age (seconds)	20	20
Forwarding Delay (seconds)	15	15
Cost to Bridge	0	
Port ID	0x0000	
Topology Changed Times	4	
Time Since Last Change	0:02:12	

Port	Port State	Port Role	Designated Bridge ID	Designated Port ID	Designated Cost	Root Guard State
1	DISCARDING	Disabled	0000-000000000000	0x0000	0	Forwarding
2	FORWARDING	Designated	6666-bc6666cbc666	0x8012	0	Forwarding
5	DISCARDING	Disabled	0000-000000000000	0x0000	0	Forwarding
6	FORWARDING	Designated	6666-bc6666cbc666	0x8016	0	Forwarding
7	DISCARDING	Disabled	0000-000000000000	0x0000	0	Forwarding

Figure 290 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MRSTP (Stacking Mode)



The following table describes the labels in this screen.

Table 205 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MRSTP

LABEL	DESCRIPTION
Tree	Select which STP tree configuration you want to view.
Bridge	**Root Bridge** refers to the base of the spanning tree (the root bridge). **Our Bridge** is this switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Root Bridge** and **Our Bridge** if the Switch is the root switch.
Hello Time (seconds)	This is the time interval (in seconds) at which the root switch transmits a configuration message. The root bridge determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Max Age (seconds)	This is the maximum time (in seconds) the Switch can wait without receiving a configuration message before attempting to reconfigure.
Forwarding Delay (seconds)	This is the time (in seconds) the root switch will wait before changing states (that is, listening to learning to forwarding). Note: The listening state does not exist in RSTP.
Cost to Bridge	This is the path cost from the root port on this Switch to the root switch.

Table 205 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MRSTP (continued)

LABEL	DESCRIPTION
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the Spanning Tree.
Topology Changed Times	This is the number of times the spanning tree has been reconfigured.
Time Since Last Change	This is the time since the spanning tree was last reconfigured.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the number of the port on the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number.
Port State	This field displays the port state in STP. • **DISCARDING** – The port does not forward or process received frames or learn MAC addresses, but still listens for BPDUs. • **LEARNING** – The port learns MAC addresses and processes BPDUs, but does not forward frames yet. • **FORWARDING** – The port is operating normally. It learns MAC addresses, processes BPDUs and forwards received frames.
Port Role	This field displays the role of the port in STP. • **Root** – A forwarding port on a non-root bridge, which has the lowest path cost and is the best port from the non-root bridge to the root bridge. A root bridge does not have a root port. • **Designated** – A forwarding port on the designated bridge for each connected LAN segment. A designated bridge has the lowest path cost to the root bridge among the bridges connected to the LAN segment. All the ports on a root bridge (root switch) are designated ports. • **Alternate** – A blocked port, which has a best alternate path to the root bridge. This path is different from using the root port. The port moves to the forwarding state when the designated port for the LAN segment fails. • **Backup** – A blocked port, which has a backup or redundant path to a LAN segment where a designated port is already connected when a switch has two links to the same LAN segment. • **Disabled** – Not strictly part of STP. The port can be disabled manually.
Designated Bridge ID	This field displays the identifier of the designated bridge to which this port belongs when the port is a designated port. Otherwise, it displays the identifier of the designated bridge for the LAN segment to which this port is connected.
Designated Port ID	This field displays the priority and number of the bridge port (on the designated bridge), through which the designated bridge transmits the stored configuration messages.
Designated Cost	This field displays the path cost to the LAN segment to which the port is connected when the port is a designated port. Otherwise, it displays the path cost to the root bridge from the designated port for the LAN segment to which this port is connected.
Root Guard State	This field displays the state of the port on which root guard is enabled. • **Root** – inconsistent – the Switch receives superior BPDUs on the port and blocks the port. • **Forwarding** – the Switch unblocks and allows the port to forward frames again.

53.7 Configure Multiple Rapid Spanning Tree Protocol

To configure MRSTP, click **SWITCHING** > **Spanning Tree Protocol** > **MRSTP** in the navigation panel to display the screen as shown.

Figure 291 SWITCHING > Spanning Tree Protocol > MRSTP (Standalone Mode)

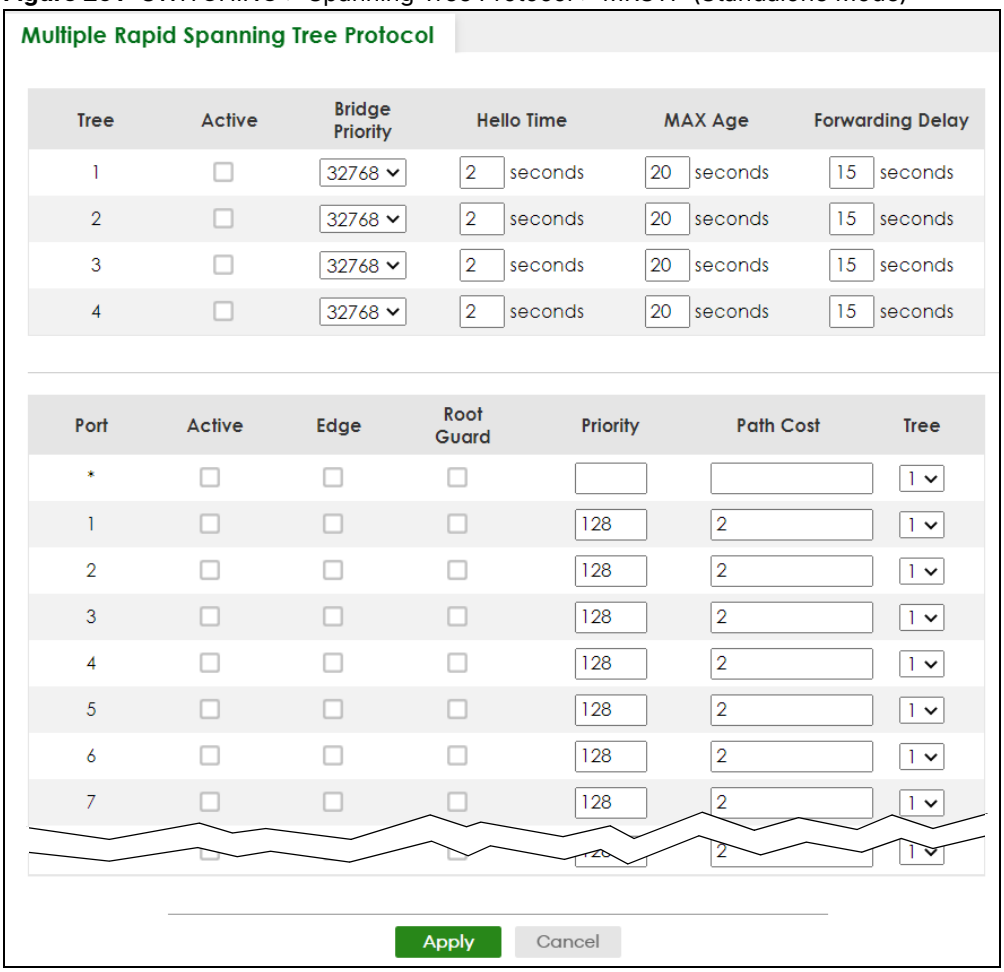
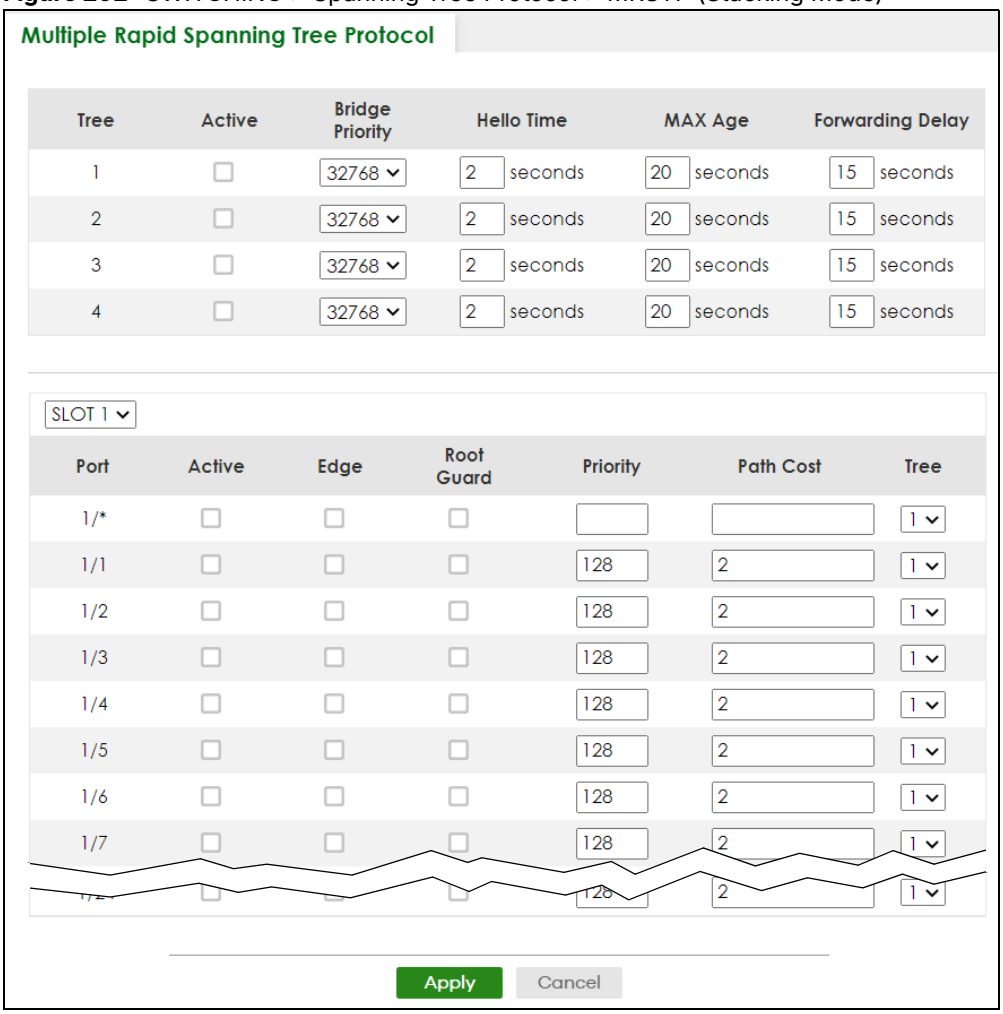


Figure 292 SWITCHING > Spanning Tree Protocol > MRSTP (Stacking Mode)



The following table describes the labels in this screen.

Table 206 SWITCHING > Spanning Tree Protocol > MRSTP

LABEL	DESCRIPTION
Tree	This is the index number of the STP trees.
Active	Select this checkbox to activate an STP tree. Clear this checkbox to disable an STP tree. Note: You must also activate **Multiple Rapid Spanning Tree (MRSTP)** in the **SWITHCING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to enable MRSTP on the Switch.
Bridge Priority	Bridge priority is used in determining the root switch, root port and designated port. The switch with the highest priority (lowest numeric value) becomes the STP root switch. If all switches have the same priority, the switch with the lowest MAC address will then become the root switch. Select a value from the drop-down list box. The lower the numeric value you assign, the higher the priority for this bridge. Bridge Priority determines the root bridge, which in turn determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Hello Time	This is the time interval in seconds between BPDU (Bridge Protocol Data Units) configuration message generations by the root switch. The allowed range is 1 to 10 seconds.

Table 206 SWITCHING > Spanning Tree Protocol > MRSTP (continued)

LABEL	DESCRIPTION
Max Age	This is the maximum time (in seconds) the Switch can wait without receiving a BPDU before attempting to reconfigure. All Switch ports (except for designated ports) should receive BPDUs at regular intervals. Any port that ages out STP information (provided in the last BPDU) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the Switch ports attached to the network. The allowed range is 6 to 40 seconds.
Forwarding Delay	This is the maximum time (in seconds) the Switch will wait before changing states. This delay is required because every switch must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. The allowed range is 4 to 30 seconds. As a general rule: 2 * (Forward Delay – 1) >= Max Age >= 2 * (Hello Time + 1)
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to activate STP on this port.
Edge	Select this checkbox to configure a port as an edge port when it is directly attached to a computer. An edge port changes its initial STP port state from blocking state to forwarding state immediately without going through listening and learning states right after the port is configured as an edge port or when its link status changes. Note: An edge port becomes a non-edge port as soon as it receives a Bridge Protocol Data Unit (BPDU).
Root Guard	Select this checkbox to enable root guard on this port in order to prevent the switch(es) attached to the port from becoming the root bridge. With root guard enabled, a port is blocked when the Switch receives a superior BPDU on it. The Switch allows traffic to pass through this port again when the switch connected to the port stops to send superior BPDUs.
Priority	Configure the priority for each port here. Priority decides which port should be disabled when more than one port forms a loop in a switch. Ports with a higher priority numeric value are disabled first. The allowed range is between 0 and 255 and the default value is 128.
Path Cost	Path cost is the cost of transmitting a frame on to a LAN through that port. It is recommended to assign this value according to the speed of the bridge. The slower the media, the higher the cost. Note: Set the value to 0 to use the auto path cost you set in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen.
Tree	Select which STP tree configuration this port should participate in.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

53.8 Multiple Spanning Tree Protocol Status

Click **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Protocol Status** in the navigation panel to display the status screen as shown next.

Note: This screen is only available after you activate MSTP on the Switch.

Figure 293 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP (Standalone Mode)

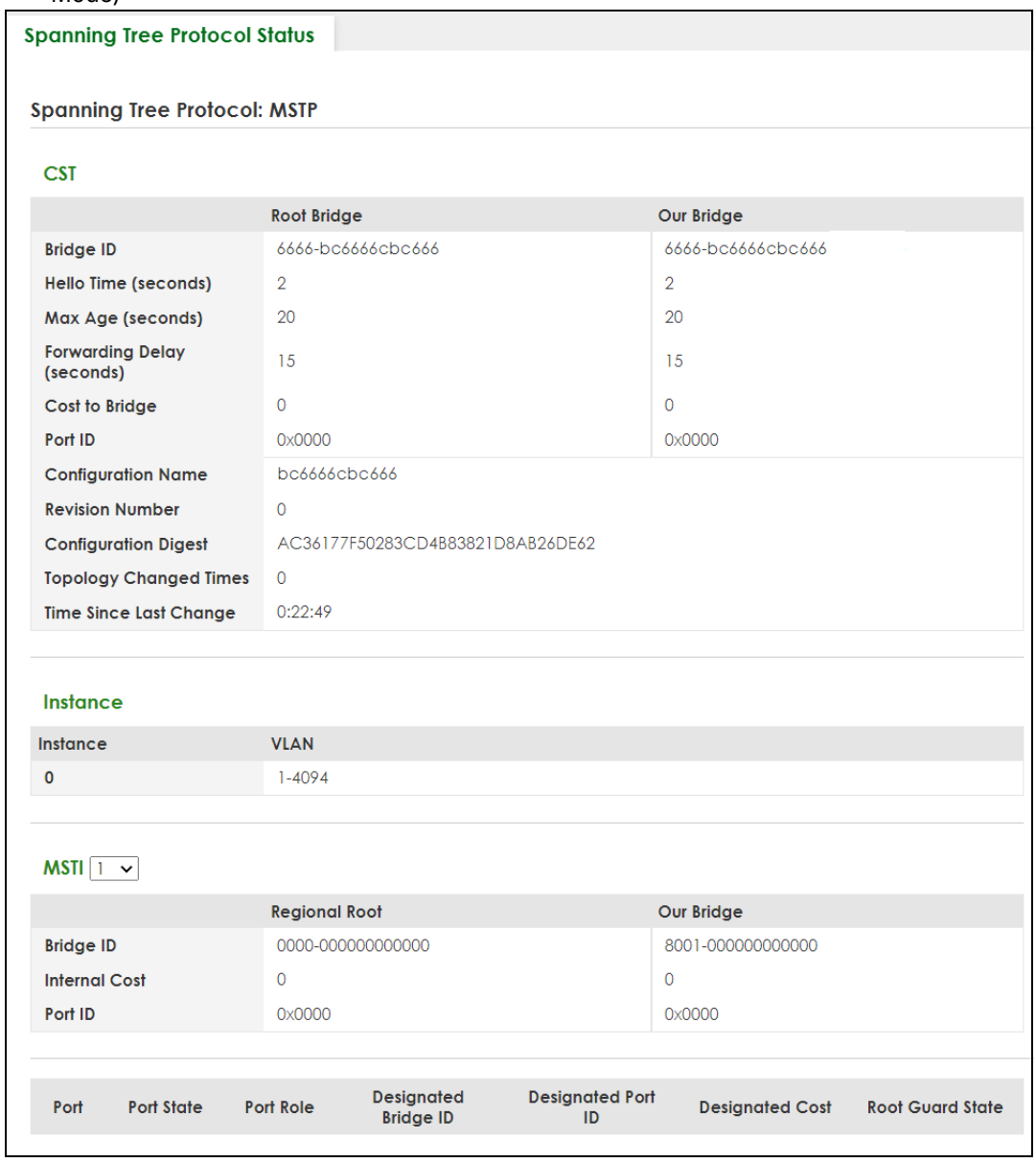
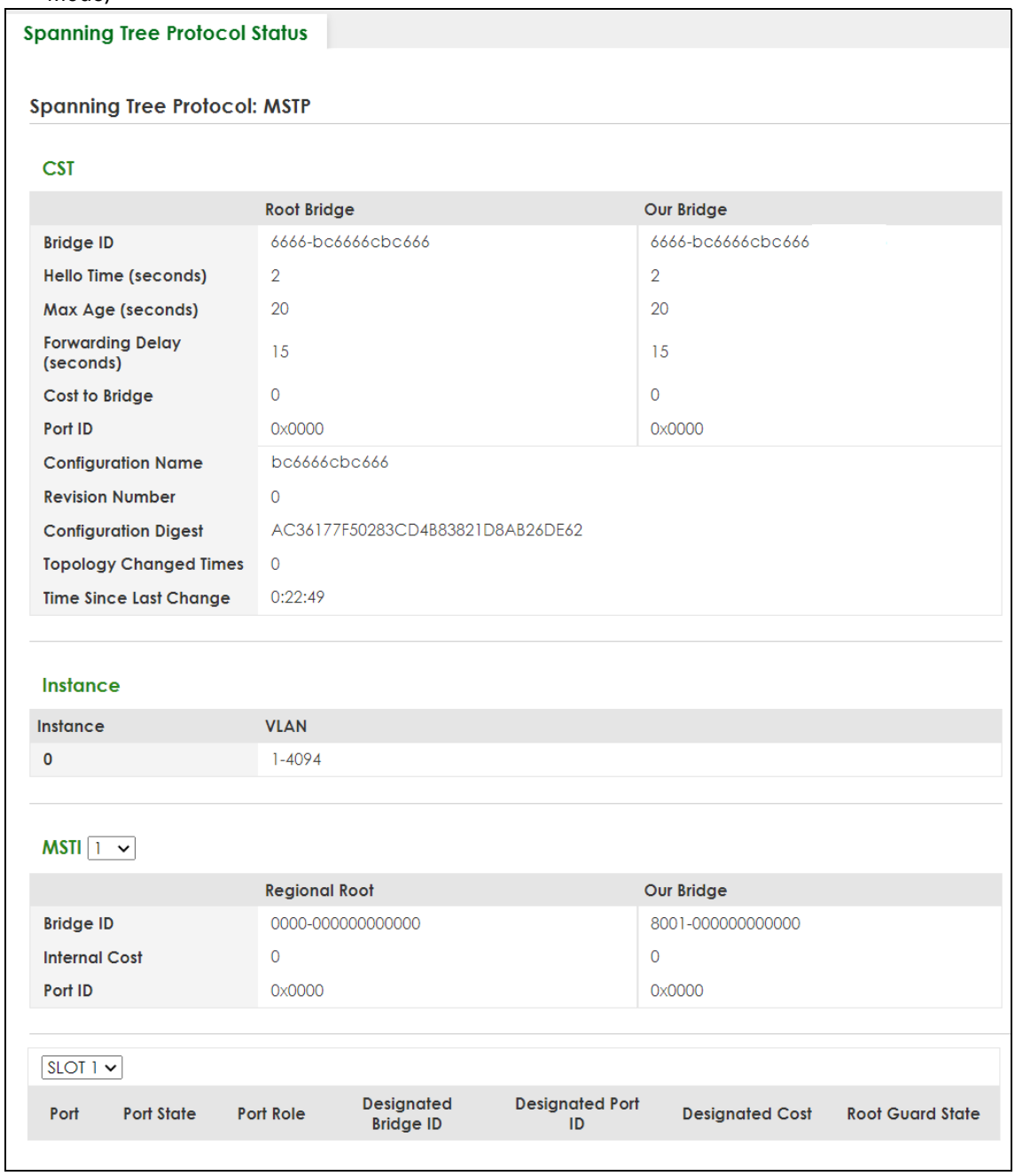


Figure 294 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP (Stacking Mode)



The following table describes the labels in this screen.

Table 207 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP

LABEL	DESCRIPTION
CST This section describes the Common Spanning Tree settings.	
Bridge	**Root Bridge** refers to the base of the spanning tree (the root bridge). **Our Bridge** is this switch. This Switch may also be the root bridge.

Table 207 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP (continued)

LABEL	DESCRIPTION
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Root Bridge** and **Our Bridge** if the Switch is the root switch.
Hello Time (seconds)	This is the time interval (in seconds) at which the root switch transmits a configuration message. The root bridge determines **Hello Time**, **Max Age** and **Forwarding Delay**.
Max Age (seconds)	This is the maximum time (in seconds) the Switch can wait without receiving a configuration message before attempting to reconfigure.
Forwarding Delay (seconds)	This is the time (in seconds) the root switch will wait before changing states (that is, listening to learning to forwarding).
Cost to Bridge	This is the path cost from the root port on this Switch to the root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the Spanning Tree.
Configuration Name	This field displays the configuration name for this MST region.
Revision Number	This field displays the revision number for this MST region.
Configuration Digest	A configuration digest is generated from the VLAN-MSTI mapping information. This field displays the 16-octet signature that is included in an MSTP BPDU. This field displays the digest when MSTP is activated on the system.
Topology Changed Times	This is the number of times the spanning tree has been reconfigured.
Time Since Last Change	This is the time since the spanning tree was last reconfigured.
Instance	These fields display the MSTI to VLAN mapping. In other words, which VLANs run on each spanning tree instance.
Instance	This field displays the MSTI ID.
VLAN	This field displays which VLANs are mapped to an MSTI.
MSTI	
MSTI	Select the MST instance settings you want to view.
	Regional Root refers to the base of the MST instance. **Our Bridge** is this switch. This Switch may also be the root bridge.
Bridge ID	This is the unique identifier for this bridge, consisting of bridge priority plus MAC address. This ID is the same for **Regional Root** and **Our Bridge** if the Switch is the root switch.
Internal Cost	This is the path cost from the root port in this MST instance to the regional root switch.
Port ID	This is the priority and number of the port on the Switch through which this Switch must communicate with the root of the MST instance.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the number of the port on the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number.
Port State	This field displays the port state in STP. • **DISCARDING** – The port does not forward or process received frames or learn MAC addresses, but still listens for BPDUs. • **LEARNING** – The port learns MAC addresses and processes BPDUs, but does not forward frames yet. • **FORWARDING** – The port is operating normally. It learns MAC addresses, processes BPDUs and forwards received frames.

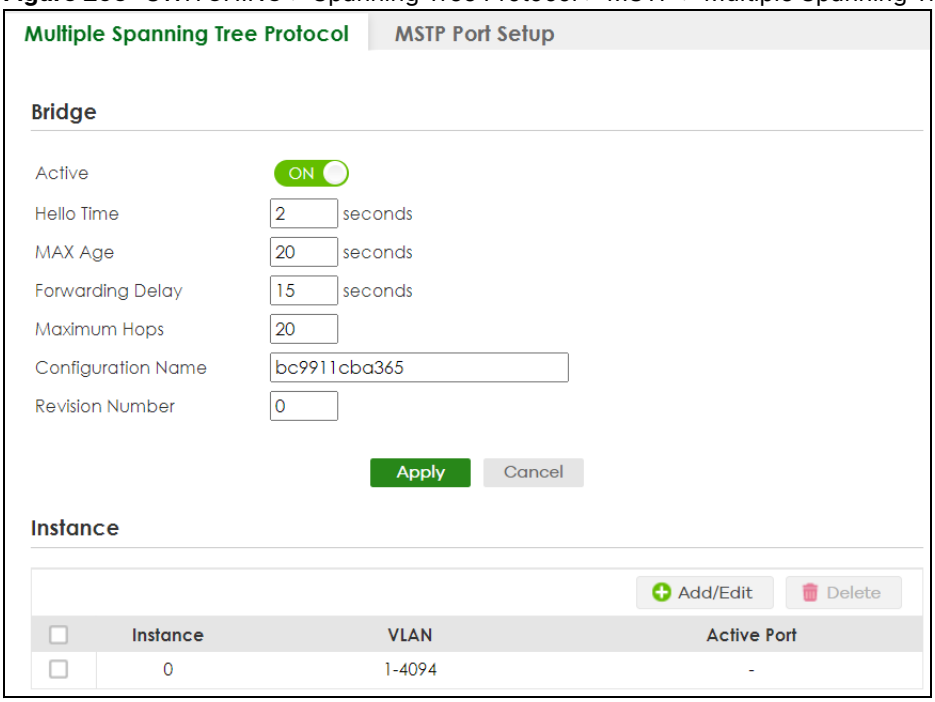
Table 207 SWITCHING > Spanning Tree Protocol > Spanning Tree Protocol Status: MSTP (continued)

LABEL	DESCRIPTION
Port Role	This field displays the role of the port in STP. • **Root** – A forwarding port on a non-root bridge, which has the lowest path cost and is the best port from the non-root bridge to the root bridge. A root bridge does not have a root port. • **Designated** – A forwarding port on the designated bridge for each connected LAN segment. A designated bridge has the lowest path cost to the root bridge among the bridges connected to the LAN segment. All the ports on a root bridge (root switch) are designated ports. • **Alternate** – A blocked port, which has a best alternate path to the root bridge. This path is different from using the root port. The port moves to the forwarding state when the designated port for the LAN segment fails. • **Backup** – A blocked port, which has a backup or redundant path to a LAN segment where a designated port is already connected when a switch has two links to the same LAN segment. • **Disabled** – Not strictly part of STP. The port can be disabled manually.
Designated Bridge ID	This field displays the identifier of the designated bridge to which this port belongs when the port is a designated port. Otherwise, it displays the identifier of the designated bridge for the LAN segment to which this port is connected.
Designated Port ID	This field displays the priority and number of the bridge port (on the designated bridge), through which the designated bridge transmits the stored configuration messages.
Designated Cost	This field displays the path cost to the LAN segment to which the port is connected when the port is a designated port. Otherwise, it displays the path cost to the root bridge from the designated port for the LAN segment to which this port is connected.
Root Guard State	This field displays the state of the port on which root guard is enabled. • **Root-inconsistent** – the Switch receives superior BPDUs on the port and blocks the port. • **Forwarding** – the Switch unblocks and allows the port to forward frames again.

53.9 Configure Multiple Spanning Tree Protocol

To configure MSTP, click **SWITCHING** > **Spanning Tree Protocol** > **MSTP** in the navigation panel to display the screen as shown.

Figure 295 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol



The following table describes the labels in this screen.

Table 208 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol

LABEL	DESCRIPTION
Bridge	
Active	Enable the switch button to activate MSTP on the Switch. Disable the switch to disable MSTP on the Switch. Note: You must also activate **Multiple Spanning Tree (MSTP)** in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen to enable MSTP on the Switch.
Hello Time	This is the time interval in seconds between BPDU (Bridge Protocol Data Units) configuration message generations by the root switch. The allowed range is 1 to 10 seconds.
Max Age	This is the maximum time (in seconds) a switch can wait without receiving a BPDU before attempting to reconfigure. All switch ports (except for designated ports) should receive BPDUs at regular intervals. Any port that ages out STP information (provided in the last BPDU) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the Switch ports attached to the network. The allowed range is 6 to 40 seconds.
Forwarding Delay	This is the maximum time (in seconds) a switch will wait before changing states. This delay is required because every switch must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a blocking state; otherwise, temporary data loops might result. The allowed range is 4 to 30 seconds. As a general rule: Note: 2 * (Forward Delay – 1) >= Max Age >= 2 * (Hello Time + 1)
Maximum hops	Enter the number of hops (between 1 and 255) in an MSTP region before the BPDU is discarded and the port information is aged.
Configuration Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) of an MST region.
Revision Number	Enter a number to identify a region's configuration. Devices must have the same revision number to belong to the same region.

Table 208 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Instance Use this section to configure MSTI (Multiple Spanning Tree Instance) settings.	
Instance	This field displays the ID of an MST instance.
VLAN	This field displays the VID (or VID ranges) to which the MST instance is mapped.
Active Port	This field display the ports configured to participate in the MST instance.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new instance or edit a selected one.
Delete	Click **Delete** to remove the selected instances.

53.9.1 Add/Edit Multiple Spanning Tree

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Spanning Tree Protocol** > **MSTP** > **Multiple Spanning Tree Protocol** screen to display this screen.

Figure 296 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit (Standalone Mode)

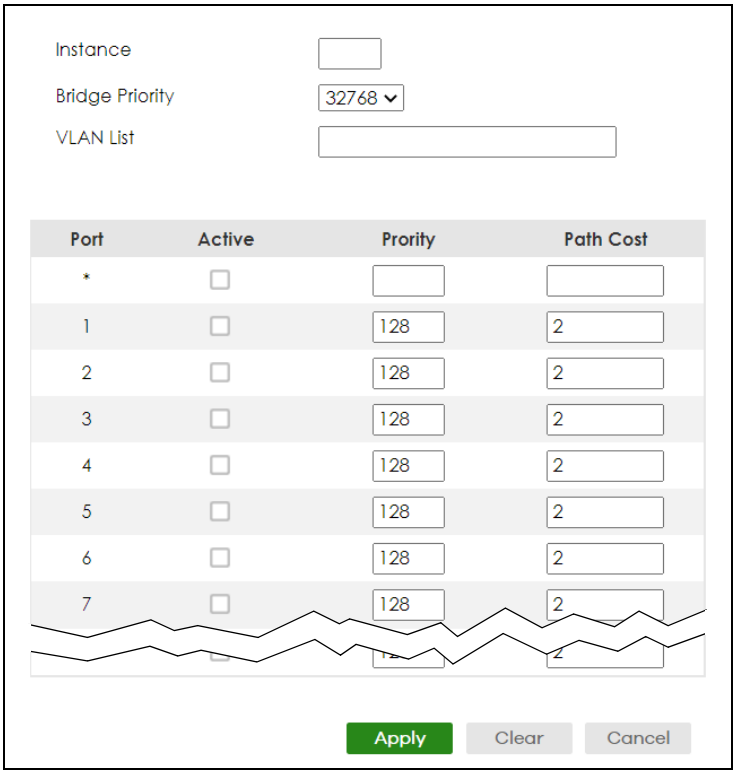
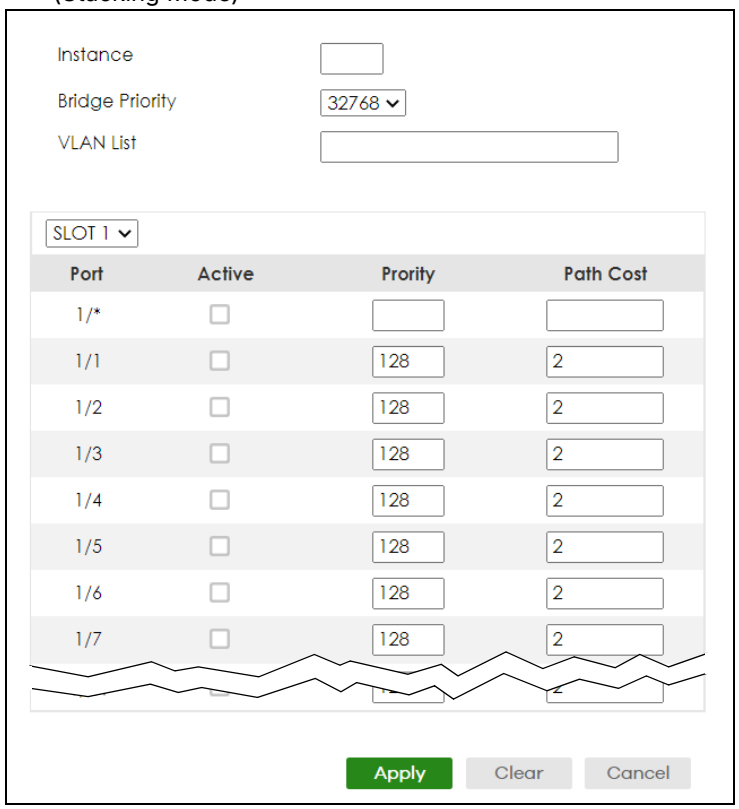


Figure 297 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 209 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit

LABEL	DESCRIPTION
Instance	Enter the number you want to use to identify this MST instance on the Switch. The Switch supports instance numbers 0 – 16.
Bridge Priority	Set the priority of the Switch for the specific spanning tree instance. The lower the number, the more likely the Switch will be chosen as the root bridge within the spanning tree instance. Enter priority values between 0 and 61440 in increments of 4096 (thus valid values are 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344 and 61440).
VLAN List	Enter the VLAN ID range. You can specify multiple VLAN ID range separated by (no space) comma (,) or hyphen ("-") for a range. For example, enter "1,3,5-7" for VLANs 1, 3, 5, 6, and 7.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to add this port to the MST instance.

Table 209 SWITCHING > Spanning Tree Protocol > MSTP > Multiple Spanning Tree Protocol > Add/Edit

LABEL	DESCRIPTION
Priority	Configure the priority for each port here. Priority decides which port should be disabled when more than one port forms a loop in the Switch. Ports with a higher priority numeric value are disabled first. The allowed range is between 0 and 255 and the default value is 128.
Path Cost	Path cost is the cost of transmitting a frame on to a LAN through that port. It is recommended to assign this value according to the speed of the bridge. The slower the media, the higher the cost. Note: Set the value to 0 to use the auto path cost you set in the **SWITCHING** > **Spanning Tree Protocol** > **Spanning Tree Setup** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

53.10 Multiple Spanning Tree Protocol Port Setup

Click **SWITCHING** > **Spanning Tree Protocol** > **MSTP** > **MSTP Port Setup** to display the screen as shown next.

Figure 298 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup (Standalone Mode)

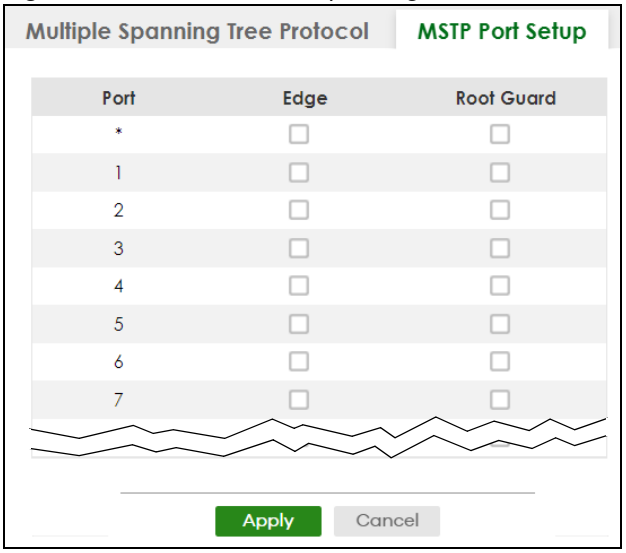
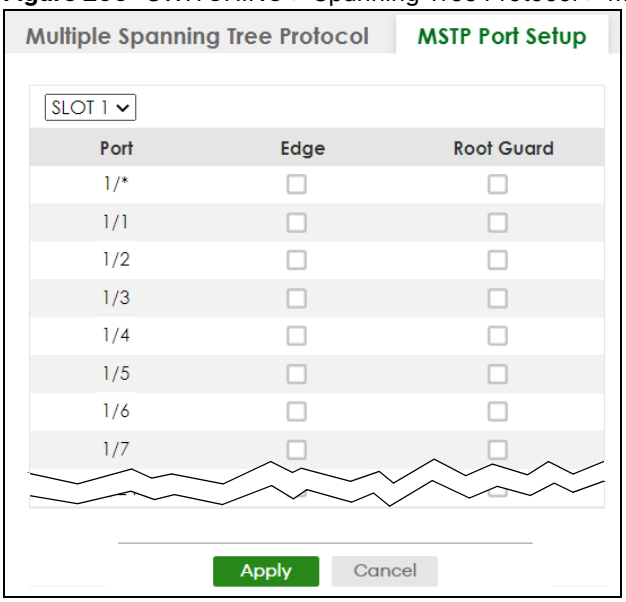


Figure 299 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 210 SWITCHING > Spanning Tree Protocol > MSTP > MSTP Port Setup

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Edge	Select this checkbox to configure a port as an edge port when it is directly attached to a computer. An edge port changes its initial STP port state from blocking state to forwarding state immediately without going through listening and learning states right after the port is configured as an edge port or when its link status changes. Note: An edge port becomes a non-edge port as soon as it receives a Bridge Protocol Data Unit (BPDU).
Root Guard	Select this checkbox to enable root guard on this port in order to prevent the switches attached to the port from becoming the root bridge. With root guard enabled, a port is blocked when the Switch receives a superior BPDU on it. The Switch allows traffic to pass through this port again when the switch connected to the port stops to send superior BPDUs.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

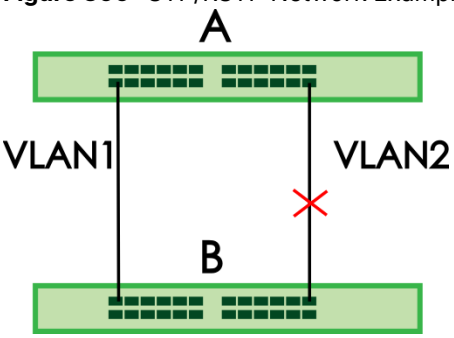
53.11 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

53.11.1 MSTP Network Example

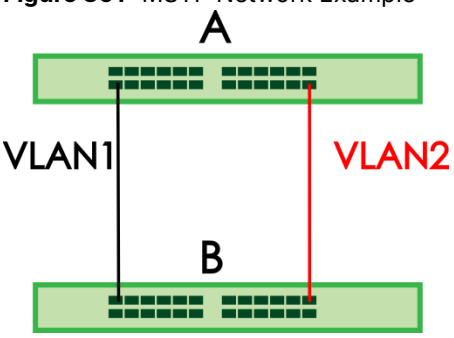
The following figure shows a network example where two VLANs are configured on the two switches. If the switches are using STP or RSTP, the link for VLAN 2 will be blocked as STP and RSTP allow only one link in the network and block the redundant link.

Figure 300 STP/RSTP Network Example



With MSTP, VLANs 1 and 2 are mapped to different spanning trees in the network. Therefore traffic from the two VLANs travel on different paths. The following figure shows the network example using MSTP.

Figure 301 MSTP Network Example



53.11.2 MST Region

An MST region is a logical grouping of multiple network devices that appears as a single device to the rest of the network. Each MSTP-enabled device can only belong to one MST region. When BPDUs enter an MST region, external path cost (of paths outside this region) is increased by one. Internal path cost (of paths within this region) is increased by one when BPDUs traverse the region.

Devices that belong to the same MST region are configured to have the same MSTP configuration identification settings. These include the following parameters:

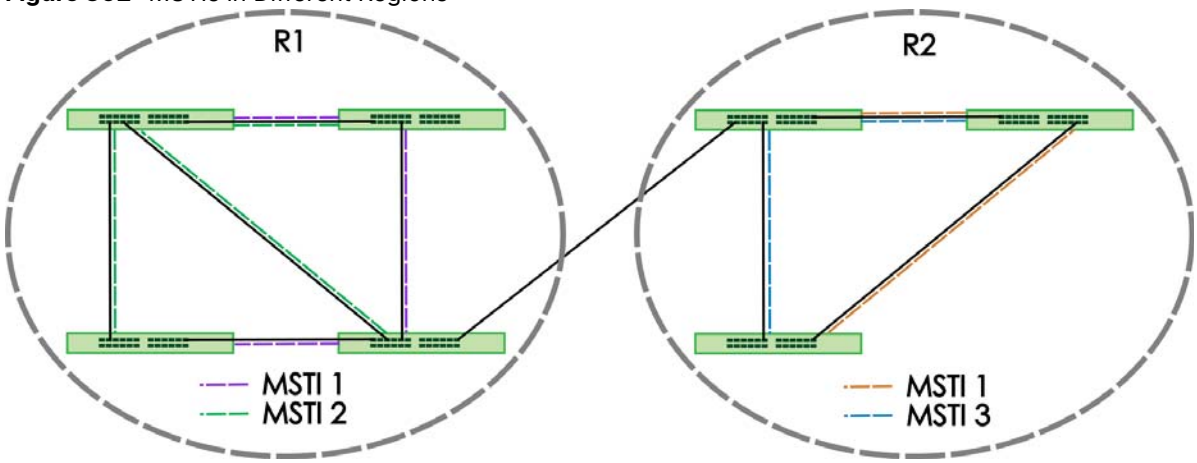
- Name of the MST region
- Revision level as the unique number for the MST region
- VLAN-to-MST Instance mapping

53.11.3 MST Instance

An MST Instance (MSTI) is a spanning tree instance. VLANs can be configured to run on a specific MSTI. Each created MSTI is identified by a unique number (known as an MST ID) known internally to a region. Therefore an MSTI does not span across MST regions.

The following figure shows an example where there are two MSTT regions. Regions 1 (**R1**) and 2 (**R2**) have two spanning tree instances. (**MSTI1**, **MSTI2** and **MSTI1**, **MSTI3**). The black connecting lines represent the physical connections.

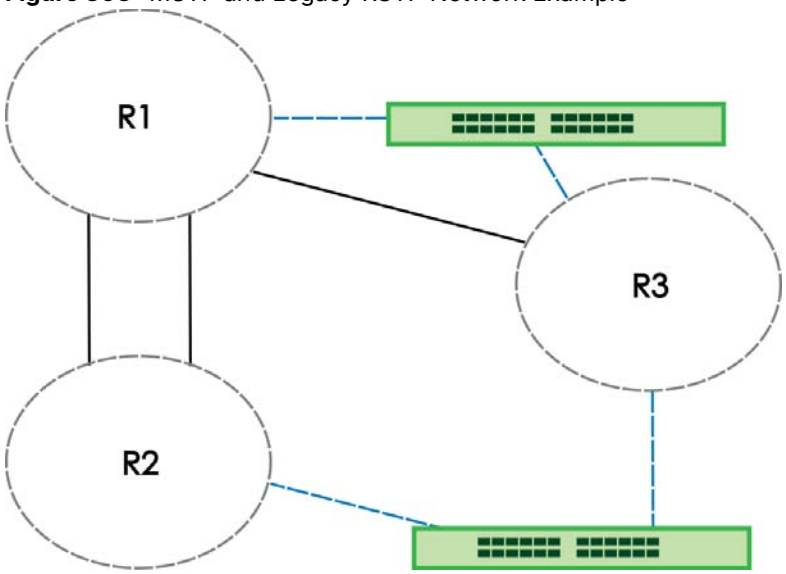
Figure 302 MSTIs in Different Regions



53.11.4 Common and Internal Spanning Tree (CIST)

A CIST represents the connectivity of the entire network and it is equivalent to a spanning tree in an STP/RSTP. The CIST is the default MST instance (MSTID 0). Any VLANs that are not members of an MST instance are members of the CIST. In an MSTP-enabled network, there is only one CIST that runs between MST regions(**R1, R2, R3**) and single spanning tree devices. A network may contain multiple MST regions and other network segments running RSTP. In the figure below, the black connecting lines represent the physical connections. The green connecting lines represent RSTP on the link.

Figure 303 MSTP and Legacy RSTP Network Example



CHAPTER 54
Static MAC Filtering

54.1 Static MAC Filtering Overview

This chapter discusses MAC address port filtering.

Filtering means sifting traffic going through the Switch based on the source and/or destination MAC addresses and VLAN group (ID).

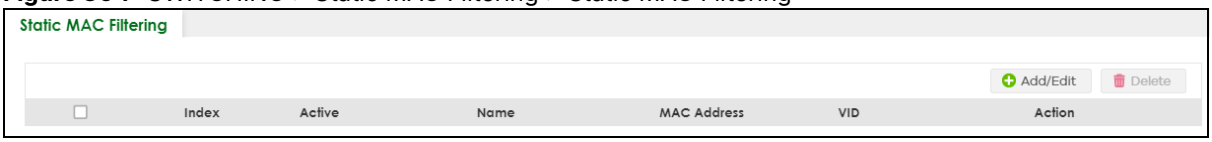
54.1.1 What You Can Do

Use the **Static MAC Filtering** screen (Section 54.2 on page 425) to create rules for traffic going through the Switch.

54.2 Configure a Static MAC Filtering Rule

Use this screen to view and configure rules for traffic going through the Switch. Click **SWITCHING** > **Static MAC Filtering** > **Static MAC Filtering** in the navigation panel to display the screen as shown next.

Figure 304 SWITCHING > Static MAC Filtering > Static MAC Filtering



The following table describes the related labels in this screen.

Table 211 SWITCHING > Static MAC Filtering > Static MAC Filtering

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the rule.
Active	This field displays whether the rule is activated or not.
Name	This field displays the descriptive name for this rule. This is for identification purpose only.
MAC Address	This field displays the source or destination MAC address with the VLAN identification number to which the MAC address belongs.
VID	This field displays the VLAN group identification number.
Action	This field displays **Discard source, Discard destination, or Discard both depending on what you configured above.**

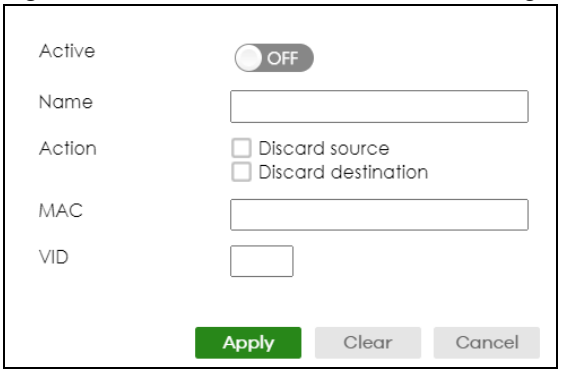
Table 211 SWITCHING > Static MAC Filtering > Static MAC Filtering (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

54.2.1 Add/Edit a Static MAC Filtering Rule

Use this screen to create or edit rules for traffic going through the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Static MAC Filtering** > **Static MAC Filtering** screen to display this screen.

Figure 305 SWITCHING > Static MAC Filtering > Static MAC Filtering > Add/Edit



The following table describes the related labels in this screen.

Table 212 SWITCHING > Static MAC Filtering > Static MAC Filtering > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by de-selecting this checkbox.
Name	Enter a descriptive name (up to 32 printable ASCII characters excluding [?], [|], ['], ["], or [,]) for this rule. This is for identification only.
Action	Select **Discard source** to drop the frames from the source MAC address (specified in the **MAC** field). The Switch can still send frames to the MAC address. Select **Discard destination** to drop the frames to the destination MAC address (specified in the **MAC** address). The Switch can still receive frames originating from the MAC address. Select **Discard source** and **Discard destination** to block traffic to or from the MAC address specified in the **MAC** field.
MAC	Enter a MAC address in valid MAC address format, that is, six hexadecimal character pairs.
VID	Enter the VLAN group identification number.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 55
Static MAC Forwarding

55.1 Static MAC Forwarding Overview

This chapter discusses how to configure forwarding rules based on MAC addresses of devices on your network.

Use these screens to configure static MAC address forwarding.

55.1.1 What You Can Do

Use the **Static MAC Forwarding** screen (Section 55.2 on page 427) to assign static MAC addresses for a port.

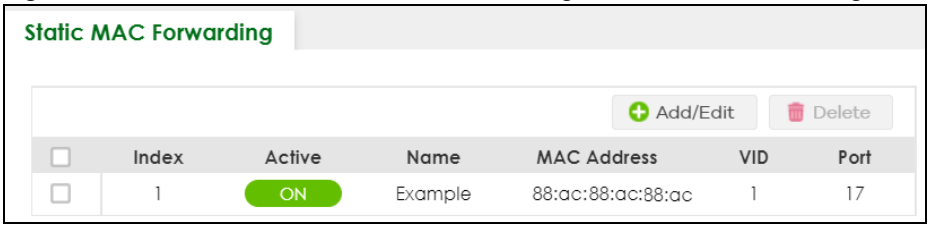
55.2 Configure Static MAC Forwarding

A static MAC address is an address that has been manually entered in the MAC address table. Static MAC addresses do not age out. When you set up static MAC address rules, you are setting static MAC addresses for a port. This may reduce the need for broadcasting.

Static MAC address forwarding together with port security allow only computers in the MAC address table on a port to access the Switch.

Click **SWITCHING** > **Static MAC Forwarding** > **Static MAC Forwarding** in the navigation panel to display the configuration screen as shown.

Figure 306 SWITCHING > Static MAC Forwarding > Static MAC Forwarding



The following table describes the labels in this screen.

Table 213 SWITCHING > Static MAC Forwarding > Static MAC Forwarding

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of a static MAC address rule.
Active	This field displays whether this static MAC address forwarding rule is active. You may temporarily deactivate a rule without deleting it.
Name	This field displays the descriptive name for identification purposes for this static MAC address-forwarding rule.
MAC Address	This field displays the MAC address that will be forwarded and the VLAN identification number to which the MAC address belongs.
VID	This field displays the ID number of the VLAN group.
Port	This field displays the port where the MAC address shown in the next field will be forwarded.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

55.2.1 Add/Edit Static MAC Forwarding Rules

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Static MAC Forwarding** > **Static MAC Forwarding** screen to display this screen.

Figure 307 SWITCHING > Static MAC Forwarding > Static MAC Forwarding > Add/Edit (Standalone Mode)

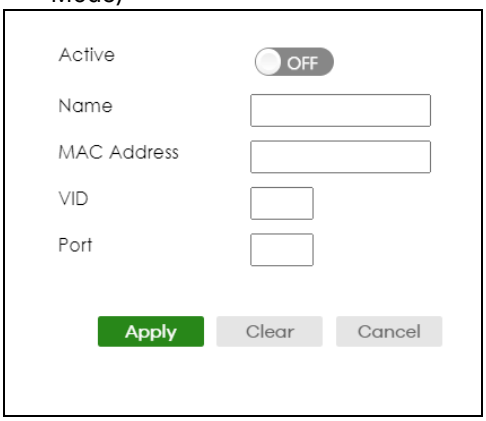
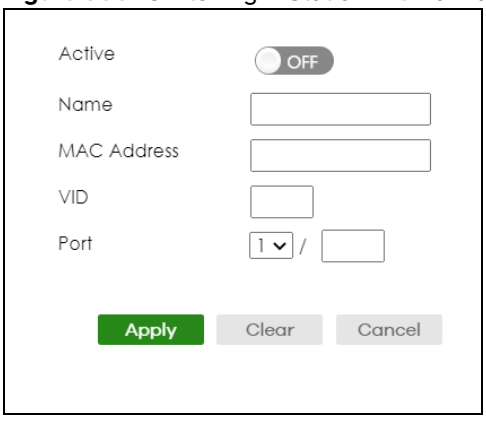


Figure 308 Switching > Static MAC Forwarding > Static MAC Forwarding > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 214 SWITCHING > Static MAC Forwarding > Static MAC Forwarding > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by disabling the switch.
Name	Enter a descriptive name for identification purposes for this static MAC address forwarding rule. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
MAC Address	Enter the MAC address in valid MAC address format, that is, six hexadecimal character pairs. Note: Static MAC addresses do NOT age out.
VID	Enter the VLAN identification number.
Port	Enter the port where the MAC address entered in the previous field will be automatically forwarded. In Stacking mode, the first box field is the slot ID and the second field is the port number.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 56
VLAN

56.1 VLAN Overview

This chapter shows you how to configure 802.1Q tagged and port-based VLANs.

The type of screen you see here depends on the **VLAN Type** you selected in the **SYSTEM** > **Switch Setup** screen which is only available in standalone mode. The Switch does not support port-based VLANs in Stacking mode.

56.1.1 What You Can Do

- Use the **VLAN Status** screen (Section 56.3 on page 434) to view and search all static VLAN groups.
- Use the **VLAN Status Details** screen (Section 56.3.1 on page 435) to view detailed port settings and status of the static VLAN group.
- Use the **Private VLAN Status** screen (Section 56.4 on page 436) to view all private VLANs created on the Switch.
- Use the **Static VLAN Setup** screen (Section 56.5 on page 437) to configure a static VLAN for the Switch.
- Use the **VLAN Port Setup** screen (Section 56.6 on page 440) to configure the static VLAN (IEEE 802.1Q) settings on a port.
- Use the **GVRP** screen (Section 56.7 on page 442) to enable/disable GVRP on each port.
- Use the **Subnet Based VLAN Setup** screen (Section 56.9 on page 444) to set up VLANs that allow you to group traffic into logical VLANs based on the source IP subnet you specify.
- Use the **Protocol Based VLAN Setup** screen (Section 56.10 on page 446) to set up VLANs that allow you to group traffic into logical VLANs based on the protocol you specify.
- Use the **Voice VLAN Setup** screen (Section 56.12 on page 450) to set up VLANs that allow you to group voice traffic with defined priority and enable the Switch port to carry the voice traffic separately from data traffic to ensure the sound quality does NOT deteriorate.
- Use the **MAC Based VLAN Setup** screen (Section 56.13 on page 452) to set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. This eliminates the need to reconfigure the Switch when you change ports. The Switch will forward the packets based on the source MAC address you set up previously.
- Use the **Vendor ID Based VLAN Setup** screen (Section 56.14 on page 453) to set up VLANs that allow you to group untagged packets into logical VLANs based on the source MAC address of the packet. You can specify a mask for the MAC address to create a MAC address filter and enter a weight to set the VLAN rule's priority.
- Use the **Port-Based VLAN Setup** screen (Section 56.15 on page 455) to set up VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

56.1.2 What You Need to Know

Read this section to know more about VLAN and how to configure the screens.

56.2 Introduction to IEEE 802.1Q Tagged VLANs

A tagged VLAN uses an explicit tag (VLAN ID) in the MAC header to identify the VLAN membership of a frame across bridges – they are not confined to the switch on which they were created. The VLANs can be created statically by hand or dynamically through GVRP. The VLAN ID associates a frame with a specific VLAN and provides the information that switches need to process the frame across the network. A tagged frame is 4 bytes longer than an untagged frame and contains 2 bytes of TPID (Tag Protocol Identifier, residing within the type or length field of the Ethernet frame) and 2 bytes of TCI (Tag Control Information, starts after the source address field of the Ethernet frame).

The CFI (Canonical Format Indicator) is a single-bit flag, always set to zero for Ethernet switches. If a frame received at an Ethernet port has a CFI set to 1, then that frame should not be forwarded as it is to an untagged port. The remaining twelve bits define the VLAN ID, giving a possible maximum number of 4096 VLANs. Note that user priority and VLAN ID are independent of each other. A frame with VID (VLAN Identifier) of null (0) is called a priority frame, meaning that only the priority level is significant and the default VID of the ingress port is given as the VID of the frame. Of the 4096 possible VIDs, a VID of 0 is used to identify priority frames and value 4095 (FFF) is reserved, so the maximum possible VLAN configurations are 4094.

TPID	User Priority	CFI	VLAN ID
16 Bits	3 Bits	1 Bit	12 Bits

Forwarding Tagged and Untagged Frames

Each port on the Switch is capable of passing tagged or untagged frames. To forward a frame from an 802.1Q VLAN-aware switch to an 802.1Q VLAN-unaware switch, the Switch first decides where to forward the frame and then strips off the VLAN tag. To forward a frame from an 802.1Q VLAN-unaware switch to an 802.1Q VLAN-aware switch, the Switch first decides where to forward the frame, and then inserts a VLAN tag reflecting the ingress port's default VID. The default PVID is VLAN 1 for all ports, but this can be changed.

A broadcast frame (or a multicast frame for a multicast group that is known by the system) is duplicated only on ports that are members of the VID (except the ingress port itself), thus confining the broadcast to a specific domain.

56.2.0.1 Automatic VLAN Registration

GARP and GVRP are the protocols used to automatically register VLAN membership across switches.

GARP

GARP (Generic Attribute Registration Protocol) allows network switches to register and de-register attribute values with other GARP participants within a bridged LAN. GARP is a protocol that provides a generic mechanism for protocols that serve a more specific application, for example, GVRP.

GARP Timers

Switches join VLANs by making a declaration. A declaration is made by issuing a Join message using GARP. Declarations are withdrawn by issuing a Leave message. A Leave All message terminates all registrations. GARP timers set declaration timeout values.

GVRP

GVRP (GARP VLAN Registration Protocol) is a registration protocol that defines a way for switches to register necessary VLAN members on ports across the network. Enable this function to permit VLAN groups beyond the local Switch.

Please refer to the following table for common IEEE 802.1Q VLAN terminology.

Table 215 IEEE 802.1Q VLAN Terminology

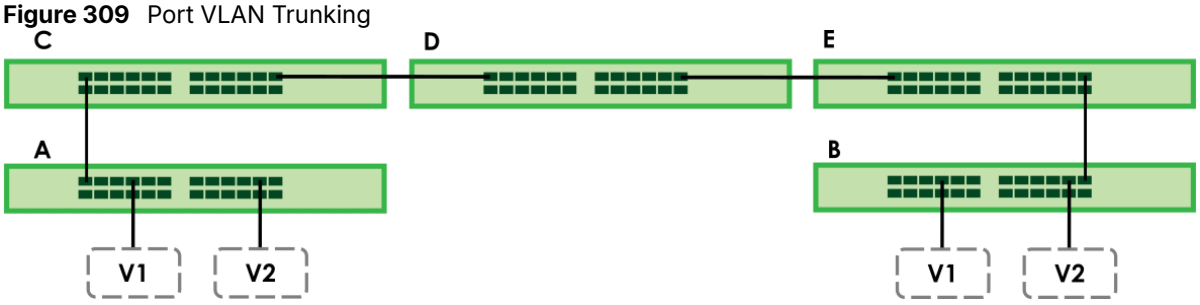
VLAN PARAMETER	TERM	DESCRIPTION
VLAN Type	Permanent VLAN	This is a static VLAN created manually.
	Dynamic VLAN	This is a VLAN configured by a GVRP registration or de-registration process.
VLAN Administrative Control	Registration Fixed	Fixed registration ports are permanent VLAN members.
	Registration Forbidden	Ports with registration forbidden are forbidden to join the specified VLAN.
	Normal Registration	Ports dynamically join a VLAN using GVRP.
VLAN Tag Control	Tagged	Ports belonging to the specified VLAN tag all outgoing frames transmitted.
	Untagged	Ports belonging to the specified VLAN do not tag all outgoing frames transmitted.
VLAN Port	Port VID	This is the VLAN ID assigned to untagged frames that this port received.
	Acceptable Frame Type	You may choose to accept both tagged and untagged incoming frames, just tagged incoming frames or just untagged incoming frames on a port.
	Ingress filtering	If set, the Switch discards incoming frames for VLANs that do not have this port as a member.

56.2.0.2 Port VLAN Trunking

Enable **VLAN Trunking** on a port to allow frames belonging to unknown VLAN groups to pass through that port. This is useful if you want to set up VLAN groups on end devices without having to configure the same VLAN groups on intermediary devices.

Refer to the following figure. Suppose you want to create VLAN groups 1 and 2 (**V1** and **V2**) on devices **A** and **B**. Without **VLAN Trunking**, you must configure VLAN groups 1 and 2 (**V1** and **V2**) on all intermediary switches **C**, **D** and **E**; otherwise they will drop frames with unknown VLAN group tags. However, with **VLAN Trunking** enabled on ports in each intermediary switch you only need to create VLAN groups in the end devices (**A** and **B**). **C**, **D** and **E** automatically allow frames with VLAN group tags 1 and 2 (VLAN groups that are unknown to those switches) to pass through their VLAN trunking ports.

Figure 309 Port VLAN Trunking



56.2.0.3 VLAN Priority

At the time of writing, you can create static VLANs, Voice VLANs, MAC-based VLANs and Vendor ID-based VLANs on the Switch when the VLAN type is set to **802.1Q**. When a packet is received, the Switch processes the VLAN rules in sequence. The sequence (priority) of the VLANs is:

1 Vendor ID Based VLAN

2 Voice VLAN

3 Subnet Based VLAN

4 Protocol Based VLAN

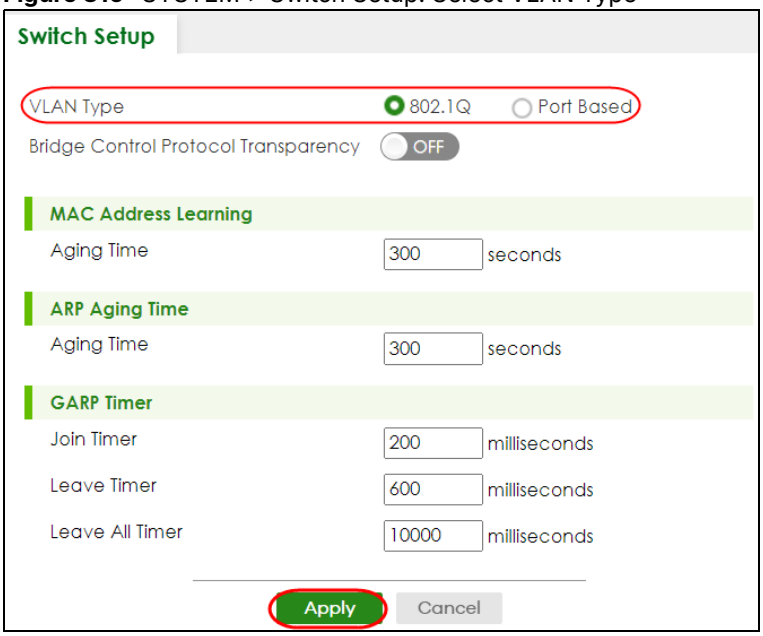
5 MAC Based VLAN

If the packet matches a VLAN rule that has a higher priority, for example, an entry with weight 250 in the vendor ID to VLAN mapping table, the Switch assigns the corresponding VLAN ID to the packet and stops checking the subsequent VLAN rules.

56.2.0.4 Select the VLAN Type

Select a VLAN type in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen.

Figure 310 SYSTEM > Switch Setup: Select VLAN Type



802.1Q Static VLAN

Make sure **802.1Q** is selected in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen.

Use a static VLAN to decide whether an incoming frame on a port should be

- sent to a VLAN group as normal depending on its VLAN tag.
- sent to a group whether it has a VLAN tag or not.

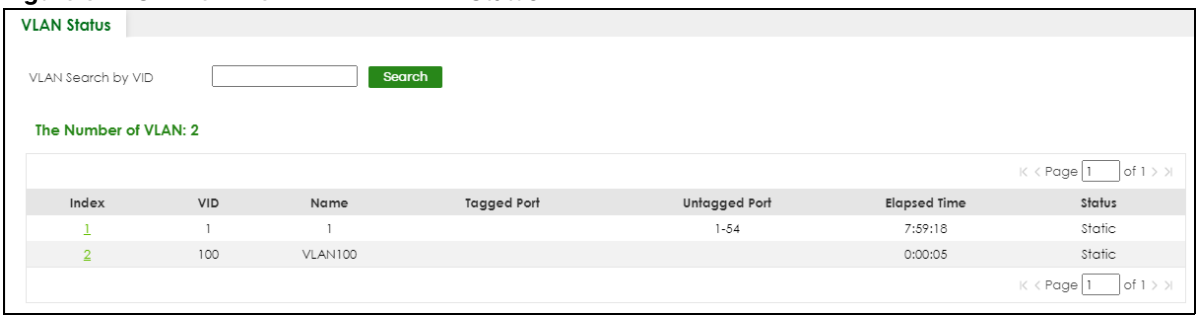
- blocked from a VLAN group regardless of its VLAN tag.

You can also tag all outgoing frames (that were previously untagged) from a port with the specified VID.

56.3 VLAN Status

Use this screen to view and search all VLAN groups. Click **SWITCHING** > **VLAN** > **VLAN Status** from the navigation panel to display the screen as shown next.

Figure 311 SWITCHING > VLAN > VLAN Status



The following table describes the labels in this screen.

Table 216 SWITCHING > VLAN > VLAN Status

LABEL	DESCRIPTION
VLAN Search by VID	Enter (an) existing VLAN ID numbers (use a comma (,) to separate individual VLANs or a hyphen (-) to indicate a range of VLANs. For example, “3,4” or “3-9”) and click **Search** to display only the specified VLANs in the list below. Leave this field blank and click **Search** to display all VLANs configured on the Switch.
The Number of VLAN	This is the number of VLANs configured on the Switch.
The Number of Search Results	This is the number of VLANs that match the searching criteria and display in the list below. This field displays only when you use the **Search** button to look for certain VLANs.
Index	This is the VLAN index number. Click an index number to view more VLAN details.
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Name	This fields shows the descriptive name of the VLAN.
Tagged Port	This field shows the tagged ports that are participating in the VLAN.
Untagged Port	This field shows the untagged ports that are participating in the VLAN.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.
Status	This field shows how this VLAN was added to the Switch. • **Dynamic** – using GVRP • **Static** – manually added as a normal VLAN • **Private** – manually added as a private VLAN (primary, isolated or community) • **MVR** – added through Multicast VLAN Registration (MVR)

56.3.1 VLAN Details

Use this screen to view detailed port settings and status of the VLAN group. Click an index number in the **VLAN Status** screen to display VLAN details.

Figure 312 SWITCHING > VLAN > VLAN Status > VLAN Status Details (Standalone Mode)

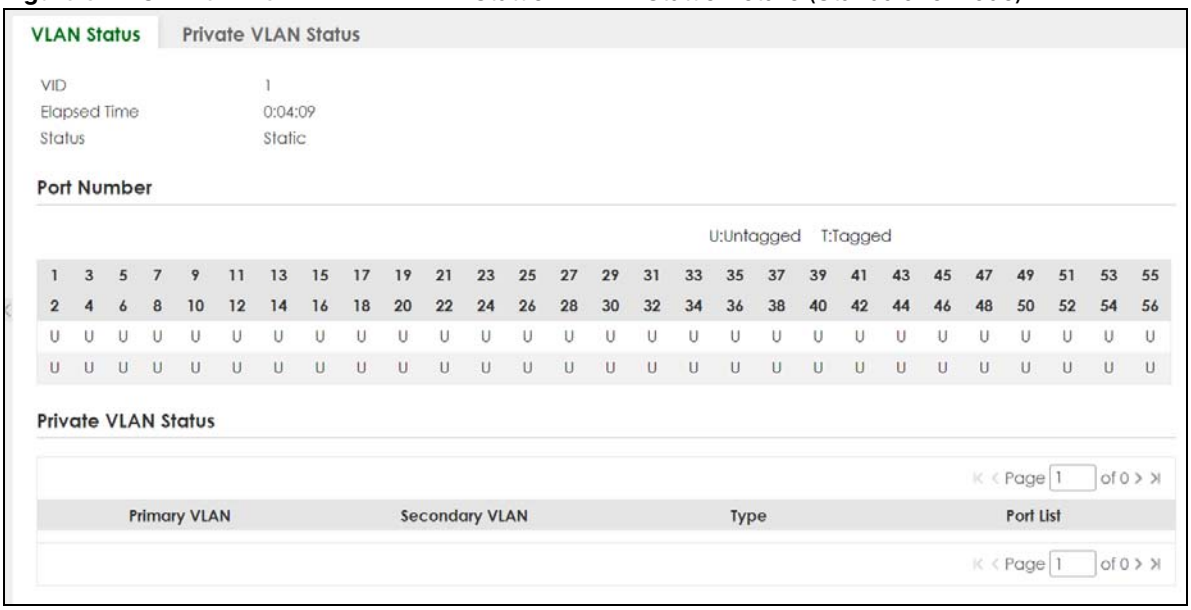
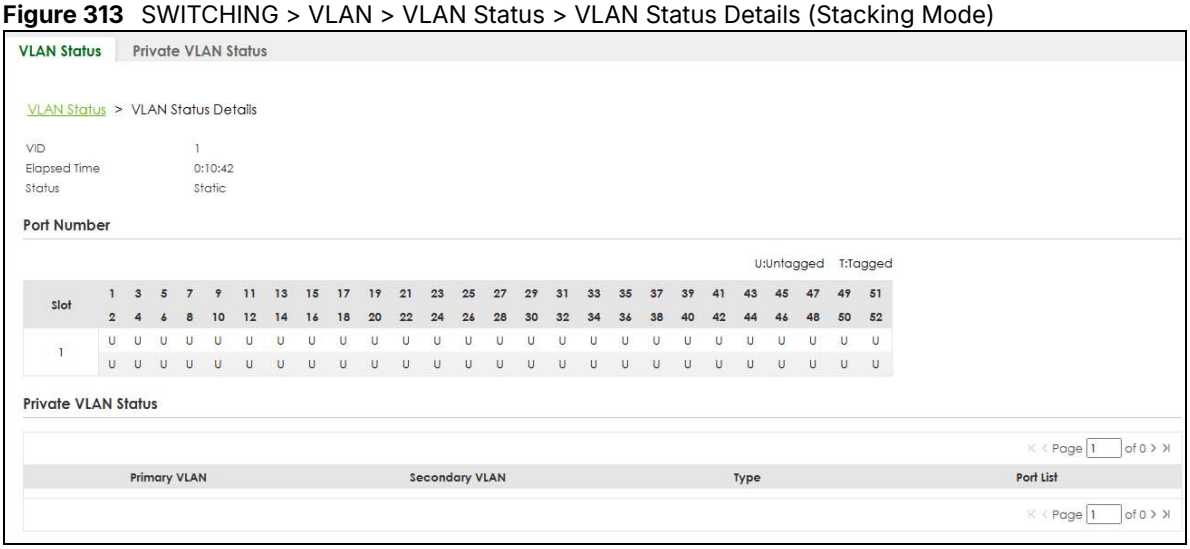


Figure 313 SWITCHING > VLAN > VLAN Status > VLAN Status Details (Stacking Mode)



The following table describes the labels in this screen.

Table 217 SWITCHING > VLAN > VLAN Status > VLAN Status Details

LABEL	DESCRIPTION
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Slot	'Slot' refers to a Switch in the 'virtual chassis' stack. This field displays the slot ID of the stacked Switch.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.

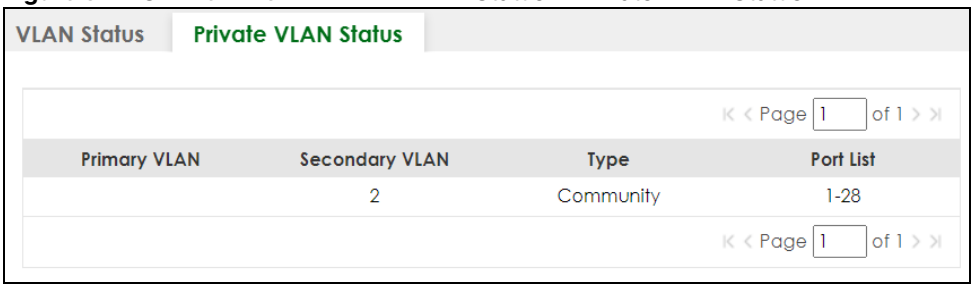
Table 217 SWITCHING > VLAN > VLAN Status > VLAN Status Details (continued)

LABEL	DESCRIPTION
Status	This field shows how this VLAN was added to the Switch. • **Dynamic** – using GVRP • **Static** – manually added as a normal VLAN • **Private** – manually added as a private VLAN (primary, isolated or community) • **MVR** – added through Multicast VLAN Registration (MVR)
Port Number	This section displays the ports that are participating in a VLAN. A tagged port is marked as **T**, an untagged port is marked as **U** and ports not participating in a VLAN are marked as "**–**".
Private VLAN Status This section show private VLAN information for the selected VLAN.	
Primary VLAN	This field shows the primary VLAN ID in the selected VLAN.
Secondary VLAN	This field shows the secondary VLAN ID in the selected VLAN.
Type	This field shows the type of private VLAN: **Primary**, **Community** or **Isolated**.
Port List	This shows the ports mapped to the private VLAN using the **SWITCHING** > **Private VLAN** or **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen.

56.4 Private VLAN Status

Use this screen to view all private VLANs created on the Switch. Click **SWITCHING** > **VLAN** > **VLAN Status** > **Private VLAN Status** to see the following screen.

Figure 314 SWITCHING > VLAN > VLAN Status > Private VLAN Status



The following table describes the labels in this screen.

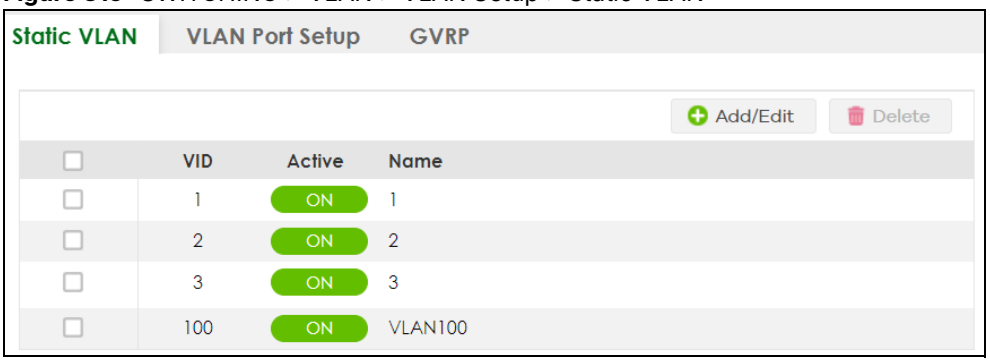
Table 218 SWITCHING > VLAN > VLAN Status > Private VLAN Status

LABEL	DESCRIPTION
These fields show information for the all private VLANs. See also **SWITCHING** > **Private VLAN**.	
Primary VLAN	This field shows the primary VLAN ID in a private VLAN.
Secondary VLAN	This field shows the secondary VLAN ID in a private VLAN.
Type	This field shows the type of private VLAN: **Primary**, **Community** or **Isolated**.
Port List	This shows the ports mapped to the private VLAN using the **SWITCHING** > **Private VLAN** or **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen.

56.5 Configure a Static VLAN

Use this screen to view and configure a static VLAN for the Switch. Click **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** to display the screen as shown next.

Figure 315 SWITCHING > VLAN > VLAN Setup > Static VLAN



The following table describes the related labels in this screen.

Table 219 SWITCHING > VLAN > VLAN Setup > Static VLAN

LABEL	DESCRIPTION
VID	This field displays the ID number of the VLAN group.
Active	This field indicates whether the VLAN settings are enabled or disabled.
Name	This field displays the descriptive name for this VLAN group.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new static VLAN or edit a selected one.
Delete	Click **Delete** to remove the selected static VLAN.

56.5.1 Add/Edit a Static VLAN

Use this screen to configure a static VLAN for the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen to display this screen.

Figure 316 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit (Standalone Mode)

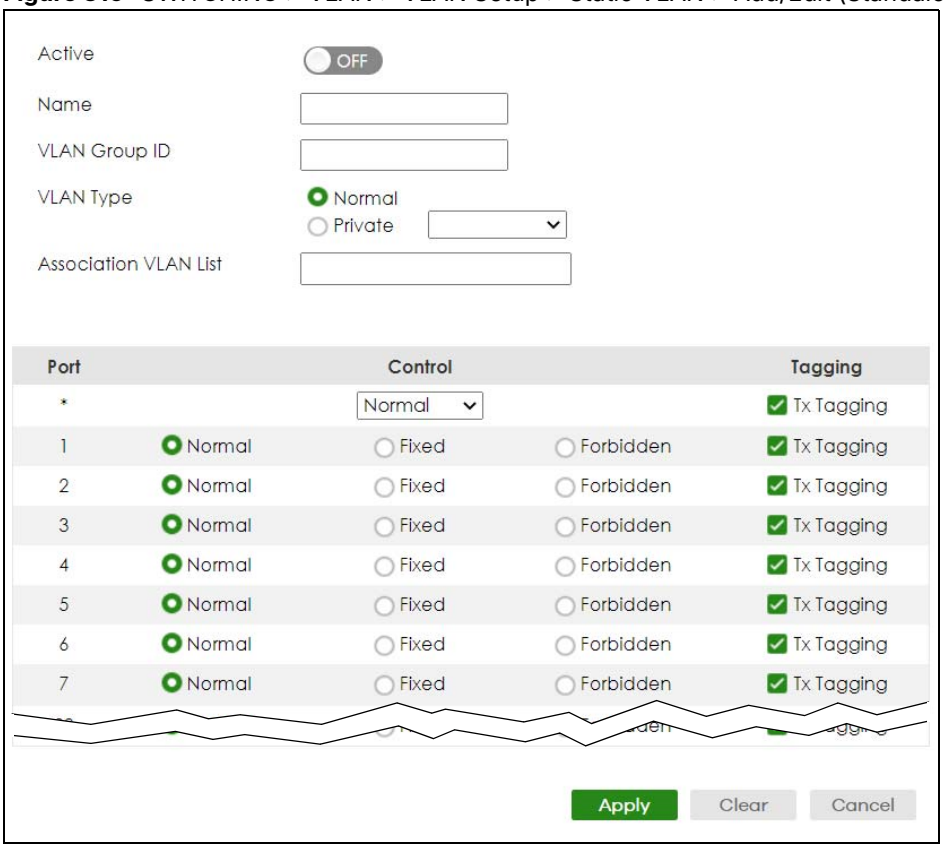
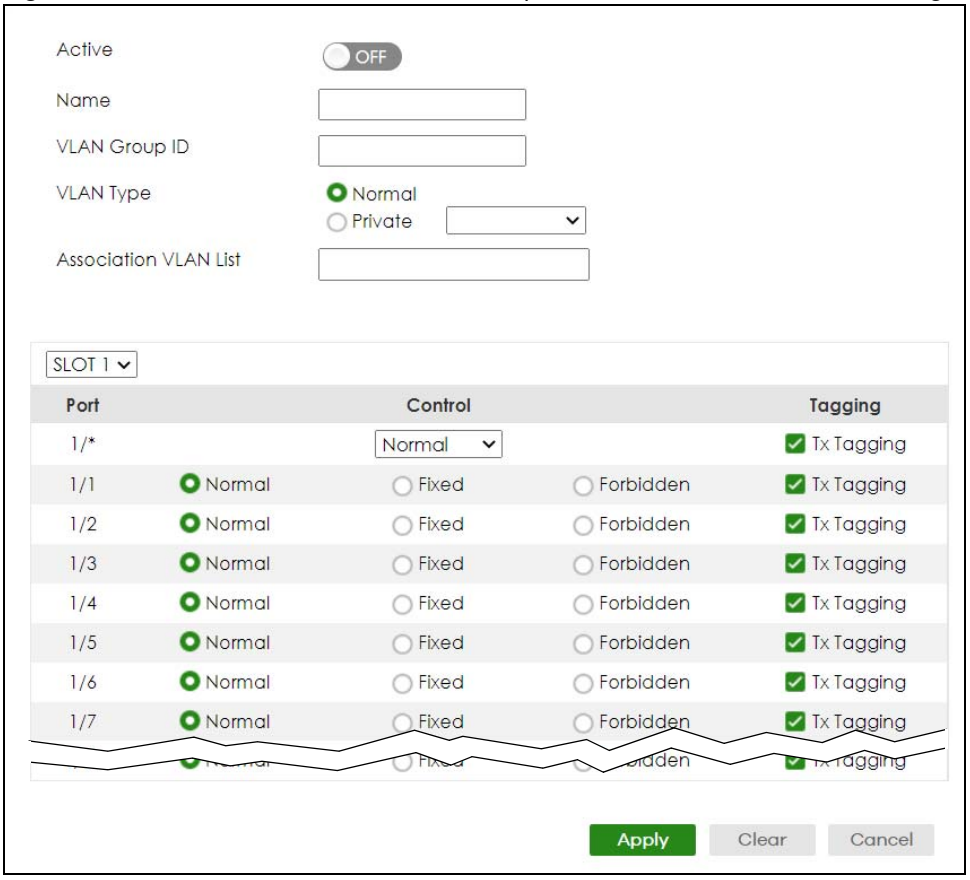


Figure 317 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit (Stacking Mode)



The following table describes the related labels in this screen.

Table 220 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate the VLAN settings.
Name	Enter a descriptive name for the VLAN group for identification purposes. This name consists of up to 64 printable ASCII characters. The string should not contain [?], [|], ['], ["], or [,].
VLAN Group ID	Enter the VLAN ID for this static entry; the valid range is between 1 and 4094.
VLAN Type	Select **Normal** (static) or **Private**. For **Private** VLANs, select **Primary**, **Isolated** or **Community**.
Association VLAN List	**Primary** private VLANs can associate with several (secondary) **Community** private VLANs and up to one (secondary) **Isolated** private VLAN. You only configure **VLAN Association List** for **Primary** private VLANs. Use a dash to associate consecutive VLANs and a comma (no spaces) to associate non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52. Secondary private VLANs can only be associated with one primary private VLAN.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
VLAN Group ID	Enter the VLAN ID for this static entry; the valid range is between 1 and 4094.
Port	The port number identifies the port you are configuring. In Stacking mode, the first number represents the slot ID and the second one is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 220 SWITCHING > VLAN > VLAN Setup > Static VLAN > Add/Edit (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Control	Select **Normal** for the port to dynamically join this VLAN group using GVRP. This is the default selection. Select **Fixed** for the port to be a permanent member of this VLAN group. Select **Forbidden** if you want to prohibit the port from joining this VLAN group.
Tagging	Select **Tx Tagging** if you want outgoing traffic to contain this VLAN tag. Otherwise, to ensure that VLAN-unaware devices (such as computers and hubs) can receive frames properly, clear the **Tx Tagging** checkbox to set the Switch to remove VLAN tags before sending.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

56.6 VLAN Port Setup

Use this screen to configure the static VLAN (IEEE 802.1Q) settings on a port. Click **SWITCHING** > **VLAN** > **VLAN Setup** > **VLAN Port Setup** to display the screen as shown.

Figure 318 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup (Standalone Mode)

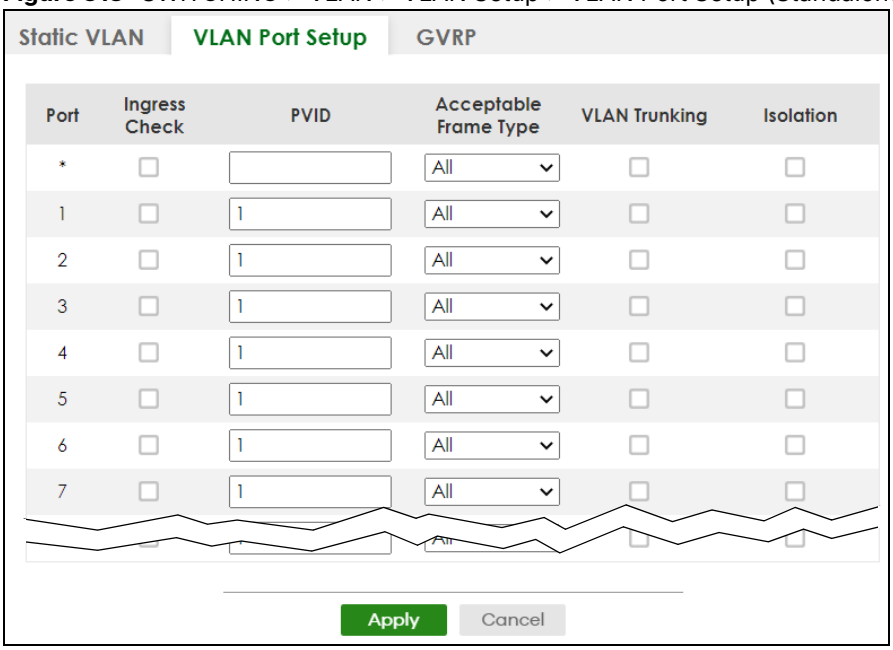
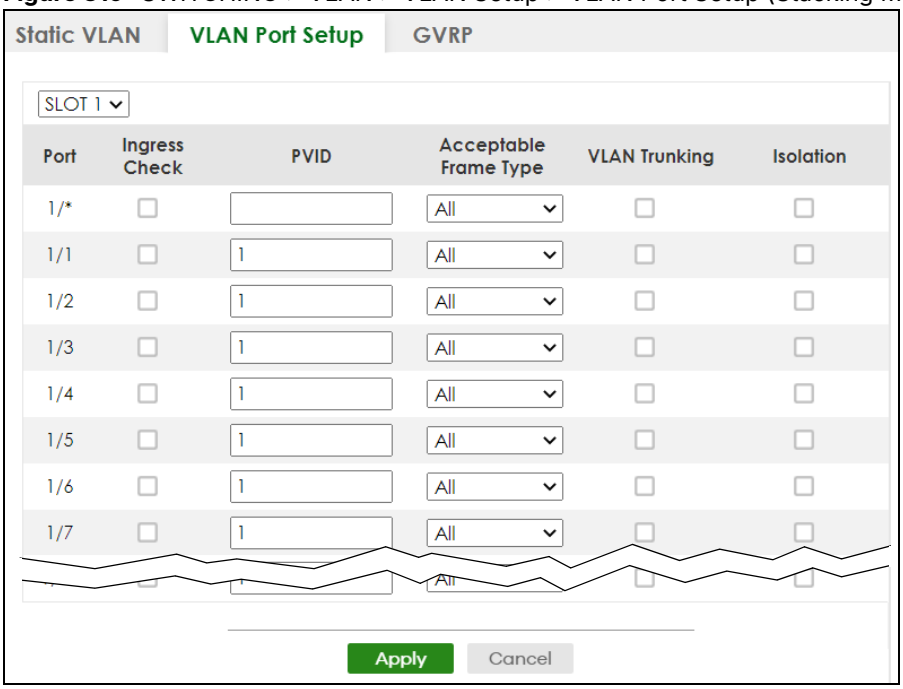


Figure 319 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 221 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup

LABEL	DESCRIPTION
SLOT	This field appears only in stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number of the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Ingress Check	If this checkbox is selected, the Switch discards incoming frames on a port for VLANs that do not include this port in its member set. Clear this checkbox to disable ingress filtering.
PVID	A PVID (Port VLAN ID) is a tag that adds to incoming untagged frames received on a port so that the frames are forwarded to the VLAN group that the tag defines. Enter a number between 1and 4094 as the port VLAN ID.

Table 221 SWITCHING > VLAN > VLAN Setup > VLAN Port Setup (continued)

LABEL	DESCRIPTION
Acceptable Frame Type	Specify the type of frames allowed on a port. Choices are **All**, **Tag Only** and **Untag Only**. Select **All** from the drop-down list box to accept all untagged or tagged frames on this port. This is the default setting. Select **Tag Only** to accept only tagged frames on this port. All untagged frames will be dropped. Select **Untag Only** to accept only untagged frames on this port. All tagged frames will be dropped. Note: When the Switch is in Stacking mode and the master Switch has VLAN1, all other ports will be configured to untagged port.
VLAN Trunking	Enable **VLAN Trunking** on ports connected to other switches or routers (but not ports directly connected to end users) to allow frames belonging to unknown VLAN groups to pass through the Switch.
Isolation	Select this to allows this port to communicate only with the CPU management port and the ports on which the isolation feature is NOT enabled.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

56.7 Configure GVRP

Use this screen to configure GVRP settings on a port. Click **SWITCHING** > **VLAN** > **VLAN Setup** > **GVRP** to display the screen as shown.

Figure 320 SWITCHING > VLAN > VLAN Setup > GVRP (Standalone Mode)

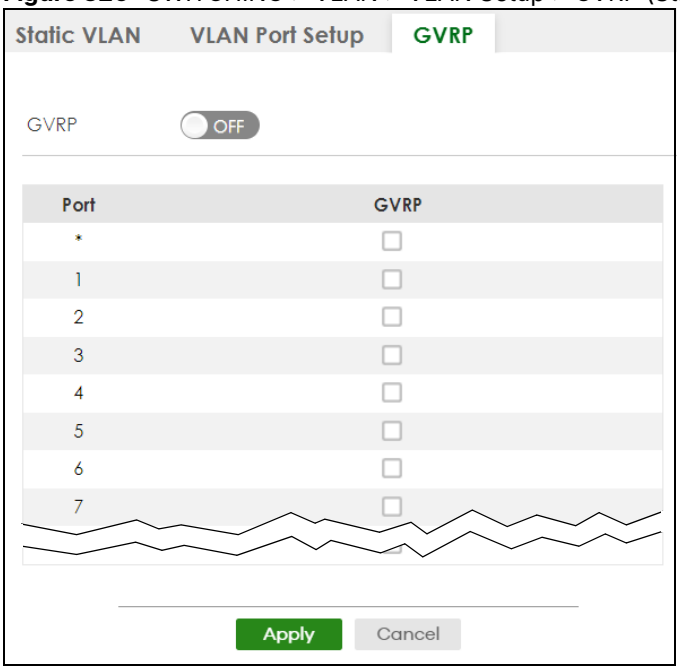
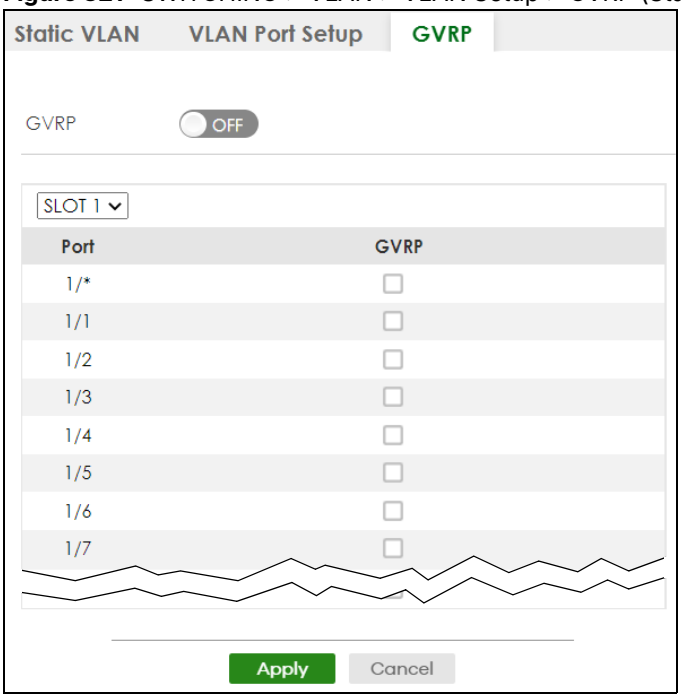


Figure 321 SWITCHING > VLAN > VLAN Setup > GVRP (Stacking Mode)



The following table describes the labels in this screen.

Table 222 SWITCHING > VLAN > VLAN Setup > GVRP

LABEL	DESCRIPTION
GVRP	GVRP (GARP VLAN Registration Protocol) is a registration protocol that defines a way for switches to register necessary VLAN members on ports across the network. Enable the switch button to permit VLAN groups beyond the local Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number of the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
GVRP	Select this checkbox to allow GVRP on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

56.8 Subnet Based VLAN

Subnet based VLANs allow you to group traffic into logical VLANs based on the source IP subnet you specify. When a frame is received on a port, the Switch checks if a tag is added already and the IP subnet

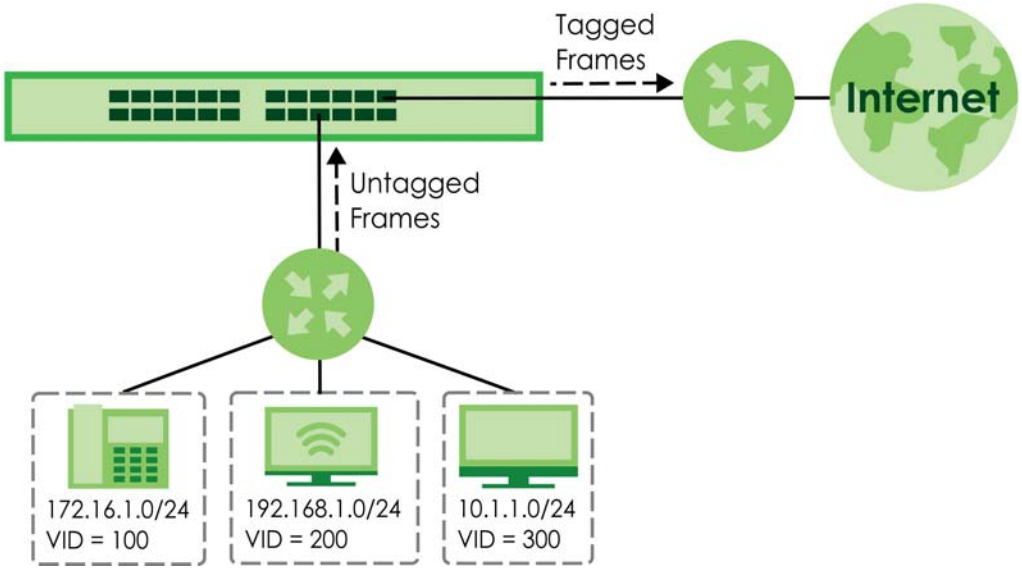
it came from. The untagged packets from the same IP subnet are then placed in the same subnet based VLAN. One advantage of using subnet based VLANs is that priority can be assigned to traffic from the same IP subnet.

Note: Subnet based VLAN applies to un-tagged packets and is applicable only when you use IEEE 802.1Q tagged VLAN.

For example, an ISP (Internet Services Provider) may divide different types of services it provides to customers into different IP subnets. Traffic for voice services is designated for IP subnet 172.16.1.0/24, video for 192.168.1.0/24 and data for 10.1.1.0/24. The Switch can then be configured to group incoming traffic based on the source IP subnet of incoming frames.

You configure a subnet based VLAN with priority 6 and VID of 100 for traffic received from IP subnet 172.16.1.0/24 (voice services). You also have a subnet based VLAN with priority 5 and VID of 200 for traffic received from IP subnet 192.168.1.0/24 (video services). Lastly, you configure VLAN with priority 3 and VID of 300 for traffic received from IP subnet 10.1.1.0/24 (data services). All **untagged** incoming frames will be classified based on their source IP subnet and prioritized accordingly. That is video services receive the highest priority and data the lowest.

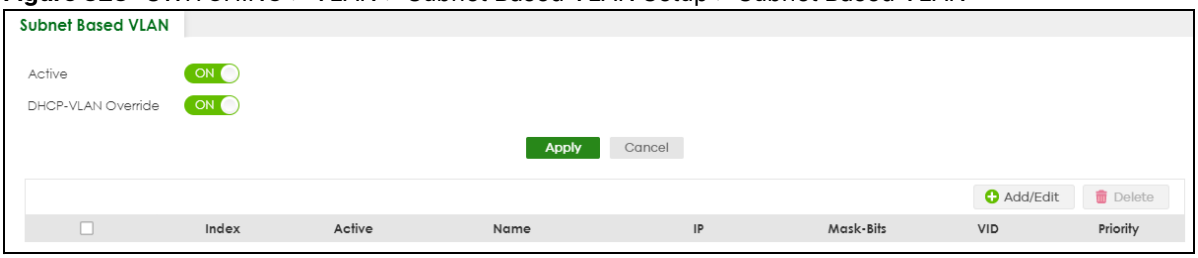
Figure 322 Subnet Based VLAN Application Example



56.9 Configuring Subnet Based VLAN

Click the **SWITCHING** > **VLAN** > **Subnet Based VLAN Setup** > **Subnet Based VLAN** link in the navigation panel to display the configuration screen as shown.

Figure 323 SWITCHING > VLAN > Subnet Based VLAN Setup > Subnet Based VLAN



The following table describes the labels in this screen.

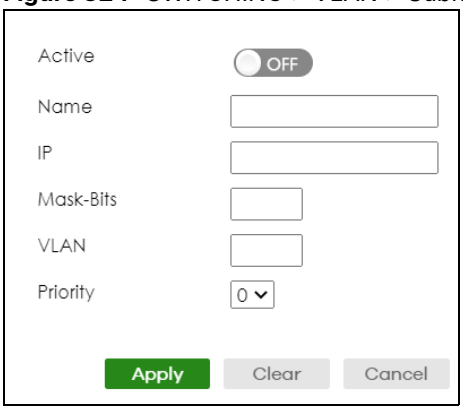
Table 223 SWITCHING > VLAN > Subnet Based VLAN Setup > Subnet Based VLAN

LABEL	DESCRIPTION
Active	Enable the switch button to activate this subnet based VLANs on the Switch.
DHCP-VLAN Override	When DHCP snooping is enabled DHCP clients can renew their IP address through the DHCP VLAN or through another DHCP server on the subnet based VLAN. Enable the switch button to force the DHCP clients in this IP subnet to obtain their IP addresses through the DHCP VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number identifying this subnet based VLAN.
Active	This field shows whether the subnet based VLAN is active or not.
Name	This field shows the name the subnet based VLAN.
IP	This field shows the IP address of the subnet for this subnet based VLAN.
Mask-Bits	This field shows the subnet mask in bit number format for this subnet based VLAN.
VID	This field shows the VLAN ID of the frames which belong to this subnet based VLAN.
Priority	This field shows the priority which is assigned to frames belonging to this subnet based VLAN.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

56.9.1 Add/Edit Subnet Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Subnet Based VLAN Setup** > **Subnet Based VLAN** screen to display this screen.

Figure 324 SWITCHING > VLAN > Subnet Based VLAN Setup > Subnet Based VLAN > Add/Edit



The following table describes the labels in this screen.

Table 224 SWITCHING > VLAN > Subnet Based VLAN Setup > Subnet Based VLAN > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate the IP subnet VLAN you are creating or editing.
Name	Enter up to 32 alphanumeric characters to identify this subnet based VLAN. The string should not contain [?], [|], ['], ["], or [,].
IP	Enter the IP address of the subnet for which you want to configure this subnet based VLAN.
Mask-Bits	Enter the bit number of the subnet mask. To find the bit number, convert the subnet mask to binary format and add all the 1's together. Take "255.255.255.0" for example. 255 converts to eight 1s in binary. There are three 255s, so add three eights together and you get the bit number (24).
VLAN	Enter the ID of a VLAN with which the untagged frames from the IP subnet specified in this subnet based VLAN are tagged. This must be an existing VLAN which you defined in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen.
Priority	Select the priority level that the Switch assigns to frames belonging to this VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

56.10 Protocol Based VLAN

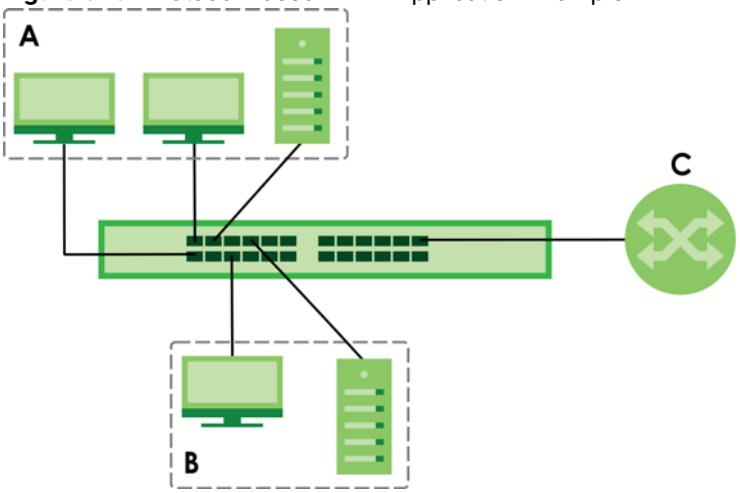
Protocol based VLANs allow you to group traffic into logical VLANs based on the protocol you specify. When an upstream frame is received on a port (configured for a protocol based VLAN), the Switch checks if a tag is added already and its protocol. The untagged packets of the same protocol are then placed in the same protocol based VLAN. One advantage of using protocol based VLANs is that priority can be assigned to traffic of the same protocol.

Note: Protocol-based VLAN applies to un-tagged packets and is applicable only when you use IEEE 802.1Q tagged VLAN.

For example, port 1, 2, and 3 belong to static VLAN 100, and port 5, 6, and 7 belong to static VLAN 120. You configure a protocol based VLAN **A** with priority 3 for ARP traffic received on port 1, 2 and 3. You also have a protocol based VLAN **B** with priority 2 for Apple Talk traffic received on port 6 and 7. All upstream ARP

traffic from port 1, 2 and 3 will be grouped together, and all upstream Apple Talk traffic from port 6 and 7 will be in another group and have higher priority than ARP traffic, when they go through the uplink port to a backbone switch **C**.

Figure 325 Protocol Based VLAN Application Example



56.11 Configuring Protocol Based VLAN

Click the **SWITCHING** > **VLAN** > **Protocol Based VLAN Setup** > **Protocol Based VLAN** link in the navigation panel to display the configuration screen as shown.

Figure 326 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN

The following table describes the labels in this screen.

Table 225 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number identifying this protocol based VLAN. Click any of these numbers to edit an existing protocol based VLAN.
Active	This field shows whether the protocol based VLAN is active or not.
Port	This field shows which port belongs to this protocol based VLAN.
Port	This field shows which port belongs to this protocol based VLAN. In Stacking mode, the first number represents the slot ID and the second is the port number.
Name	This field shows the name of the protocol based VLAN.
Ethernet-type	This field shows which Ethernet protocol is part of this protocol based VLAN.
VID	This field shows the VLAN ID of the port.

Table 225 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN (continued)

LABEL	DESCRIPTION
Priority	This field shows the priority which is assigned to frames belonging to this protocol based VLAN.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

56.11.1 Add/Edit a Protocol Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Protocol Based VLAN Setup** > **Protocol Based VLAN** screen to display this configuration screen.

Figure 327 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN Setup > Add/Edit (Standalone Mode)

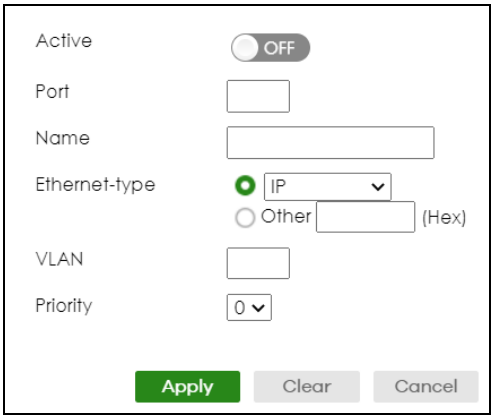
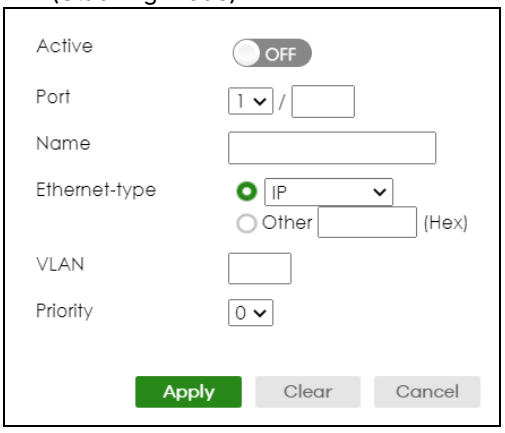


Figure 328 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN Setup > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 226 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN Setup > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate this protocol based VLAN.
Port	Type a port number to be included in this protocol based VLAN. In Stacking mode, the first box field is the slot ID and the second field is the port number. This port must belong to a static VLAN in order to participate in a protocol based VLAN.

Table 226 SWITCHING > VLAN > Protocol Based VLAN Setup > Protocol Based VLAN Setup > Add/Edit

LABEL	DESCRIPTION
Name	Enter up to 32 alphanumeric characters to identify this protocol based VLAN. The string should not contain [?], [|], ['], or ["].
Ethernet-type	Use the drop down list box to select a predefined protocol to be included in this protocol based VLAN or select **Other** and type the protocol number in hexadecimal notation. For example the IP protocol in hexadecimal notation is 0800, and Novell IPX protocol is 8137. Note: Protocols in the hexadecimal number range of 0x0000 to 0x05ff are not allowed to be used for protocol based VLANs.
VLAN	Enter the ID of a VLAN to which the port belongs. This must be an existing VLAN which you defined in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen.
Priority	Select the priority level that the Switch will assign to frames belonging to this VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

56.11.1.1 Create an IP-based VLAN Example

This example shows you how to create an IP VLAN which includes ports 1, 4 and 8. Follow these steps using the screen below:

1 Activate this protocol based VLAN.

2 Type the port number you want to include in this protocol based VLAN. Type **1**.

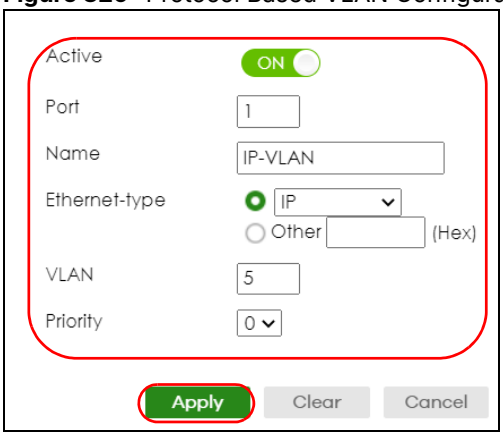
3 Give this protocol-based VLAN a descriptive name. Type **IP-VLAN**.

4 Select the protocol. Leave the default value **IP**.

5 Type the VLAN ID of an existing VLAN. In our example we already created a static VLAN with an ID of 5. Type **5**.

6 Leave the priority set to **0** and click **Apply**.

Figure 329 Protocol Based VLAN Configuration Example



To add more ports to this protocol based VLAN.

1 Select the checkbox of this protocol based VLAN. Click **Add/Edit**.

2 Change the value in the **Port** field to the next port you want to add.

3 Click **Apply**.

56.12 Voice VLAN

Voice VLAN is a VLAN that is specifically allocated for voice traffic. It ensures that the sound quality of an IP phone is preserved from deteriorating when the data traffic on the Switch ports is high. It groups the voice traffic with defined priority into an assigned VLAN which enables the separation of voice and data traffic coming onto the Switch port.

The Switch can determine whether a received packet is:

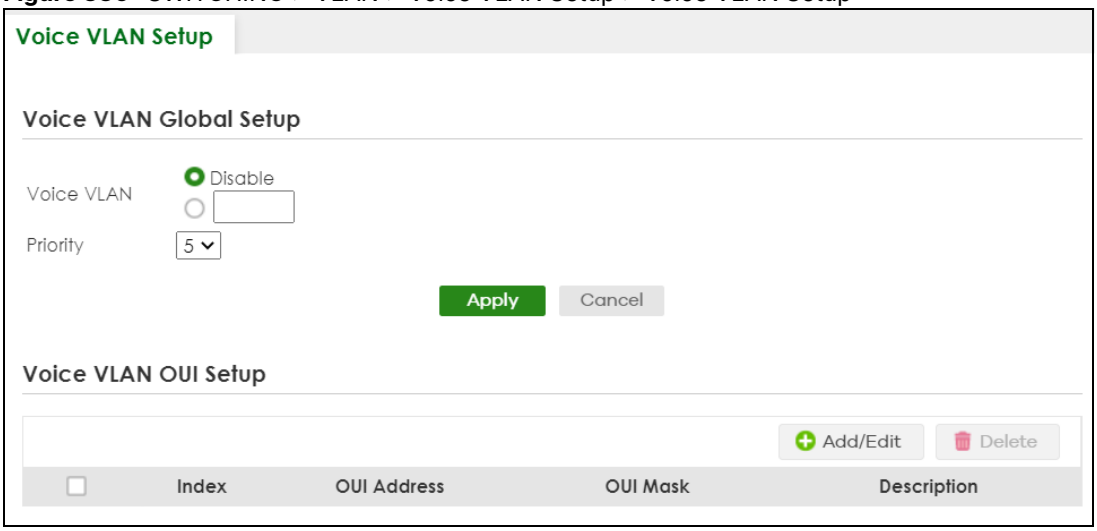
- an untagged voice packet when the incoming port is a fixed port for voice VLAN.
- a tagged voice packet when the incoming port and VLAN tag belongs to a voice VLAN.

It then checks the source packet's MAC address against an OUI list. If a match is found, the packet is considered as a voice packet.

You can set priority level to the Voice VLAN and add MAC address of IP phones from specific manufacturers by using its ID from the Organizationally Unique Identifiers (OUI).

Click **SWITCHING** > **VLAN** > **Voice VLAN Setup** > **Voice VLAN Setup** to display the configuration screen as shown.

Figure 330 SWITCHING > VLAN > Voice VLAN Setup > Voice VLAN Setup



The following table describes the fields in the above screen.

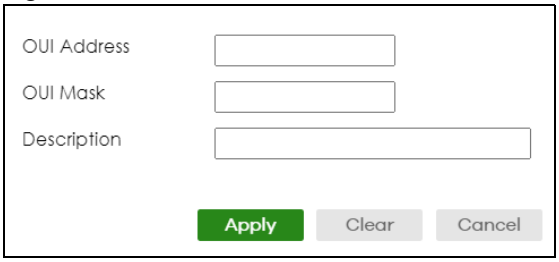
Table 227 SWITCHING > VLAN > Voice VLAN Setup > Voice VLAN Setup

LABEL	DESCRIPTION
Voice VLAN Global Setup	
Voice VLAN	Click the second radio button if you want to enable the Voice VLAN feature. Enter a VLAN ID number in the box next to the radio button that is associated with the Voice VLAN. You also need to create a static VLAN with the same VID in the **SWITCHING** > **VLAN** > **VLAN Setup** > **Static VLAN** screen, and then connect the IP phone with the specified OUI MAC address to a port that joins the static VLAN. Click the **Disable** radio button if you do not want to enable the Voice VLAN feature.
Priority	Select the priority level of the voice traffic from 0 to 7. Default setting is 5. The higher the numeric value you assign, the higher the priority for this voice traffic.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this section afresh.
Voice VLAN OUI Setup	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the Voice VLAN.
OUI Address	This field displays the OUI address of the Voice VLAN.
OUI Mask	This field displays the OUI mask address of the Voice VLAN.
Description	This field displays the description of the Voice VLAN with OUI address.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

56.12.1 Add/Edit a Voice VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Voice VLAN Setup** > **Voice VLAN Setup** screen to display the configuration screen.

Figure 331 SWITCHING > VLAN > Voice VLAN Setup > Voice VLAN Setup > Add/Edit



The following table describes the fields in the above screen.

Table 228 SWITCHING > VLAN > Voice VLAN Setup > Voice VLAN Setup > Add/Edit

LABEL	DESCRIPTION
OUI Address	Enter the IP phone manufacturer's OUI MAC address. The first 3 bytes is the manufacturer identifier, the last 3 bytes is a unique station ID.
OUI Mask	Enter the mask for the specified IP phone manufacturer's OUI MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
Description	Enter a description up to 32 printable ASCII characters except [?], [|], ['], or ["] for the Voice VLAN device. For example: Siemens.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

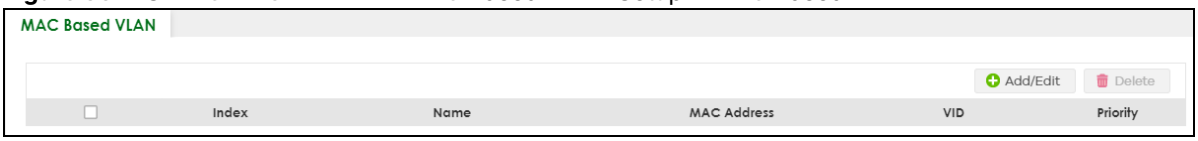
56.13 MAC Based VLAN

The MAC-based VLAN feature assigns incoming untagged packets to a VLAN and classifies the traffic based on the source MAC address of the packet. When untagged packets arrive at the Switch, the source MAC address of the packet is looked up in a MAC to VLAN mapping table. If an entry is found, the corresponding VLAN ID is assigned to the packet. 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 feature allows users to change ports without having to reconfigure the VLAN. You can assign priority to the MAC-based VLAN and define a MAC to VLAN mapping table by entering a specified source MAC address in the MAC-based VLAN setup screen. You can also delete a MAC-based VLAN entry in the same screen.

Click **SWITCHING** > **VLAN** > **MAC Based VLAN Setup** > **MAC Based VLAN** to see the following screen.

Figure 332 SWITCHING > VLAN > MAC Based VLAN Setup > MAC Based VLAN



The following table describes the fields in the above screen.

Table 229 SWITCHING > VLAN > MAC Based VLAN Setup > MAC Based VLAN

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the MAC-based VLAN entry.
Name	This field displays the name of the MAC-based VLAN entry.

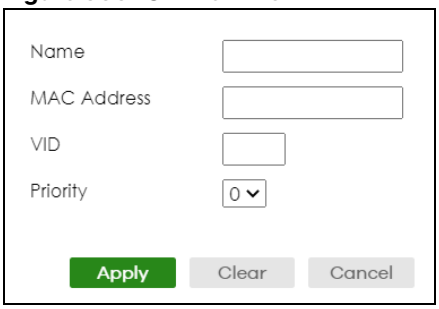
Table 229 SWITCHING > VLAN > MAC Based VLAN Setup > MAC Based VLAN (continued)

LABEL	DESCRIPTION
MAC Address	This field displays the source MAC address that is bind to the MAC-based VLAN entry.
VID	This field displays the VLAN ID of the MAC-based VLAN entry.
Priority	This field displays the priority level which is assigned to frames belonging to this MAC-based VLAN entity.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

56.13.1 Add/Edit a MAC Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **MAC Based VLAN Setup** > **MAC Based VLAN** screen to see this screen.

Figure 333 SWITCHING > VLAN > MAC Based VLAN Setup > MAC Based VLAN > Add/Edit



The following table describes the fields in the above screen.

Table 230 SWITCHING > VLAN > MAC Based VLAN Setup > MAC Based VLAN > Add/Edit

LABEL	DESCRIPTION
Name	Enter a name up to 32 alphanumeric characters except [?], [|], ['], ["], or [,] for the MAC-based VLAN entry.
MAC Address	Enter a MAC address that is bind to the MAC-based VLAN entry. This is the source MAC address of the data packet that is looked up when untagged packets arrive at the Switch.
VID	Enter an ID (from 1 to 4094) for the VLAN that is associated with the MAC-based VLAN entry.
Priority	Enter a priority (0 to 7) that the Switch assigns to frames belonging to this VLAN. The higher the numeric value you assign, the higher the priority for this MAC-based VLAN entry.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

56.14 Vendor ID Based VLAN

The Vendor ID based VLAN feature assigns incoming untagged packets to a VLAN and classifies the traffic based on the source MAC address of the packet. When untagged packets arrive at the switch, the source MAC address of the packet is looked up in a Vendor ID to VLAN mapping table. If an entry is found,

the corresponding VLAN ID is assigned to the packet. 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 feature allows users to change ports without having to reconfigure the VLAN. You can assign a 802.1p priority to the vendor ID based VLAN and define a vendor ID to VLAN mapping table by entering a specified source MAC address and mask in the vendor ID based VLAN setup screen. You can also delete a vendor ID based VLAN entry in the same screen.

For every vendor ID based VLAN rule you set, you can specify a weight number to define the rule's priority level. As rules are processed one after the other, stating a priority order will let you choose which rule has to be applied first and which second.

Click the **SWITCHING** > **VLAN** > **Vendor ID Based VLAN Setup** > **Vendor ID Based VLAN** to see the following screen.

Figure 334 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Vendor ID Based VLAN

The following table describes the fields in the above screen.

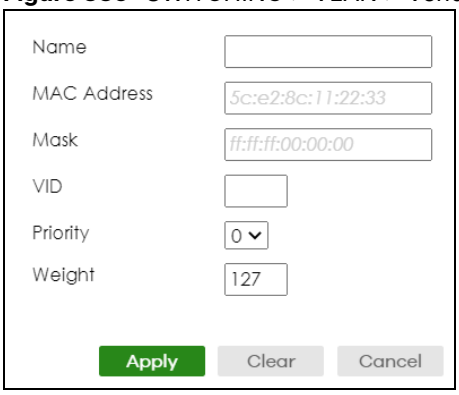
Table 231 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Vendor ID Based VLAN

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the vendor ID based VLAN entry.
Name	This field displays the name of the vendor ID based VLAN entry.
MAC Address	This field displays the source MAC address that is bind to the vendor ID based VLAN entry.
Mask	This field displays the mask for the source MAC address that is bind to the vendor ID based VLAN entry.
VID	This field displays the VLAN ID of the vendor ID based VLAN entry.
Priority	This field displays the priority level which is assigned to frames belonging to this vendor ID based VLAN.
Weight	This field displays the weight of the vendor ID based VLAN entry.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entry.

56.14.1 Add/Edit a Vendor ID Based VLAN

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Vendor ID Based VLAN Setup** > **Vendor ID Based VLAN** to see this screen.

Figure 335 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Vendor ID Based VLAN > Add/Edit



The following table describes the fields in the above screen.

Table 232 SWITCHING > VLAN > Vendor ID Based VLAN Setup > Vendor ID Based VLAN > Add/Edit

LABEL	DESCRIPTION
Name	Enter a name up to 32 alphanumeric characters except [?], [|], ['], or ["] for the vendor ID based VLAN entry.
MAC Address	Enter a MAC address that is bind to the vendor ID-based VLAN entry. This is the source MAC address of the data packet that is looked up when untagged packets arrive at the Switch.
Mask	Enter the mask for the specified source MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
VID	Enter an ID (from 1 to 4094) for the VLAN that is associated with the vendor ID based VLAN entry.
Priority	Select the priority level that the Switch assigns to frames belonging to this VLAN. The higher the numeric value you assign, the higher the priority for this vendor ID based VLAN entry.
Weight	Enter a number between 0 and 255 to specify the rule's weight. This is to decide the priority in which the rule is applied. The higher the number, the higher the rule's priority.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

56.15 Port-Based VLAN Setup

Port-based VLANs are VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

Port-based VLANs require allowed outgoing ports to be defined for each port. Therefore, if you wish to allow two subscriber ports to talk to each other, for example, between conference rooms in a hotel, you must define the egress (an egress port is an outgoing port, that is, a port through which a data packet leaves) for both ports.

Port-based VLANs are specific only to the Switch on which they were created.

Note: When you activate port-based VLAN, the Switch uses a default VLAN ID of 1. You cannot change it.

Note: In screens (such as **SYSTEM** > **IP Setup** > **IP Setup** and **SWITCHING** > **Static MAC Filtering** > **Static MAC Filtering**) that require a VID, you must enter 1 as the VID.

The port-based VLAN setup screen is shown next. The **CPU** management port forms a VLAN with all Ethernet ports.

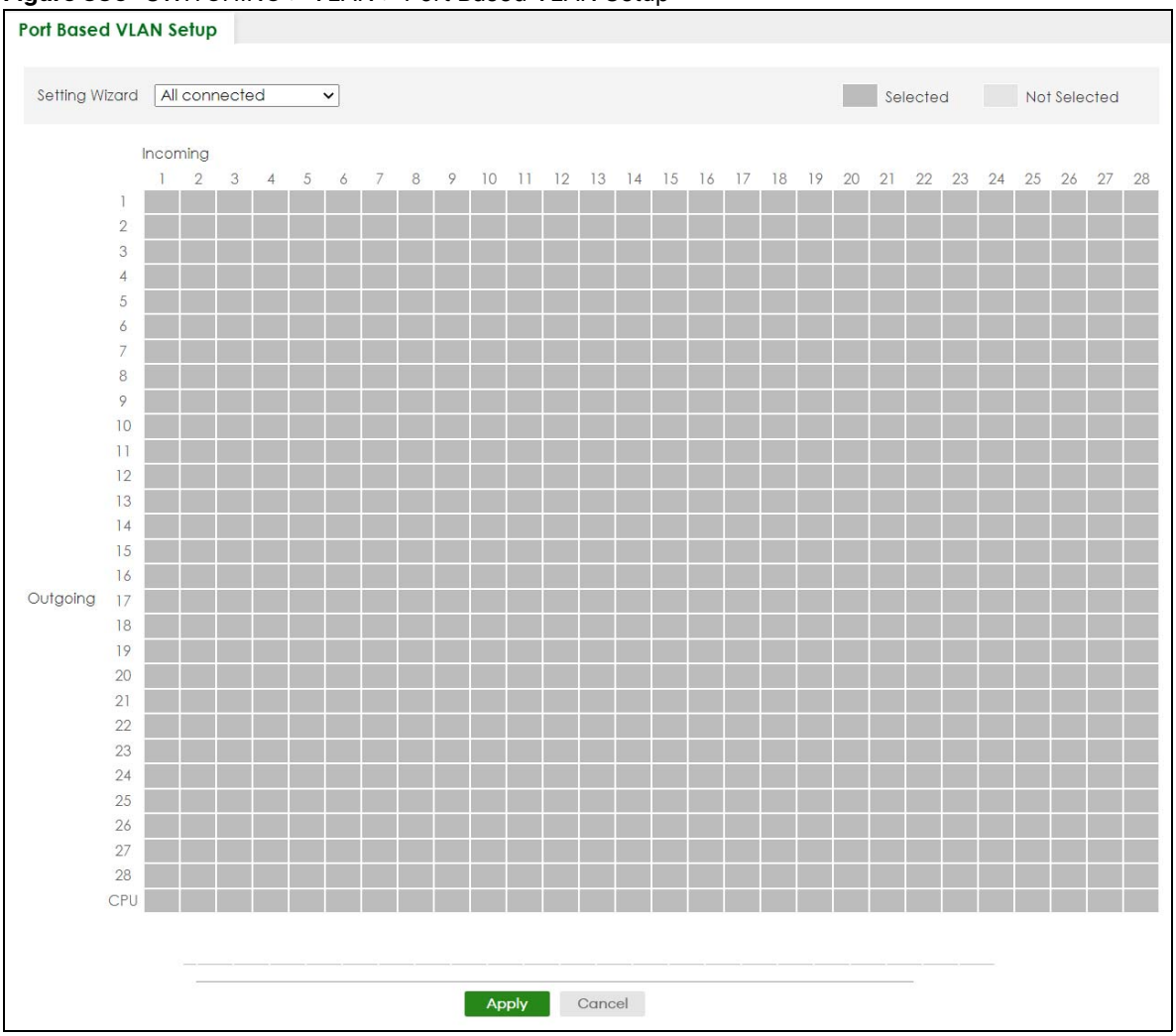
56.16 Configure a Port-Based VLAN

Select **Port Based** as the VLAN Type in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen and then click **SWITCHING** > **VLAN** from the navigation panel to display the next screen.

Select either **All Connected** or **Port Isolated** from the drop-down list depending on your VLAN and VLAN security requirements. If VLAN members need to communicate directly with each other, then select **All Connected**. Select **Port Isolated** if you want to restrict users from communicating directly. Click **Apply** to save your settings.

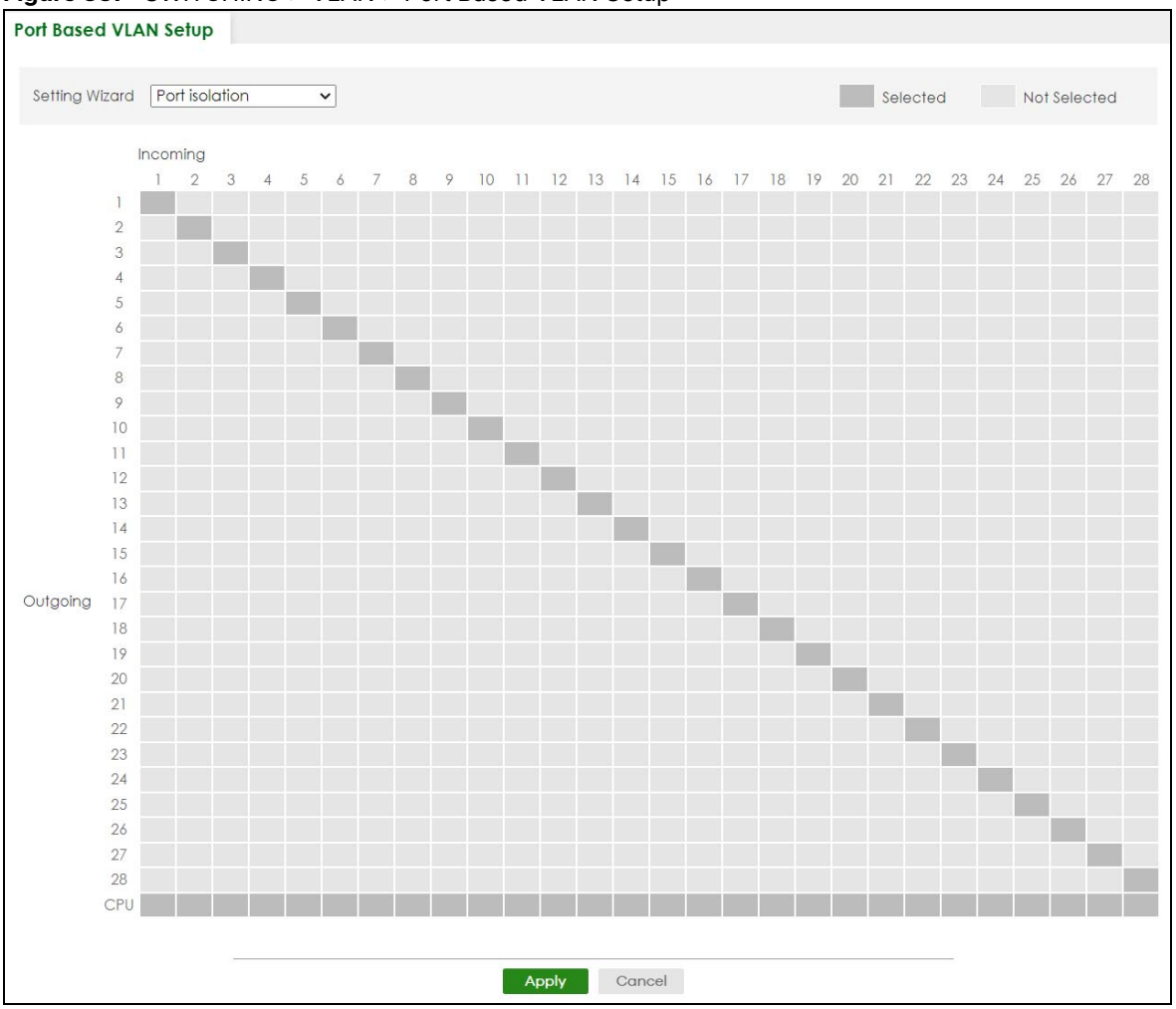
The following screen shows users on a port-based, all-connected VLAN configuration.

Figure 336 SWITCHING > VLAN > Port Based VLAN Setup



The following screen shows users on a port-based, port-isolated VLAN configuration.

Figure 337 SWITCHING > VLAN > Port Based VLAN Setup



The following table describes the labels in this screen.

Table 233 SWITCHING > VLAN > Port Based VLAN Setup

LABEL	DESCRIPTION
Setting Wizard	Choose **Current configuration** to display the Switch's current port-based VLAN configuration. Choose **All connected** or **Port isolation** wizard to quickly set up a port-based VLAN according to the below descriptions. **All connected** means all ports can communicate with each other, that is, there are no virtual LANs. All incoming and outgoing ports are selected. This option is the most flexible but also the least secure. **Port isolation** means that each port can only communicate with the CPU management port and cannot communicate with each other. All incoming ports are selected while only the CPU outgoing port is selected. This option is the most limiting but also the most secure. After selecting the setting wizard, you can customize the port settings. Click on the ports to add or delete incoming or outgoing ports. The configuration will be saved only after you click **Apply** at the bottom of the screen.
Incoming	These are the ingress ports; an ingress port is an incoming port, that is, a port through which a data packet enters. If you wish to allow two subscriber ports to talk to each other, you must define the ingress port for both ports. The numbers in the top row denote the incoming port for the corresponding port listed on the left (its outgoing port). **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.
Outgoing	These are the egress ports; an egress port is an outgoing port, that is, a port through which a data packet leaves. If you wish to allow two subscriber ports to talk to each other, you must define the egress port for both ports. **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

Chapter 57
VLAN Isolation

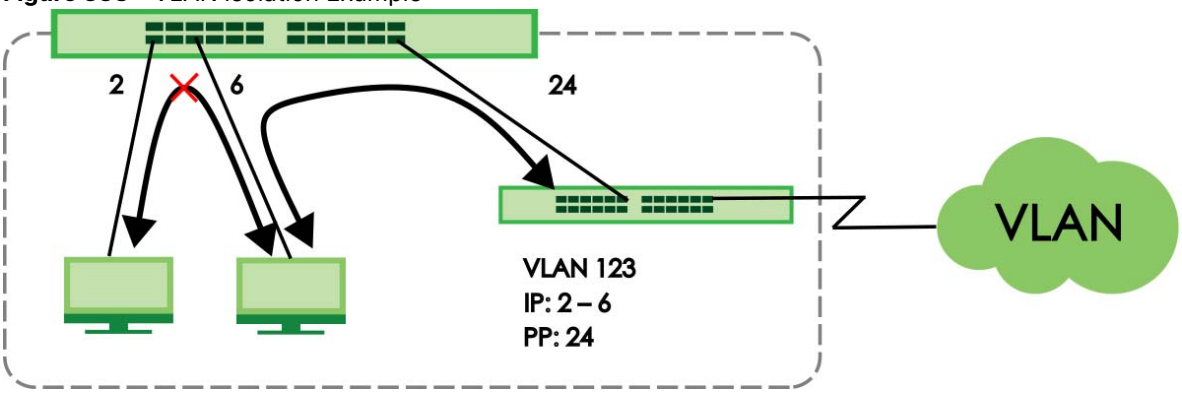
This chapter shows you how to configure the Switch to prevent communications between ports in a VLAN.

57.1 VLAN Isolation Overview

VLAN Isolation allows you to do port isolation within a VLAN in a simple way. You specify which ports in a VLAN (**VLAN 123**) is not isolated by adding it to the promiscuous port (**PP**) list. The Switch automatically adds other ports in this VLAN (**VLAN 123**) to the isolated port (**IP**) list and blocks traffic between the isolated ports (**IP**). A promiscuous port (**PP**) can communicate with any port in the same VLAN (**VLAN 123**). An isolated port (**IP**) can communicate with the promiscuous ports (**PP**) only.

Note: You can have up to one VLAN Isolation rule for each VLAN.

Figure 338 VLAN Isolation Example

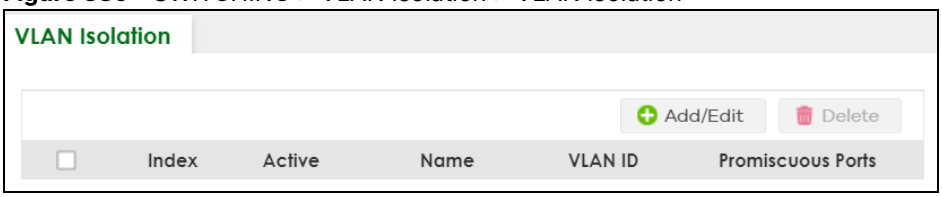


Note: Make sure you keep at least one port in the promiscuous port list for a VLAN with VLAN Isolation enabled. Otherwise, this VLAN is blocked from the whole network.

57.2 Configuring VLAN Isolation

Click **SWITCHING** > **VLAN Isolation** > **VLAN Isolation** in the navigation panel to display the screen as shown.

Figure 339 SWITCHING > VLAN Isolation > VLAN Isolation



The following table describes the labels in this screen.

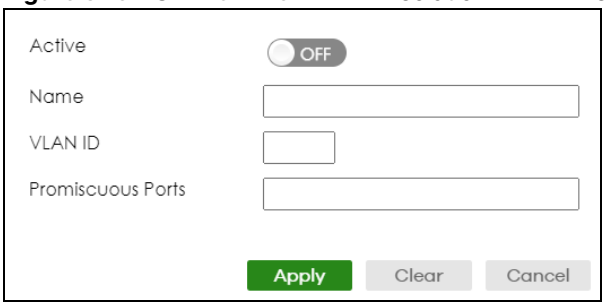
Table 234 SWITCHING > VLAN Isolation > VLAN Isolation

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the rule.
Active	This shows whether this rule is activated or not.
Name	This is the descriptive name for this rule.
VLAN ID	This is the VLAN to which this rule is applied.
Promiscuous Ports	This shows the ports that can communicate with any ports in the same VLAN.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

57.2.1 Add/Edit a VLAN Isolation Rule

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN Isolation** > **VLAN Isolation** screen to display this screen.

Figure 340 SWITCHING > VLAN Isolation > VLAN Isolation > Add/Edit



The following table describes the labels in this screen.

Table 235 SWITCHING > VLAN Isolation > VLAN Isolation > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to enable VLAN Isolation in a VLAN.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for identification purposes.
VLAN ID	Enter a VLAN ID from 1 to 4094. This is the VLAN to which this rule applies.
Promiscuous Ports	Enter the number of the ports that can communicate with any ports in the same VLAN. Other ports belonging to this VLAN will be added to the isolation list and can only send and receive traffic from the ports you specify here.

Table 235 SWITCHING > VLAN Isolation > VLAN Isolation > Add/Edit (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 58
VLAN Mapping

This chapter shows you how to configure VLAN mapping on the Switch.

58.1 VLAN Mapping Overview

With VLAN mapping enabled, the Switch can map the VLAN ID and priority level of packets received from a private network to those used in the service provider's network.

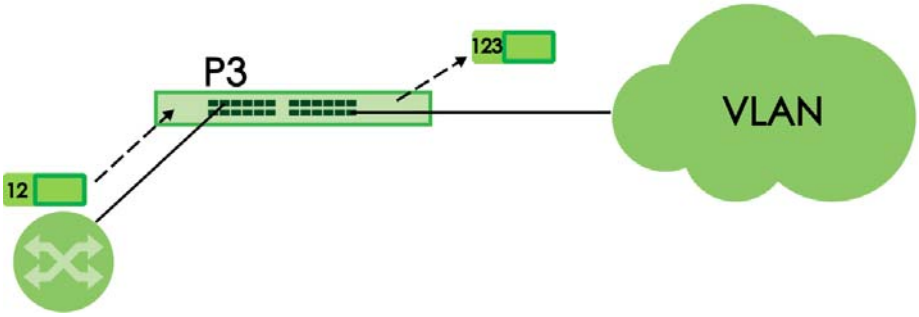
The Switch checks incoming traffic from the switch ports (non-management ports) against the VLAN mapping table first, the MAC learning table and then the VLAN table before forwarding them through the Gigabit uplink port. When VLAN mapping is enabled, the Switch discards the tagged packets that do not match an entry in the VLAN mapping table. If the incoming packets are untagged, the Switch adds a PVID based on the VLAN setting.

Note: You cannot enable VLAN mapping and VLAN stacking at the same time.

58.1.1 VLAN Mapping Example

In the following example figure, packets that carry VLAN ID 12 and are received on port 3 (**P3**) match a pre-configured VLAN mapping rule. The Switch translates the VLAN ID from 12 into 123 before forwarding the packets. Any packets carrying a VLAN tag other than 12 (such as 10) and received on port 3 (**P3**) will be dropped.

Figure 341 VLAN Mapping Example



58.1.2 What You Can Do

- Use the **VLAN Mapping** screen (Section 58.2 on page 464) to enable VLAN mapping on the Switch and ports.
- Use the **VLAN Mapping Setup** screen (Section 58.3 on page 465) to enable and edit the VLAN mapping rules.

58.2 Enable VLAN Mapping

Click **SWITCHING** > **VLAN Mapping** > **VLAN Mapping** in the navigation panel to display the screen as shown.

Figure 342 SWITCHING > VLAN Mapping > VLAN Mapping (Standalone Mode)

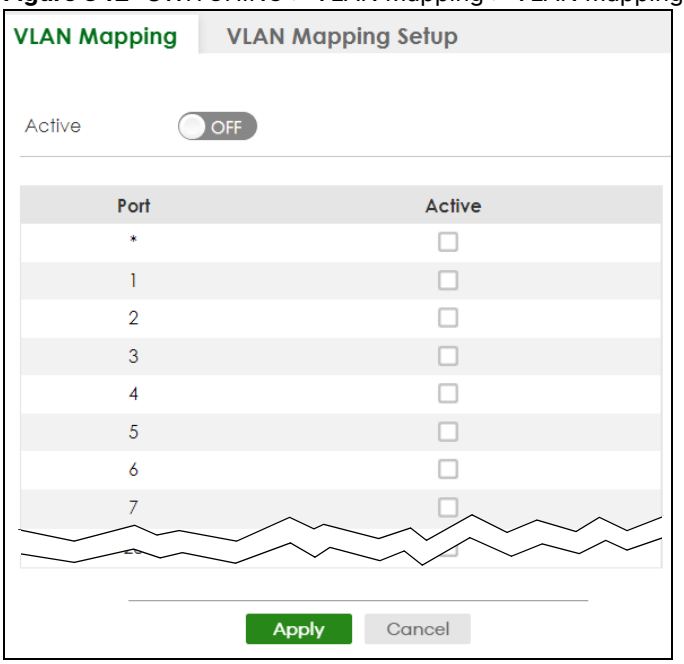
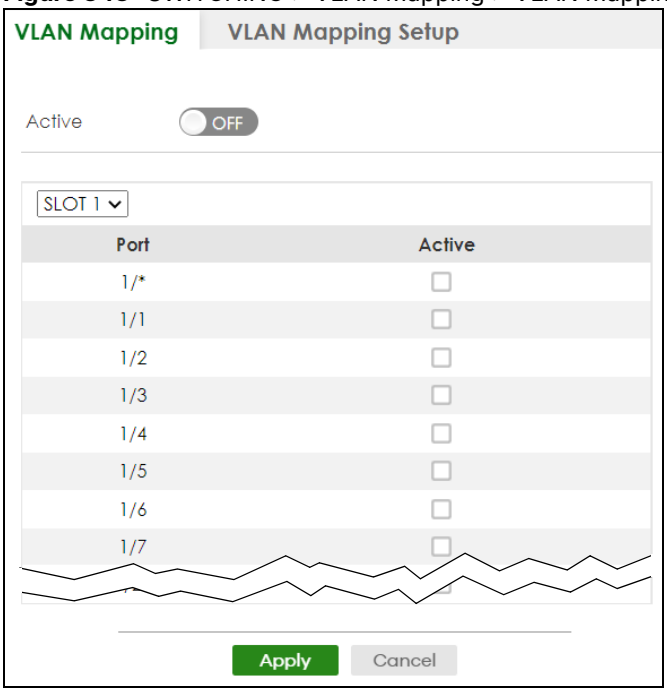


Figure 343 SWITCHING > VLAN Mapping > VLAN Mapping (Stacking Mode)



The following table describes the labels in this screen.

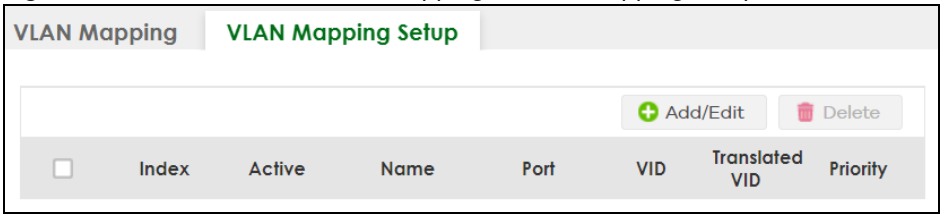
Table 236 SWITCHING > VLAN Mapping > VLAN Mapping

LABEL	DESCRIPTION
Active	Enable the switch button to enable VLAN mapping on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the VLAN mapping feature on this port. Clear this checkbox to disable the VLAN mapping feature.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

58.3 VLAN Mapping Setup

Click the **SWITCHING** > **VLAN Mapping** > **VLAN Mapping Setup** to display the screen as shown. Use this screen to view and configure the VLAN mapping rules.

Figure 344 SWITCHING > VLAN Mapping > VLAN Mapping Setup



The following table describes the labels in this screen.

Table 237 SWITCHING > VLAN Mapping > VLAN Mapping Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the number of the VLAN mapping entry in the table.
Active	This shows whether this entry is activated or not.
Name	This is the descriptive name for this rule.
Port	This is the port number to which this rule is applied. In Stacking mode, the first number represents the slot ID and the second is the port number.
VID	This is the customer VLAN ID in the incoming packets.

Table 237 SWITCHING > VLAN Mapping > VLAN Mapping Setup (continued)

LABEL	DESCRIPTION
Translated VID	This is the VLAN ID that replaces the customer VLAN ID in the tagged packets.
Priority	This is the priority level that replaces the customer priority level in the tagged packets.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

58.3.1 Add/Edit VLAN Mapping

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN Mapping** > **VLAN Mapping Setup** to display this screen. Use this screen to enable and edit the VLAN mapping rules.

Figure 345 SWITCHING > VLAN Mapping > VLAN Mapping Setup > Add/Edit (Standalone Mode)

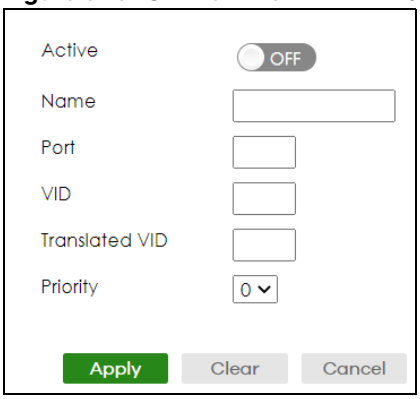
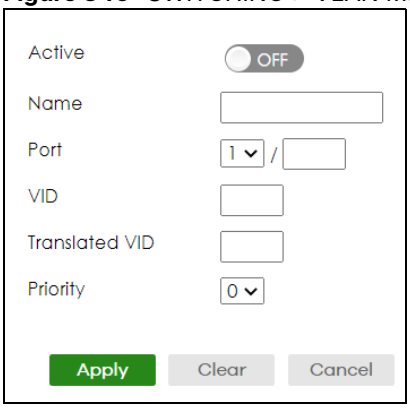


Figure 346 SWITCHING > VLAN Mapping > VLAN Mapping Setup > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 238 SWITCHING > VLAN Mapping > VLAN Mapping Setup > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate this rule.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for identification purposes.
Port	Type a port to be included in this rule. In Stacking mode, the first field is the slot ID and the second field is the port number.
VID	Enter a VLAN ID from 1 to 4094. This is the VLAN tag carried in the packets and will be translated into the VID you specified in the **Translated VID** field.

Table 238 SWITCHING > VLAN Mapping > VLAN Mapping Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Translated VID	Enter a VLAN ID (from 1 to 4094) into which the customer VID carried in the packets will be translated.
Priority	Select a priority level (from 0 to 7). This is the priority level that replaces the customer priority level in the tagged packets or adds to the untagged packets.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 59
VLAN Stacking

This chapter shows you how to configure VLAN stacking on your Switch. See the chapter on VLANs for more background information on Virtual LANs (VLANs).

59.1 VLAN Stacking Overview

A service provider can use VLAN stacking to allow it to distinguish multiple customers VLANs, even those with the same (customer-assigned) VLAN ID, within its network.

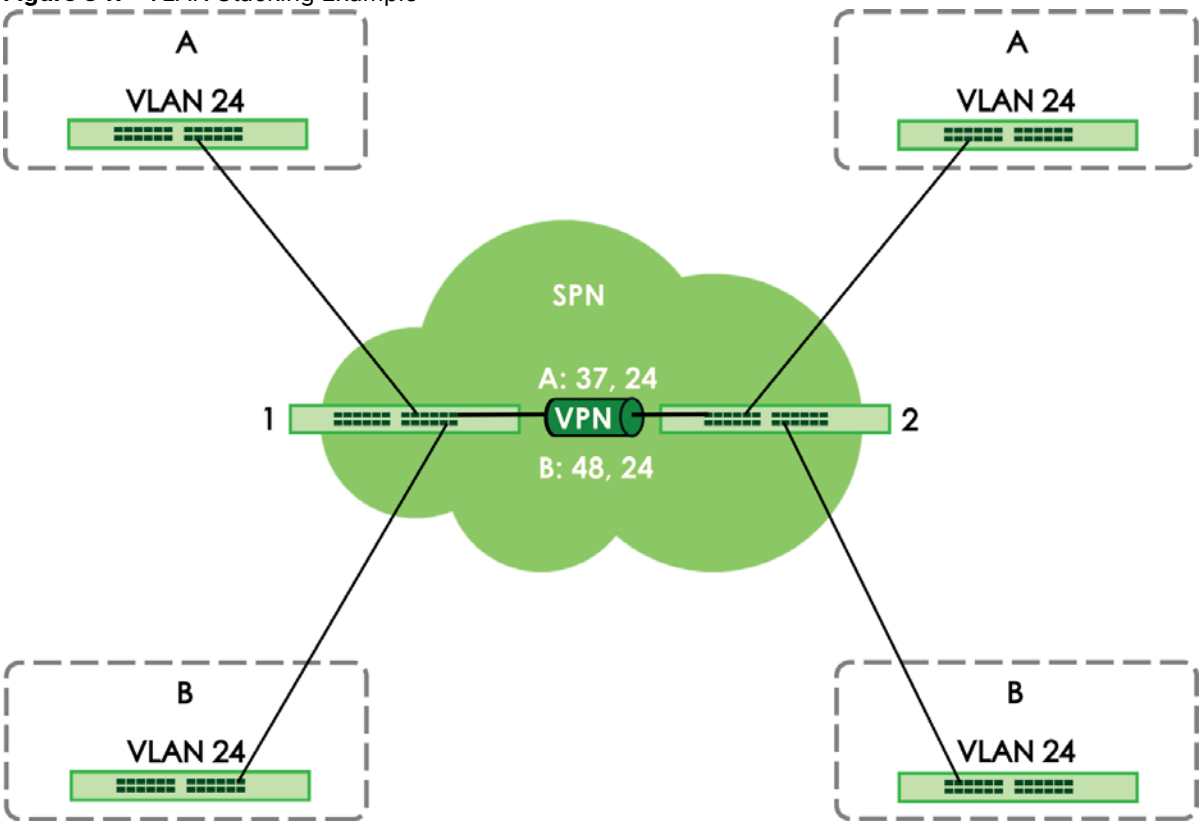
Use VLAN stacking to add an outer VLAN tag to the inner IEEE 802.1Q tagged frames that enter the network. By tagging the tagged frames ("double-tagged" frames), the service provider can manage up to 4094 VLAN groups with each group containing up to 4094 customer VLANs. This allows a service provider to provide different service, based on specific VLANs, for many different customers.

A service provider's customers may require a range of VLANs to handle multiple applications. A service provider's customers can assign their own inner VLAN tags on ports for these applications. The service provider can assign an outer VLAN tag for each customer. Therefore, there is no VLAN tag overlap among customers, so traffic from different customers is kept separate.

59.1.1 VLAN Stacking Example

In the following example figure, both **A** and **B** are Service Provider's Network (**SPN**) customers with **VPN** tunnels between their head offices and branch offices respectively. Both have an identical VLAN tag for their VLAN group. The service provider can separate these two VLANs within its network by adding tag **37** to distinguish customer **A** and tag **48** to distinguish customer **B** at edge device **1** and then stripping those tags at edge device **2** as the data frames leave the network.

Figure 347 VLAN Stacking Example



59.2 VLAN Stacking Port Roles

Each port can have three VLAN stacking “roles”, **Normal**, **Access,** and **Tunnel** (the latter is for Gigabit ports only).

- Select **Normal** for “regular” (non-VLAN stacking) IEEE 802.1Q frame switching.
- Select **Access** for ingress ports on the service provider's edge devices (**1** and **2** in the VLAN stacking example figure). The incoming frame is treated as "untagged", so a second VLAN tag (outer VLAN tag) can be added.

Note: Static VLAN **Tx Tagging** MUST be disabled on a port where you choose **Normal** or **Access**.

- Select **Tunnel** (available for Gigabit ports only) for egress ports at the edge of the service provider's network. All VLANs belonging to a customer can be aggregated into a single service provider's VLAN (using the outer VLAN tag defined by the Service Provider’s (SP) VLAN ID (VID)).

Note: Static VLAN **Tx Tagging** MUST be enabled on a port where you choose **Tunnel**.

59.3 VLAN Tag Format

A VLAN tag (service provider VLAN stacking or customer IEEE 802.1Q) consists of the following three fields.

Table 239 VLAN Tag Format

Type	Priority	VID

Type is a standard Ethernet type code identifying the frame and indicates that whether the frame carries IEEE 802.1Q tag information. **SP TPID** (Service Provider Tag Protocol Identifier) is the service provider VLAN stacking tag type. Many vendors use 0x8100 or 0x9100.

TPID (Tag Protocol Identifier) is the customer IEEE 802.1Q tag.

- If the VLAN stacking port role is **Access** port, then the Switch adds the **SP TPID** tag to all incoming frames on the service provider's edge devices (1 and 2 in the VLAN stacking example figure).
- If the VLAN stacking port role is **Tunnel** port, then the Switch only adds the **SP TPID** tag to all incoming frames on the service provider's edge devices (1 and 2 in the VLAN stacking example figure) that have an **SP TPID** different to the one configured on the Switch. (If an incoming frame's **SP TPID** is the same as the one configured on the Switch, then the Switch will not add the tag.)

Priority refers to the IEEE 802.1p standard that allows the service provider to prioritize traffic based on the class of service (CoS) the customer has paid for.

- On the Switch, configure priority level of the inner IEEE 802.1Q tag in the **PORT** > **Port Setup** > **Port Setup** screen.
- "0" is the lowest priority level and "7" is the highest.

VID is the VLAN ID. **SPVID** is the VID for the second (service provider's) VLAN tag.

59.3.1 Frame Format

The frame format for an untagged Ethernet frame, a single-tagged 802.1Q frame (customer) and a "double-tagged" 802.1Q frame (service provider) is shown next.

Configure the fields as highlighted in the Switch **SWITCHING** > **VLAN Stacking** screens.

Table 240 Single and Double Tagged 802.1Q Frame Format

						DA	SA	Len/Etype	Data	FCS	Untagged Ethernet frame
			DA	SA	**TPID**	**Priority**	**VID**	Len/Etype	Data	FCS	IEEE 802.1Q customer tagged frame
DA	SA	**SPTPID**	**Priority**	**VID**	**TPID**	**Priority**	**VID**	Len/Etype	Data	FCS	Double-tagged frame

Table 241 802.1Q Frame

DA	Destination Address	Priority	802.1p Priority
SA	Source Address	Len/Etype	Length and type of Ethernet frame
(SP)TPID	(Service Provider) Tag Protocol IDentifier	Data	Frame data
VID	VLAN ID	FCS	Frame Check Sequence

59.4 Configuring VLAN Stacking

Click **SWITCHING** > **VLAN Stacking** > **VLAN Stacking** to display the screen as shown.

Figure 348 SWITCHING > VLAN Stacking > VLAN Stacking (Standalone Mode)

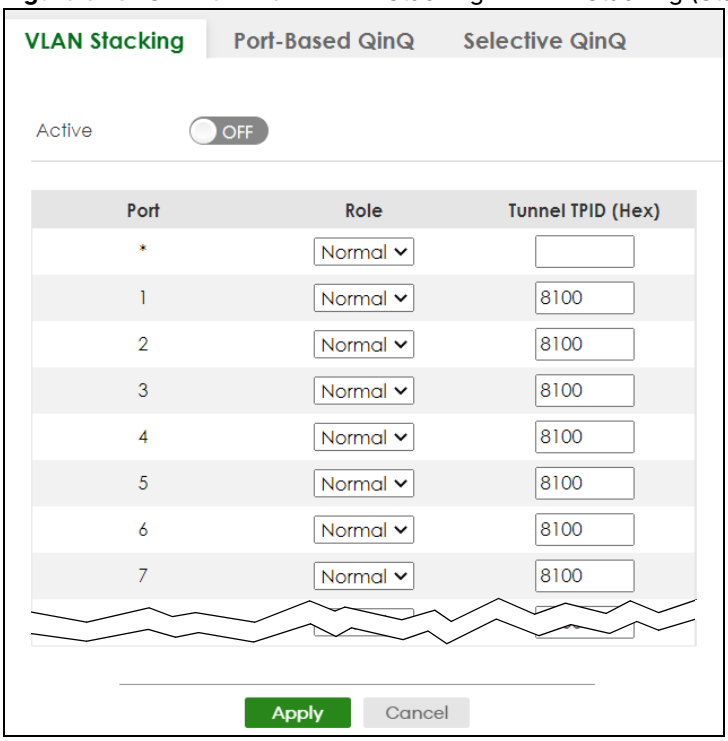
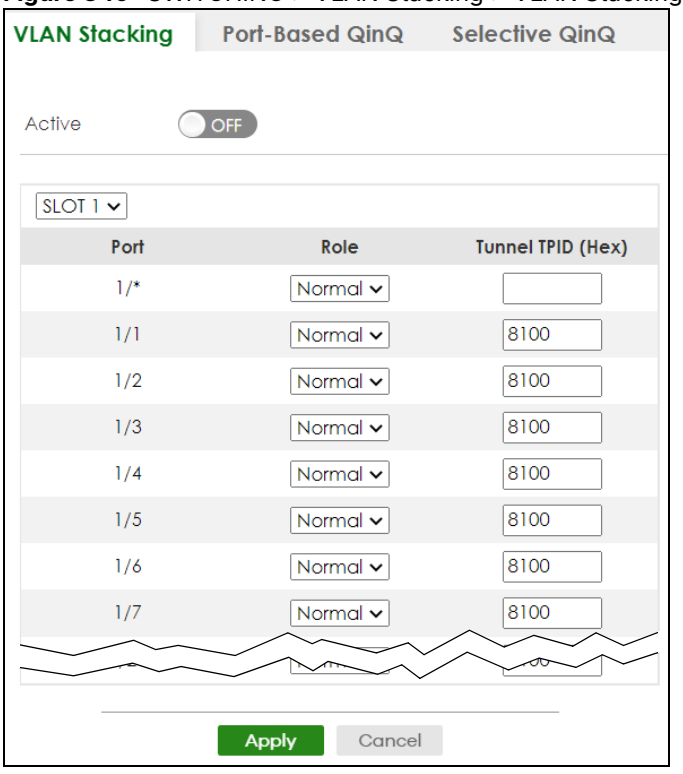


Figure 349 SWITCHING > VLAN Stacking > VLAN Stacking (Stacking Mode)



The following table describes the labels in this screen.

Table 242 SWITCHING > VLAN Stacking > VLAN Stacking

LABEL	DESCRIPTION
Active	Enable the switch button to enable VLAN stacking on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Role	Select **Normal** to have the Switch ignore frames received (or transmitted) on this port with VLAN stacking tags. Anything you configure in **SPVID** and **Priority** of the **Port-based QinQ** or the **Selective QinQ** screen are ignored. Select **Access** to have the Switch add the SP TPID tag to all incoming frames received on this port. Select **Access** for ingress ports at the edge of the service provider's network. Select **Tunnel** (available for Gigabit ports only) for egress ports at the edge of the service provider's network. Select **Tunnel** to have the Switch add the **Tunnel TPID (HEX)** tag to all outgoing frames sent on this port. In order to support VLAN stacking on a port, the port must be able to allow frames of 1526 Bytes (1522 Bytes + 4 Bytes for the second tag) to pass through it.
Tunnel TPID (HEX)	TPID is a standard Ethernet type code identifying the frame and indicates whether the frame carries IEEE 802.1Q tag information. Enter a four-digit hexadecimal number from 0000 to FFFF that the Switch adds in the outer VLAN tag of the frames sent on the tunnel ports. The Switch also uses this to check if the received frames are double-tagged. The value of this field is 0x8100 as defined in IEEE 802.1Q. It is used to identify the customer tag of an incoming frame. If the Switch needs to communicate with other vendors' devices, they should use the same TPID. Note: You can define up to four different tunnel TPIDs (including **8100**) in this screen at a time.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

59.5 Port-Based Q-in-Q

Port-based Q-in-Q lets the Switch treat all frames received on the same port as the same VLAN flows and add the same outer VLAN tag to them, even if they have different customer VLAN IDs.

Click **SWITCHING** > **VLAN Stacking** > **Port-Based QinQ** to display the screen as shown.

Figure 350 SWITCHING > VLAN Stacking > Port-Based QinQ (Standalone Mode)

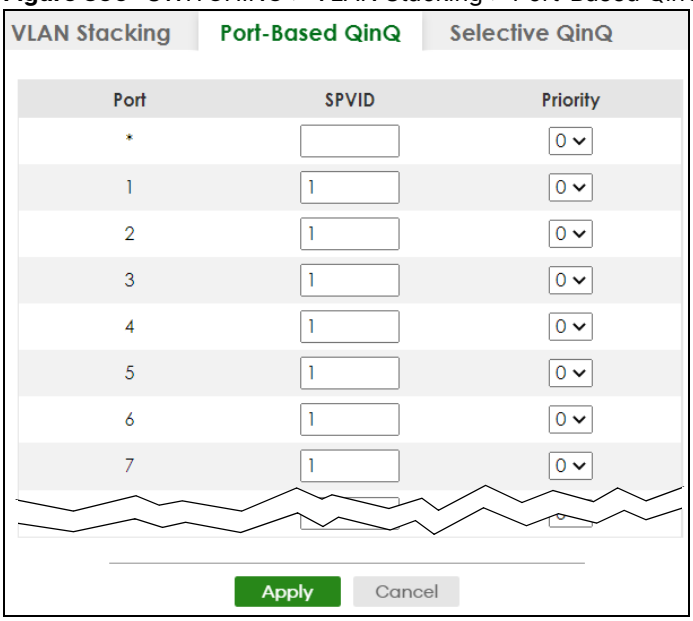
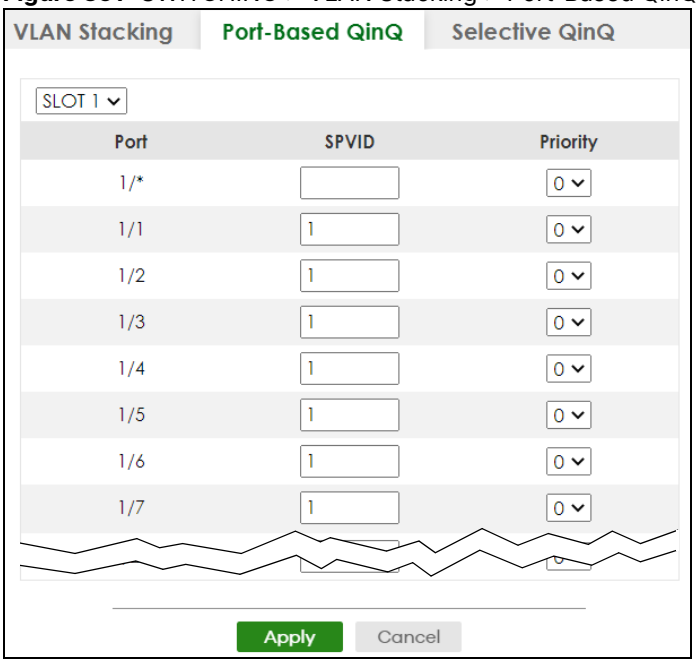


Figure 351 SWITCHING > VLAN Stacking > Port-Based QinQ (Stacking Mode)



The following table describes the labels in this screen.

Table 243 SWITCHING > VLAN Stacking > Port-Based QinQ

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 243 SWITCHING > VLAN Stacking > Port-Based QinQ (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
SPVID	**SPVID** is the service provider's VLAN ID (the outer VLAN tag). Enter the service provider ID (from 1 to 4094) for frames received on this port.
Priority	Select a priority level (from 0 to 7). This is the service provider's priority level that adds to the frames received on this port. "0" is the lowest priority level and "7" is the highest.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

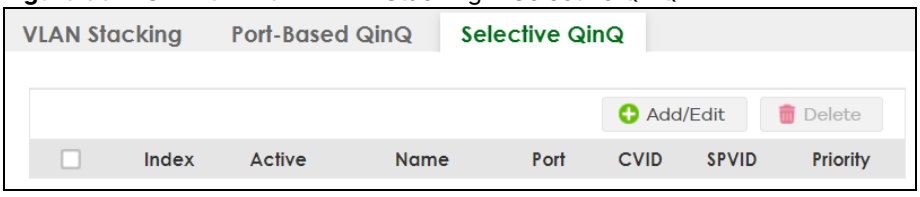
59.6 Selective Q-in-Q

Selective Q-in-Q is VLAN-based. It allows the Switch to add different outer VLAN tags to the incoming frames received on one port according to their inner VLAN tags.

Note: Selective Q-in-Q rules are only applied to single-tagged frames received on the access ports. If the incoming frames are untagged or single-tagged but received on a tunnel port or cannot match any selective Q-in-Q rules, the Switch applies the port-based Q-in-Q rules to them.

Click **SWITCHING** > **VLAN Stacking** > **Selective QinQ** to display the screen as shown.

Figure 352 SWITCHING > VLAN Stacking > Selective QinQ



The following table describes the labels in this screen.

Table 244 SWITCHING > VLAN Stacking > Selective QinQ

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the number of the selective VLAN stacking rule.
Active	This shows whether this rule is activated or not.
Name	This is the descriptive name for this rule.
Port	This is the port number to which this rule is applied. In Stacking mode, the first number represents the slot and the second the port number.
CVID	This is the customer VLAN ID in the incoming packets.

Table 244 SWITCHING > VLAN Stacking > Selective QinQ (continued)

LABEL	DESCRIPTION
SPVID	This is the service provider's VLAN ID that adds to the packets from the subscribers.
Priority	This is the service provider's priority level in the packets.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

59.6.1 Add/Edit Selective Q-in-Q

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN Stacking** > **Selective QinQ** screen to display this screen.

Figure 353 SWITCHING > VLAN Stacking > Selective QinQ > Add/Edit (Standalone Mode)

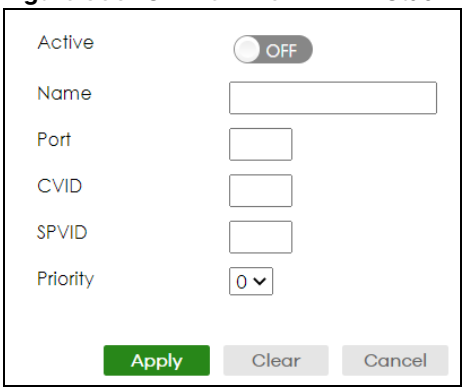
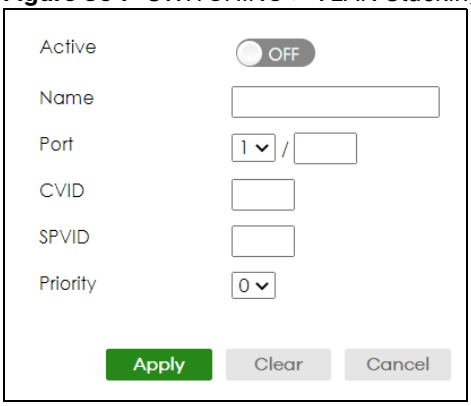


Figure 354 SWITCHING > VLAN Stacking > Selective QinQ > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 245 SWITCHING > VLAN Stacking > Selective QinQ > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate this rule.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) for identification purposes.
Port	The port number identifies the port you are configuring. In Stacking mode, the first field is the slot ID and the second field is the port number.
CVID	Enter a customer VLAN ID (the inner VLAN tag) from 1 to 4094. This is the VLAN tag carried in the packets from the subscribers.

Table 245 SWITCHING > VLAN Stacking > Selective QinQ > Add/Edit (continued)

LABEL	DESCRIPTION
SPVID	**SPVID** is the service provider's VLAN ID (the outer VLAN tag). Enter the service provider ID (from 1 to 4094) for frames received on this port.
Priority	Select a priority level (from 0 to 7). This is the service provider's priority level that adds to the frames received on this port. "0" is the lowest priority level and "7" is the highest.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 60
WoL Relay

60.1 WoL Relay Overview

Wake On LAN is a feature to remotely turn on a device on the LAN network. A device is turned on by receiving a magic packet. To use this feature the remote hardware (for example the network adapter on a computer) must support Wake On LAN using the “Magic Packet” method.

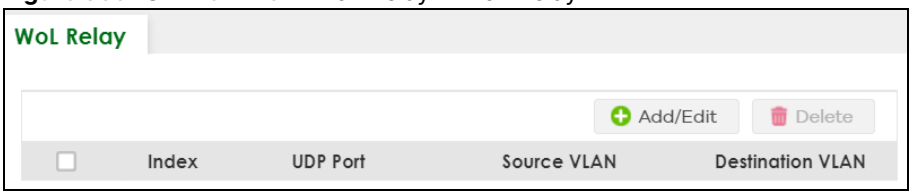
A magic packet is a UDP broadcast packet. The device that you want to turn on is off, so it cannot respond to a TCP packet. Therefore, It has to be a UDP broadcast packet to turn on a device.

Broadcast packets are generally not routed. A magic packet cannot be routed. This prevents DDoS attacks, but also prohibits you from sending magic packets to other devices in different subnets. The Switch’s Wake On LAN relay feature allows you to send magic packets to devices across different subnets.

60.2 WoL Relay

Use this screen to configure settings on Wake On LAN relay. Click **SWITCHING** > **WoL Relay** to open the following screen.

Figure 355 SWITCHING > WoL Relay > WoL Relay



The following table describes the labels in this screen.

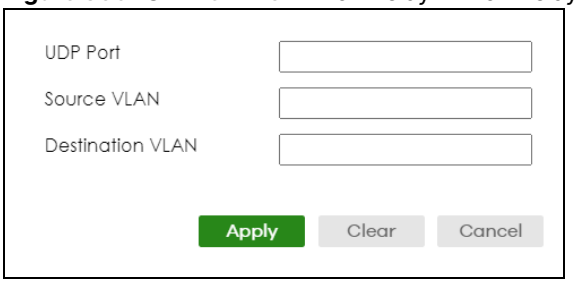
Table 246 SWITCHING > WoL Relay > WoL Relay

LABEL	DESCRIPTION
	Select an entry’s checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the rule.
UDP	This field displays the UDP port of the rule.
Source VLAN	This field displays the source VLAN ID of the rule.
Destination VLAN	This field displays the destination VLAN ID of the rule.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

60.2.1 Add/Edit WoL Relay

Use this screen to add or edit configurations on Wake On LAN relay. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **WoL Relay** screen to open this screen.

Figure 356 SWITCHING > WoL Relay > WoL Relay > Add/Edit



The following table describes the labels in this screen.

Table 247 SWITCHING > WoL Relay > WoL Relay > Add/Edit

LABEL	DESCRIPTION
UDP Port	Enter a UDP port number that magic packets are sent through. The most common port for transmission is UDP port 9.
Source VLAN	Enter the source VLAN ID where the magic packet originates from.
Destination VLAN	Enter the destination VLAN ID where the magic packet will be sent to.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 61
NETWORKING

The following chapters introduces the configurations of the links under the **NETWORKING** navigation panel.

Quick links to chapters:

- ARP Setup
- DHCP
- DVMRP
- IGMP
- Loopback Interface
- OSPF
- Policy Routing
- RIP
- Router Setup
- Static Route
- VRRP

CHAPTER 62
ARP Setup

62.1 ARP Overview

Address Resolution Protocol (ARP) is a protocol for mapping an Internet Protocol address (IP address) to a physical machine address, also known as a Media Access Control or MAC address, on the local area network.

An IP (version 4) address is 32 bits long. In an Ethernet LAN, MAC addresses are 48 bits long. The ARP table maintains an association between each MAC address and its corresponding IP address.

62.1.1 What You Can Do

- Use the **ARP Learning** screen (Section 62.2 on page 482) to configure ARP learning mode on a per-port basis.
- Use the **Static ARP** screen (Section 62.3 on page 483) to create static ARP entries that will display in the **MONITOR** > **ARP Table** screen and will not age out.

62.1.2 What You Need to Know

Read on for concepts on ARP that can help you configure the screen in this chapter.

62.1.2.1 How ARP Works

When an incoming packet destined for a host device on a local area network arrives at the Switch, the Switch looks in the ARP Table and if it finds the address, it sends it to the device.

If no entry is found for the IP address, ARP broadcasts the request to all the devices on the LAN. The Switch fills in its own MAC and IP address in the sender address fields, and puts the known IP address of the target in the target IP address field. In addition, the Switch puts all ones in the target MAC field (FF.FF.FF.FF.FF.FF is the Ethernet broadcast address). The replying device (which is either the IP address of the device being sought or the router that knows the way) replaces the broadcast address with the target's MAC address, swaps the sender and target pairs, and unicasts the answer directly back to the requesting machine. ARP updates the ARP Table for future reference and then sends the packet to the MAC address that replied.

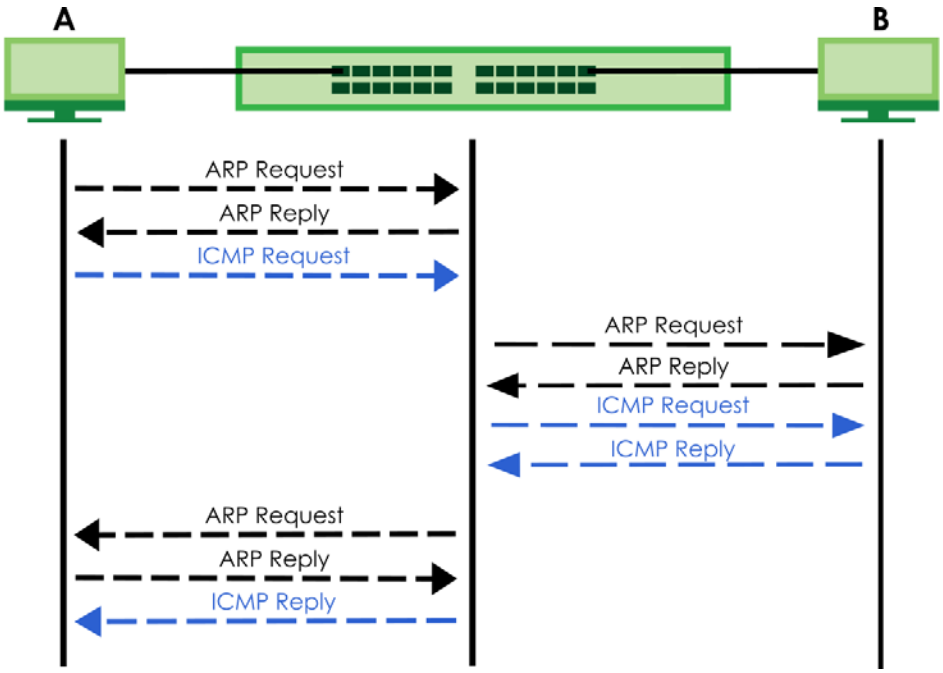
62.1.2.2 ARP Learning Mode

The Switch supports three ARP learning modes: ARP-Reply, Gratuitous-ARP, and ARP-Request.

ARP-Reply

The Switch in ARP-Reply learning mode updates the ARP table only with the ARP replies to the ARP requests sent by the Switch. This can help prevent ARP spoofing.

In the following example, the Switch does not have IP address and MAC address mapping information for hosts **A** and **B** in its ARP table, and host **A** wants to ping host **B**. Host **A** sends an ARP request to the Switch and then sends an ICMP request after getting the ARP reply from the Switch. The Switch finds no matched entry for host **B** in the ARP table and broadcasts the ARP request to all the devices on the LAN. When the Switch receives the ARP reply from host **B**, it updates its ARP table and also forwards host **A**'s ICMP request to host **B**. After the Switch gets the ICMP reply from host **B**, it sends out an ARP request to get host **A**'s MAC address and updates the ARP table with host **A**'s ARP reply. The Switch then can forward host **B**'s ICMP reply to host **A**.



Gratuitous-ARP

A gratuitous ARP is an ARP request in which both the source and destination IP address fields are set to the IP address of the device that sends this request and the destination MAC address field is set to the broadcast address. There will be no reply to a gratuitous ARP request.

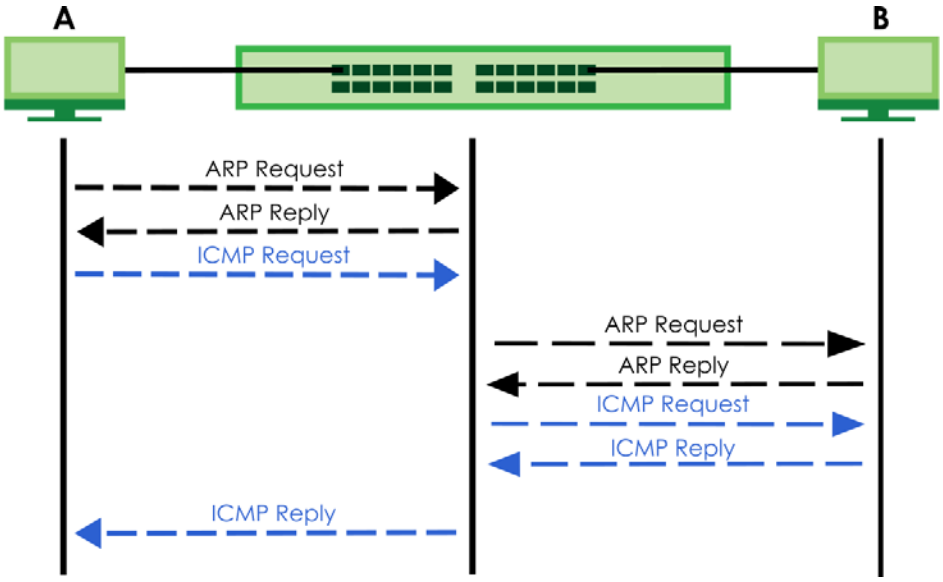
A device may send a gratuitous ARP packet to detect IP collisions. If a device restarts or its MAC address is changed, it can also use gratuitous ARP to inform other devices in the same network to update their ARP table with the new mapping information.

In Gratuitous-ARP learning mode, the Switch updates its ARP table with either an ARP reply or a gratuitous ARP request.

ARP-Request

When the Switch is in ARP-Request learning mode, it updates the ARP table with both ARP replies, gratuitous ARP requests and ARP requests.

Therefore in the following example, the Switch can learn host **A**'s MAC address from the ARP request sent by host **A**. The Switch then forwards host **B**'s ICMP reply to host **A** right after getting host **B**'s MAC address and ICMP reply.



62.2 ARP Learning

Use this screen to configure each port's ARP learning mode. Click **NETWORKING** > **ARP Setup** > **ARP Learning** > **ARP Learning** in the navigation panel to display the screen as shown next.

Figure 357 NETWORKING > ARP Setup > ARP Learning > ARP Learning (Standalone Mode)

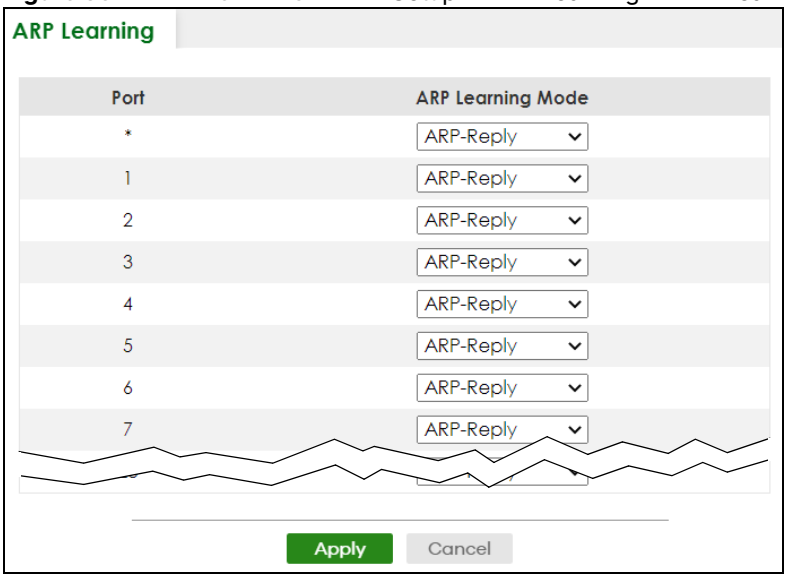
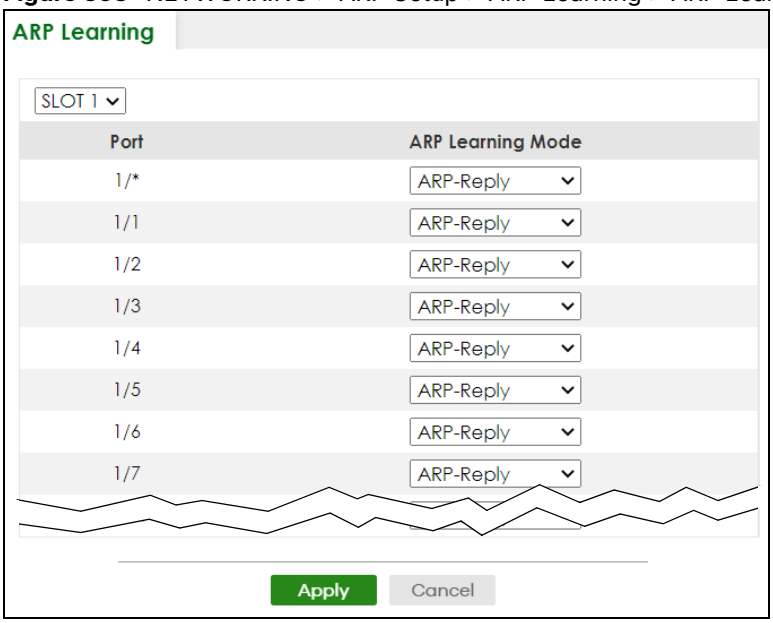


Figure 358 NETWORKING > ARP Setup > ARP Learning > ARP Learning (Stacking Mode)



The following table describes the labels in this screen.

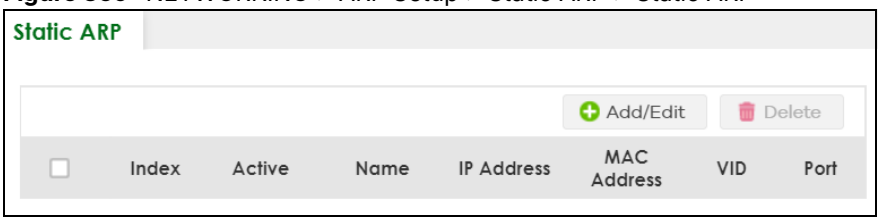
Table 248 NETWORKING > ARP Setup > ARP Learning > ARP Learning

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
ARP Learning Mode	Select the ARP learning mode the Switch uses on the port. Select **ARP-Reply** to have the Switch update the ARP table only with the ARP replies to the ARP requests sent by the Switch. Select **Gratuitous-ARP** to have the Switch update its ARP table with either an ARP reply or a gratuitous ARP request. Select **ARP-Request** to have the Switch update the ARP table with both ARP replies, gratuitous ARP requests and ARP requests.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

62.3 Static ARP

Use this screen to view and configure static ARP entries that will display in the **MONITOR** > **ARP Table** > **ARP Table** screen and will not age out. Click **NETWORKING** > **ARP Setup** > **Static ARP** > **Static ARP** to display the screen as shown.

Figure 359 NETWORKING > ARP Setup > Static ARP > Static ARP



The following table describes the related labels in this screen.

Table 249 NETWORKING > ARP Setup > Static ARP > Static ARP

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of an entry.
Active	This field displays whether the entry is activated.
Name	This field displays the descriptive name for this entry. This is for identification purposes only.
IP Address	This is the IP address of a device connected to a Switch port with the corresponding MAC address below.
MAC Address	This is the MAC address of the device with the corresponding IP address above.
VID	This field displays the VLAN to which the device belongs.
Port	This field displays the port to which the device connects.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

62.3.1 Add/Edit Static ARP

Use this screen to add/edit static ARP entries. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **ARP Setup** > **Static ARP** > **Static ARP** to display this screen.

Figure 360 NETWORKING > ARP Setup > Static ARP > Static ARP > Add/Edit (Standalone Mode)

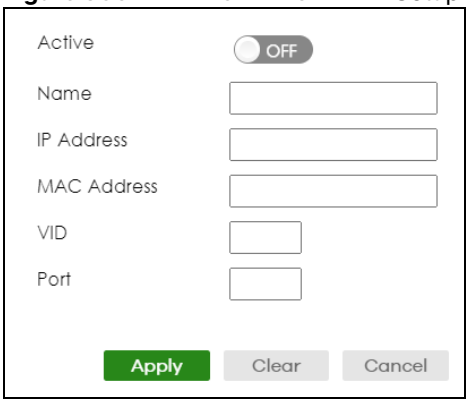
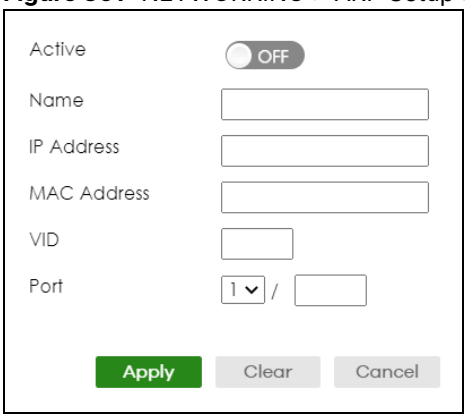


Figure 361 NETWORKING > ARP Setup > Static ARP > Static ARP > Add/Edit (Stacking Mode)



The following table describes the related labels in this screen.

Table 250 NETWORKING > ARP Setup > Static ARP > Static ARP > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate your rule. You may temporarily deactivate a rule without deleting it by clearing this checkbox.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
IP Address	Enter the IP address of a device connected to a Switch port with the corresponding MAC address below.
MAC Address	Enter the MAC address of the device with the corresponding IP address above.
VID	Enter the ID number of VLAN to which the device belongs.
Port	Enter the number of port to which the device connects. In Stacking mode, the first field is the slot ID and the second field is the port number.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 63 DHCP

63.1 DHCP Overview

This chapter shows you how to configure the DHCP feature.

For a layer-2 Switch, DHCP (Dynamic Host Configuration Protocol RFC 2131 and RFC 2132) allows individual computers to obtain TCP/IP configuration at start-up from a server. If you configure the Switch as a DHCP relay agent, then the Switch forwards DHCP requests to DHCP server on your network. If you do not configure the Switch as a DHCP relay agent then you must have a DHCP server in the broadcast domain of the client computers or else the client computers must be configured manually.

For a layer-3 Switch, DHCP (Dynamic Host Configuration Protocol RFC 2131 and RFC 2132) allows individual computers to obtain TCP/IP configuration at start-up from a server. You can configure the Switch as a DHCP server or a DHCP relay agent. When configured as a server, the Switch provides the TCP/IP configuration for the clients. If you configure the Switch as a relay agent, then the Switch forwards DHCP requests to DHCP server on your network. If you do not configure the Switch as a DHCP server or relay agent then you must have a DHCP server in the broadcast domain of the client computers or else the client computers must be configured manually.

63.1.1 What You Can Do

- Use the **DHCPv4 Relay Status** screen (Section 63.2 on page 487) to display the relay mode and status.
- Use the **DHCPv4 Option 82 Profile** screen (Section 63.4 on page 489) to create DHCPv4 option 82 profiles.
- Use the **DHCPv4 Smart Relay** screen (Section 63.5 on page 491) to configure global DHCPv4 relay. You can also use this screen to apply different DHCP option 82 profile to certain ports on the Switch.
- Use the **DHCPv4 Relay VLAN Setting** screen (Section 63.6 on page 494) to configure your DHCPv4 settings based on the VLAN domain of the DHCPv4 clients. You can also use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.
- Use the **DHCPv4 Server Status** screen (Section 63.7 on page 497) to display the server status.
- Use the **DHCPv4 Server Status Details** screen (Section 63.7.1 on page 498) to view details regarding DHCP server settings configured on the Switch.
- Use the **DHCPv4 Server Setup** screen (Section 63.8 on page 499) to configure DHCP server settings on the Switch.
- Use the **DHCPv6 Relay** screen (Section 63.9 on page 501) to enable and configure DHCPv6 relay.
- Use the **DHCPv6 Server Status** screen (Section 63.10 on page 503) to see information on the DHCPv6 server.
- Use the **DHCPv6 Server Information** screen (Section 63.11 on page 504) to configure DHCPv6 and DNS server settings on the Switch.

- Use the **DHCPv6 Server Prefix Delegation** screen (Section 63.12 on page 505) to configure DHCPv6 client and IPv6 prefix settings for a specific VLAN on the Switch.
- Use the **DHCP Server Guard** screen (Section 63.13 on page 507) to specify whether ports are trusted or untrusted ports for DHCP packets.

63.1.2 What You Need to Know

Read on for concepts on DHCP that can help you configure the screens in this chapter.

DHCP Modes

If there is already a DHCP server on your network, then you can configure the Switch as a DHCP relay agent. When the Switch receives a request from a computer on your network, it contacts the DHCP server for the necessary IP information, and then relays the assigned information back to the computer.

DHCPv4 Configuration Options

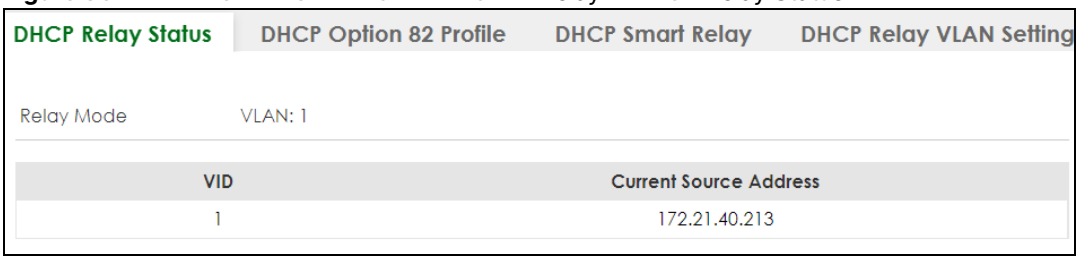
The DHCPv4 configuration on the Switch is divided into **Smart Relay** and **VLAN** screens. The screen you should use for configuration depends on the DHCP services you want to offer the DHCP clients on your network. Choose the configuration screen based on the following criteria:

- **Smart Relay** – The Switch forwards all DHCP requests to the same DHCP server.
- **VLAN** – The Switch is configured on a VLAN by VLAN basis. The Switch can be configured to relay DHCP requests to different DHCP servers for clients in different VLAN.

63.2 DHCPv4 Relay Status

Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** in the navigation panel. The **DHCP Relay Status** screen displays.

Figure 362 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay Status



The following table describes the labels in this screen.

Table 251 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay Status

LABEL	DESCRIPTION
Relay Mode	This field displays: **None** – if the Switch is not configured as a DHCP relay agent. **Smart** – if the Switch is configured as a DHCP relay agent only. **VLAN** – followed by a VLAN ID or multiple VLAN IDs if it is configured as a relay agent for specific VLANs.
VID	This field displays the ID number of the VLAN for which the Switch acts as a DHCP relay agent.
Current Source Address	This field displays the source IP address of the DHCP requests that the Switch forwards to a DHCP server.

63.3 DHCPv4 Relay

Configure DHCP relay on the Switch if the DHCP clients and the DHCP server are not in the same broadcast domain. During the initial IP address leasing, the Switch helps to relay network information (such as the IP address and subnet mask) between a DHCP client and a DHCP server. Once the DHCP client obtains an IP address and can connect to the network, network information renewal is done between the DHCP client and the DHCP server without the help of the Switch.

The Switch can be configured as a global DHCP relay. This means that the Switch forwards all DHCP requests from all domains to the same DHCP server. You can also configure the Switch to relay DHCP information based on the VLAN membership of the DHCP clients.

63.3.1 DHCPv4 Relay Agent Information

The Switch can add information about the source of client DHCP requests that it relays to a DHCP server by adding **Relay Agent Information**. This helps provide authentication about the source of the requests. The DHCP server can then provide an IP address based on this information. Please refer to RFC 3046 for more details.

The DHCP **Relay Agent Information** feature adds an Agent Information field (also known as the **Option 82** field) to DHCP requests. The **Option 82** field is in the DHCP headers of client DHCP request frames that the Switch relays to a DHCP server.

Relay Agent Information can include the **System Name** of the Switch if you select this option. You can change the **System Name** in **SYSTEM** > **General Setup**.

The following describes the DHCP relay agent information that the Switch sends to the DHCP server:

Table 252 Relay Agent Information

FIELD LABELS	DESCRIPTION
Slot ID	(1 byte) This value is always 0 for stand-alone switches.
Port ID	(1 byte) This is the port that the DHCP client is connected to.

Table 252 Relay Agent Information (continued)

FIELD LABELS	DESCRIPTION
VLAN ID	(2 bytes) This is the VLAN that the port belongs to.
Information	(up to 64 bytes) This optional, read-only field is set according to system name set in **SYSTEM > General Setup**.

63.3.1.1 DHCPv4 Relay Agent Information Format

A DHCP Relay Agent Information option has the following format.

Table 253 DHCP Relay Agent Information Option Format

Code (82)	Length (N)	i1	i2	...	iN

i1, i2 and iN are DHCP relay agent sub-options, which contain additional information about the DHCP client. You need to define at least one sub-option.

63.3.1.2 Sub-Option Format

There are two types of sub-option: “Agent Circuit ID Sub-option” and “Agent Remote ID Sub-option”. They have the following formats.

Table 254 DHCP Relay Agent Circuit ID Sub-option Format

SubOpt Code	Length	Value
1 (1 byte)	N (1 byte)	Slot ID, Port ID, VLAN ID, System Name or String

Table 255 DHCP Relay Agent Remote ID Sub-option Format

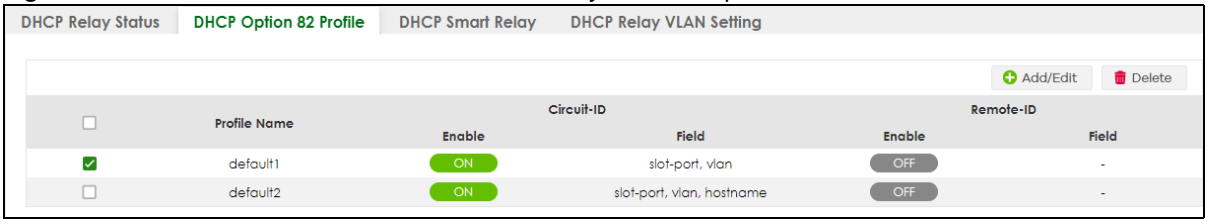
SubOpt Code	Length	Value
2 (1 byte)	N (1 byte)	MAC Address or String

The 1 in the first field identifies this as an Agent Circuit ID sub-option and two identifies this as an Agent Remote ID sub-option. The next field specifies the length of the field.

63.4 DHCPv4 Option 82 Profile

Use this screen to view and configure DHCPv4 option 82 profiles. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Option 82 Profile** link to display the screen as shown.

Figure 363 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile



The following table describes the labels in this screen.

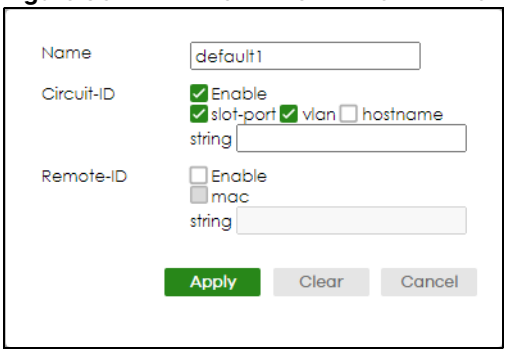
Table 256 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile

LABEL	DESCRIPTION
Profile Name	This field displays the descriptive name of the profile.
Circuit-ID	This section displays the Circuit ID sub-option including information that is specific to the relay agent (the Switch).
Enable	This field displays whether the Circuit ID sub-option is added to client DHCP requests.
Field	This field displays the information that is included in the Circuit ID sub-option.
Remote-ID	This section displays the Remote ID sub-option including information that identifies the relay agent (the Switch).
Enable	This field displays whether the Remote ID sub-option is added to client DHCP requests.
Field	This field displays the information that is included in the Remote ID sub-option.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.4.1 Add/Edit a DHCPv4 Option 82 Profile

Use this screen to create DHCPv4 option 82 profiles. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Option 82 Profile** link to display this screen.

Figure 364 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile > Add/Edit



Note: The string of any field in this screen should not contain [?], [|], ['], ["], or [,].

The following table describes the labels in this screen.

Table 257 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for the profile for identification purposes. You can use up to 32 printable ASCII characters.
Circuit-ID	Use this section to configure the Circuit ID sub-option to include information that is specific to the relay agent (the Switch).
Enable	Select this option to have the Switch add the Circuit ID sub-option to client DHCP requests that it relays to a DHCP server.
slot-port	Select this option to have the Switch add the number of port that the DHCP client is connected to.
vlan	Select this option to have the Switch add the ID of VLAN which the port belongs to.

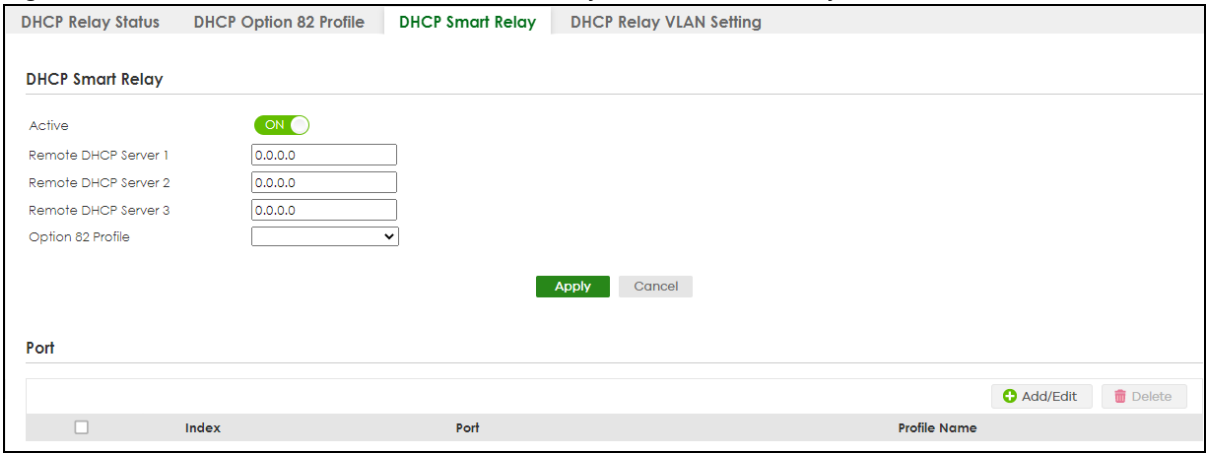
Table 257 NETWORKING > DHCP > DHCPv4 Relay > DHCP Option 82 Profile > Add/Edit (continued)

LABEL	DESCRIPTION
hostname	This is the system name you configure in the **SYSTEM** > **General Setup** > **General Setup** screen. Select this option for the Switch to add the system name to the client DHCP requests that it relays to a DHCP server.
string	Enter a string of up to 64 printable ASCII characters that the Switch adds into the client DHCP requests.
Remote-ID	Use this section to configure the Remote ID sub-option to include information that identifies the relay agent (the Switch).
Enable	Select this option to have the Switch append the Remote ID sub-option to the option 82 field of DHCP requests.
mac	Select this option to have the Switch add its MAC address to the client DHCP requests that it relays to a DHCP server.
string	Enter a string of up to 64 printable ASCII characters for the remote ID information in this field.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.5 Configure a DHCPv4 Smart Relay

Use this screen to configure global DHCPv4 relay. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay** to display the screen as shown.

Figure 365 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay



The following table describes the labels in this screen.

Table 258 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay

LABEL	DESCRIPTION
DHCP Smart Relay	
Active	Select this checkbox to enable DHCPv4 relay.

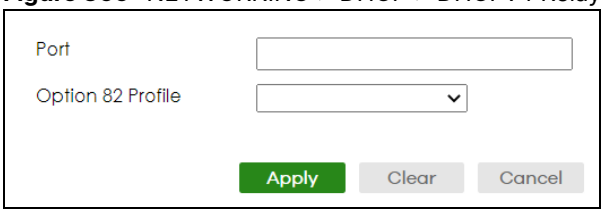
Table 258 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay

LABEL	DESCRIPTION
Remote DHCP Server 1 .. 3	Enter the IP address of a DHCPv4 server in dotted decimal notation.
Option 82 Profile	Select a pre-defined DHCPv4 option 82 profile that the Switch applies to all ports. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Port Use this section to apply a different DHCP option 82 profile to certain ports on the Switch.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each entry.
Port	This field displays the port(s) to which the Switch applies the settings. In Stacking mode, the first number represents the slot and the second the port number.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.5.1 Add/Edit DHCPv4 Global Relay Port

Use this screen to apply a different DHCP option 82 profile to certain ports on the Switch. To open this screen, Click **Add/Edit**, or select an entry and click **Add/Edit** in the **Port** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay screen**.

Figure 366 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay > Add/Edit



The following table describes the labels in this screen.

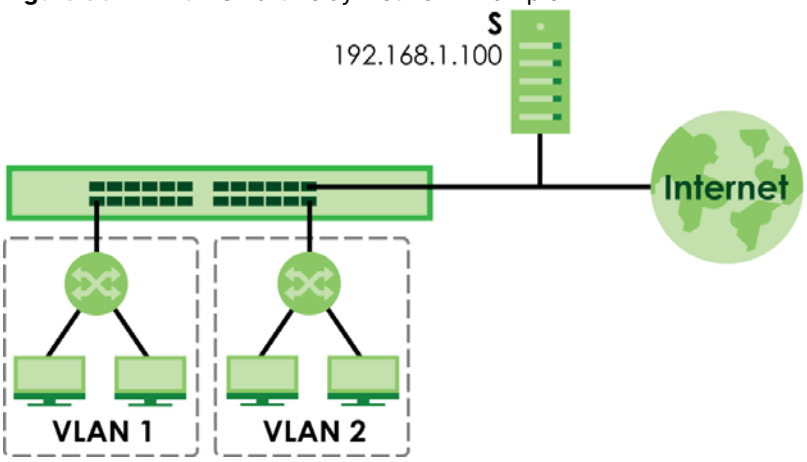
Table 259 NETWORKING > DHCP > DHCPv4 Relay > DHCP Smart Relay > Add/Edit

LABEL	DESCRIPTION
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7. In Stacking mode, the first number represents the slot and the second the port number. Enter 1/1-1/24,2/28 for ports 1 to 24 for the Switch in slot 1 and port 28 for the Switch in slot 2, for example.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server. The profile you select here has priority over the one you select in the **NETWORKING > DHCP > DHCPv4 Relay > DHCPv4 Smart Relay** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.5.2 DHCP Smart Relay Configuration Example

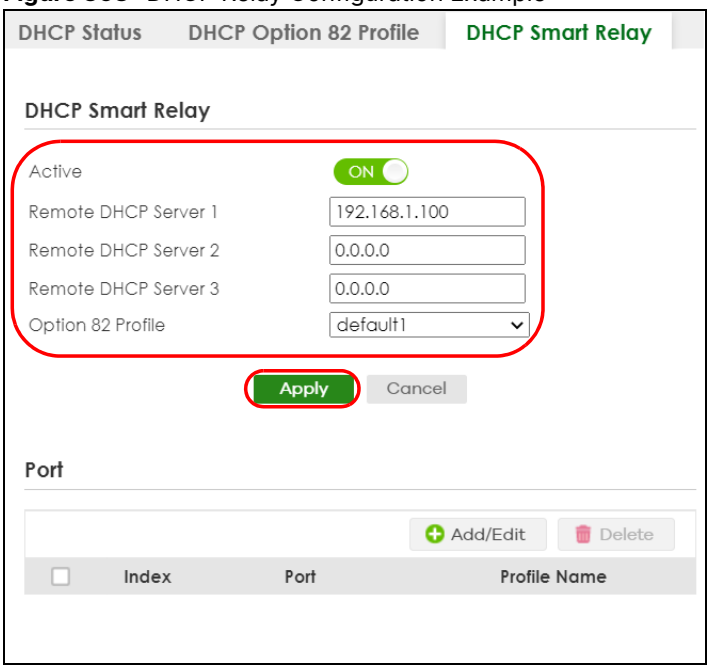
The follow figure shows a network example where the Switch is used to relay DHCP requests for the **VLAN1** and **VLAN2** domains. There is only one DHCP server (**S**) that services the DHCP clients in both domains.

Figure 367 DHCP Smart Relay Network Example



Configure the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Smart Relay** screen as shown. Make sure you select a DHCP option 82 profile (**default1** in this example) to set the Switch to send additional information (such as the VLAN ID) together with the DHCP requests to the DHCP server. This allows the DHCP server to assign the appropriate IP address according to the VLAN ID. Click **Apply** after you finish the configuration.

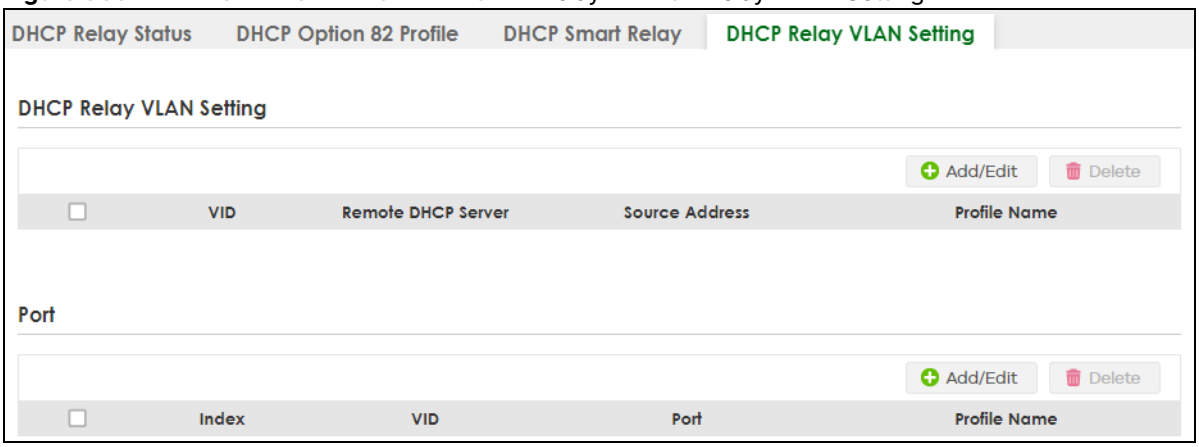
Figure 368 DHCP Relay Configuration Example



63.6 DHCPv4 Relay VLAN Setting

Use this screen to configure your DHCP settings based on the VLAN domain of the DHCP clients. Click **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** to display the screen as shown.

Figure 369 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting



The following table describes the labels in this screen.

Table 260 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting

LABEL	DESCRIPTION
DHCP Relay VLAN Setting	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
VID	This field displays the ID number of the VLAN group to which this DHCP settings apply.

Table 260 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting (continued)

LABEL	DESCRIPTION
Remote DHCP Server	This displays the IP address of a DHCP server in dotted decimal notation.
Source Address	This field displays the source IP address you configured for DHCP requests from clients on this VLAN.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to this VLAN.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.
Port Use this section to apply a different DHCP option 82 profile to certain ports in a VLAN.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each entry. Click an index number to change the settings.
VID	This field displays the VLAN to which the ports belongs.
Port	This field displays the ports to which the Switch applies the settings.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports in this VLAN.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.6.1 Add/Edit DHCPv4 VLAN Setting

Use this screen to add/edit your DHCP settings based on the VLAN domain of the DHCP clients. Click the **Add/Edit** button in the **DHCP Relay VLAN Setting** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen to access this screen.

Note: You must set up a management IP address for each VLAN that you want to configure DHCP settings for on the Switch.

Figure 370 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Layer-3 Switch – DHCP Relay VLAN Setting)

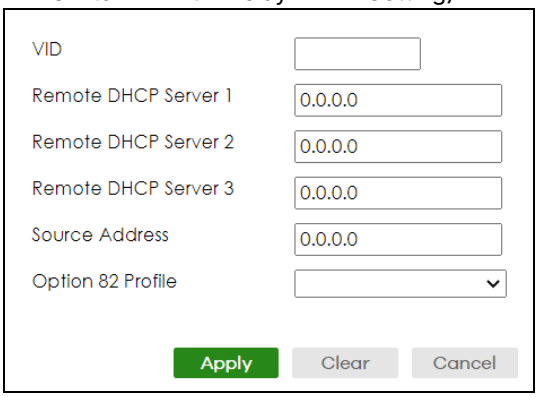
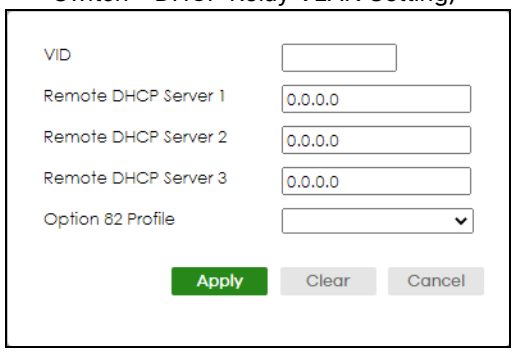


Figure 371 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Layer-2 Switch – DHCP Relay VLAN Setting)



The following table describes the labels in this screen.

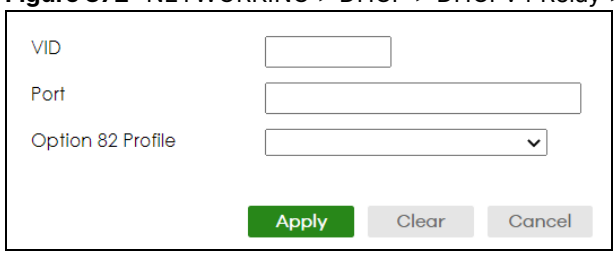
Table 261 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (DHCP Relay VLAN Setting)

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN to which these DHCP settings apply.
Remote DHCP Server 1 .. 3	Enter the IP address of a DHCP server in dotted decimal notation.
Source Address	Enter the source IP address that the Switch adds to DHCP requests from clients on this VLAN before forwarding them. If you leave this field set to **0.0.0.0**, the Switch automatically sets the source IP address of the DHCP requests to the IP address of the interface on which the packet is received. The source IP address helps DHCP clients obtain an appropriate IP address when you configure multiple routing domains on a VLAN.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to all ports in this VLAN. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.6.2 Add/Edit DHCPv4 VLAN Port

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN. Click the **Add/Edit** button in the **Port** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen to access this screen.

Figure 372 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Port)



The following table describes the labels in this screen.

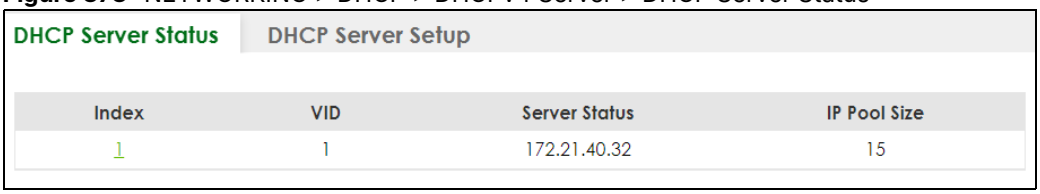
Table 262 NETWORKING > DHCP > DHCPv4 Relay > DHCP Relay VLAN Setting > Add/Edit (Port)

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN you want to configure here.
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7. In Stacking mode, the first number represents the slot and the second the port number. Enter 1/1-1/24,2/28 for ports 1 to 24 for the Switch in slot 1 and port 28 for the Switch in slot 2, for example.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports in this VLAN. The Switch adds the Circuit ID sub-option and/or Remote ID sub-option specified in the profile to DHCP requests that it relays to a DHCP server. The profile you select here has priority over the one you select in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** (the **DHCP Relay VLAN Setting** section)> **Add/Edit** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.7 DHCPv4 Server Status

Click **NETWORKING** > **DHCP** > **DHCPv4 Server** in the navigation panel. The **DHCP Server Status** screen displays.

Figure 373 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Status



The following table describes the labels in this screen.

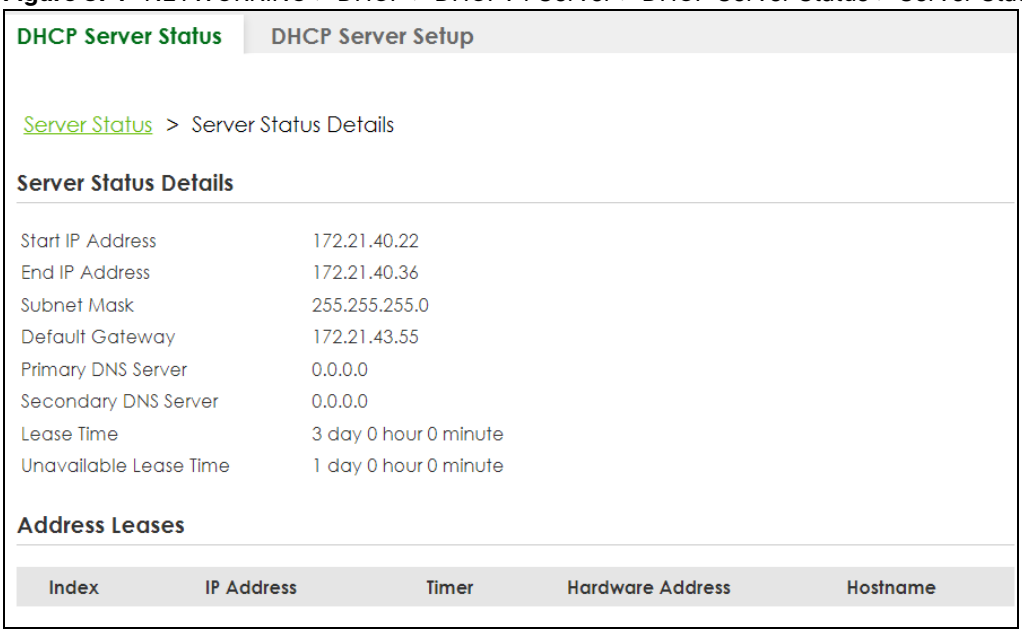
Table 263 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Status

LABEL	DESCRIPTION
Server Status This section displays configuration settings related to the Switch's DHCP Server mode.	
Index	This is the index number. Click an index number to view the server configuration details.
VID	This field displays the VLAN ID for which the Switch is a DHCP server.
Server Status	This field displays the starting DHCP client IP address.
IP Pool Size	This field displays the number of IP addresses that can be assigned to clients.

63.7.1 DHCPv4 Server Status Details

Click an existing index number of a DHCP server configuration in the **NETWORKING** > **DHCP** > **DHCPv4 Server** > **DHCPv4 Server Status** screen to display the screen as shown. Use this screen to view details regarding DHCP server settings configured on the Switch.

Figure 374 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Status > Server Status Details



The following table describes the labels in this screen.

Table 264 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Status > Server Status Details

LABEL	DESCRIPTION
Server Status Details This section displays the configuration details of this DHCP server. You can change the DHCP server configuration in the **NETWORKING** > **DHCP** > **DHCPv4 Server** > **DHCP Server Setup** screen.	
Start IP Address	This field displays the starting IP address of the IP address pool configured for this DHCP server instance.
End IP Address	This field displays the last IP address of the IP address pool configured for this DHCP server instance.
Subnet Mask	This field displays the subnet mask value sent to clients from this DHCP server instance.
Default Gateway	This field displays the default gateway value sent to clients from this DHCP server instance.
Primary DNS Server	This field displays the primary DNS server value sent to clients from this DHCP server instance.
Secondary DNS Server	This field displays the secondary DNS server value sent to clients from this DHCP server instance.
Lease Time	This field displays the amount of time that the IP address is valid.
Unavailable Lease Time	This field display the lease time of the unavailable IP addresses occupied by unknown hosts.
Address Leases This section displays information about the IP addresses this DHCP server issued to clients.	
Index	This field displays a sequential number for each DHCP request handled by the Switch.

Table 264 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Status > Server Status Details

LABEL	DESCRIPTION
IP Address	This is the IP address issued to a DHCP client.
Timer	This field displays the time remaining before the DHCP client has to renew its IP address.
Hardware Address	This field displays the MAC address of the DHCP client. It may also display **SELF OCCUPIED ADDRESS** if the IP address cannot be used for DHCP because it is already assigned to the Switch itself.
Hostname	This field displays the system name of the client.

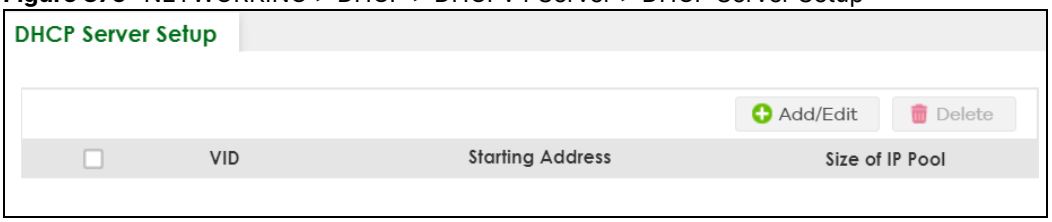
63.8 DHCPv4 Server Setup

Use this screen to view and configure the DHCP server settings. The Switch serves as a DHCP server (DHCP server mode) when you add a configuration entry in this screen. Click **NETWORKING** > **DHCP** > **DHCPv4 Server** > **DHCP Server Setup** to display the screen as shown.

Note: You must set up a management IP address for each VLAN that you want to configure DHCP Server settings for on the Switch.

Note: You cannot enable configurations simultaneously in the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** and **NETWORKING** > **DHCP** > **DHCPv4 Server** > **DHCP Server Setup** screens.

Figure 375 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Setup



The following table describes the labels in this screen.

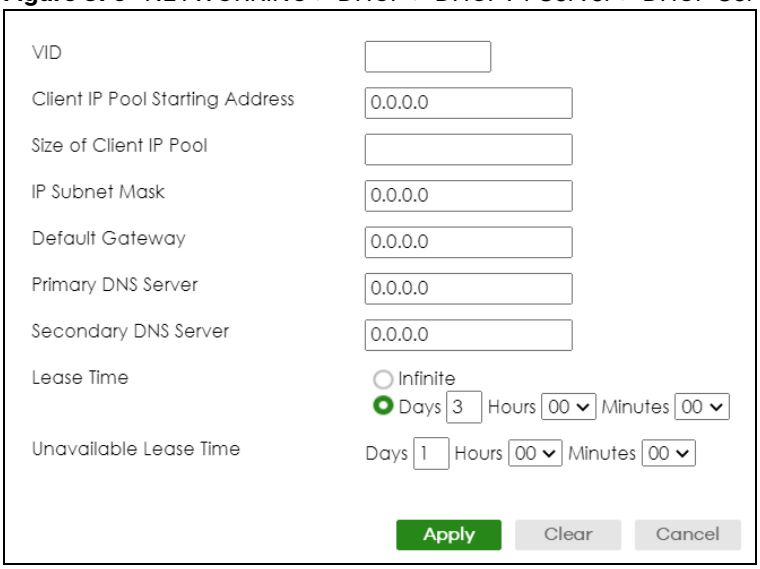
Table 265 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Setup

LABEL	DESCRIPTION
VID	This field displays the ID number of the VLAN group to which this DHCP settings apply.
Starting Address	This field displays the starting IP address of the IP address pool configured for the DHCP server.
Size of IP Pool	This field displays the IP address pool size of the DHCP server.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.8.1 Add/Edit DHCPv4 Server

Use this screen to configure the DHCP server settings. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv4 Server** > **DHCP Server Setup** to display this screen.

Figure 376 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Setup > Add/Edit



The following table describes the labels in this screen.

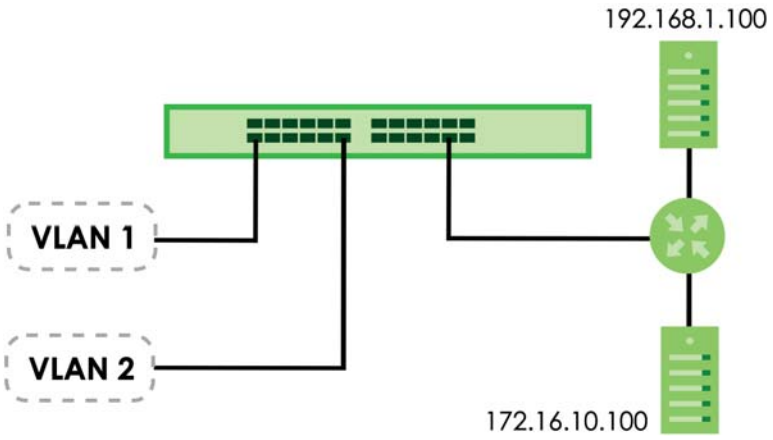
Table 266 NETWORKING > DHCP > DHCPv4 Server > DHCP Server Setup > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN to which these DHCP settings apply.
Client IP Pool Starting Address	Specify the first of the contiguous addresses in the IP address pool.
Size of Client IP Pool	Specify the size, or count of the IP address pool. The Switch can issue from 1 to 253 IP addresses to DHCP clients.
IP Subnet Mask	Enter the subnet mask for the client IP pool.
Default Gateway	Enter the IP address of the default gateway device.
Primary/ Secondary DNS Server	Enter the IP addresses of the DNS servers. The DNS servers are passed to the DHCP clients along with the IP address and the subnet mask.
Lease Time	Select **Infinite** to have the binding always valid. Select the second radio button to set up the binding's valid days, hours and minutes.
Unavailable Lease Time	Unavailable lease time is the lease time of an IP address that is distributed by other unknown DHCP servers to other devices. A DHCP client rejects the IP address assigned by the Switch when it discovers the assigned IP is already in use by other devices. When an IP is in use by other devices, the Switch cannot assign this unavailable IP to the Switch's DHCP client. The Switch will mark the IP as an unavailable IP and removes it from the IP address pool. The Switch will not assign the unavailable IP to DHCP clients until **Unavailable Lease Time** expires. Set up the days, hours, and minutes of unavailable lease time.

63.8.2 Example: DHCP Relay for Two VLANs

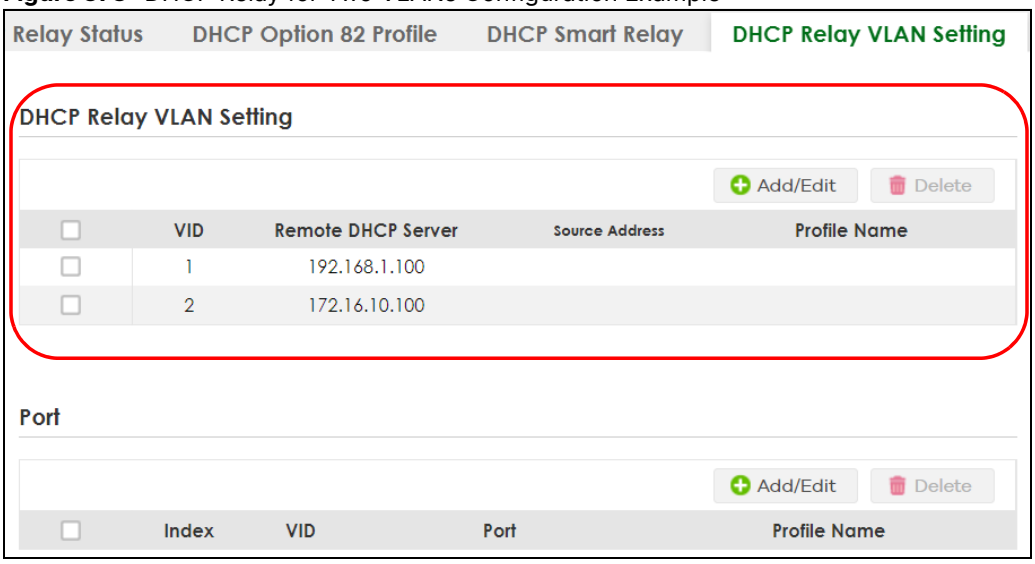
The following example displays two VLANs (VIDs 1 and 2) for a campus network. Two DHCP servers are installed to serve each VLAN. The system is set up to forward DHCP requests from the dormitory rooms (**VLAN 1**) to the DHCP server with an IP address of 192.168.1.100. Requests from the academic buildings (**VLAN 2**) are sent to the other DHCP server with an IP address of 172.16.10.100.

Figure 377 DHCP Relay for Two VLANs



For the example network, add two entries in **DHCP Relay VLAN Setting** section of the **NETWORKING** > **DHCP** > **DHCPv4 Relay** > **DHCP Relay VLAN Setting** screen as shown.

Figure 378 DHCP Relay for Two VLANs Configuration Example



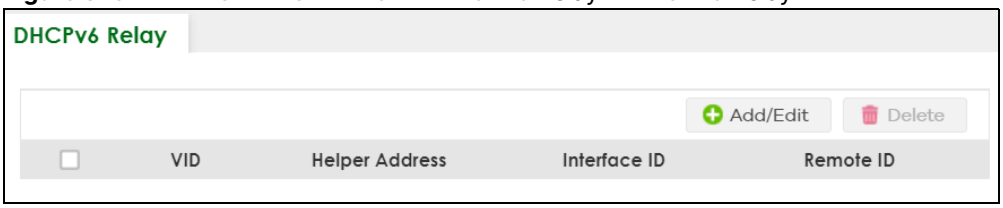
63.9 DHCPv6 Relay

A DHCPv6 relay agent is on the same network as the DHCPv6 clients and helps forward messages between the DHCPv6 server and clients. When a client cannot use its link-local address and a well-known multicast address to locate a DHCPv6 server on its network, it then needs a DHCPv6 relay agent to send a message to a DHCPv6 server that is not attached to the same network.

The DHCPv6 relay agent can add the remote identification (remote-ID) option and the interface-ID option to the Relay-Forward DHCPv6 messages. The remote-ID option carries a user-defined string, such as the system name. The interface-ID option provides slot number, port information and the VLAN ID to the DHCPv6 server. The remote-ID option (if any) is stripped from the Relay-Reply messages before the relay agent sends the packets to the clients. The DHCPv6 server copies the interface-ID option from the Relay-Forward message into the Relay-Reply message and sends it to the relay agent. The interface-ID should not change even after the relay agent restarts.

Use this screen to view and configure DHCPv6 relay settings for a specific VLAN on the Switch. Click **NETWORKING** > **DHCP** > **DHCPv6 Relay** > **DHCPv6 Relay** in the navigation panel to display the screen as shown.

Figure 379 NETWORKING > DHCP > DHCPv6 Relay > DHCPv6 Relay



The following table describes the labels in this screen.

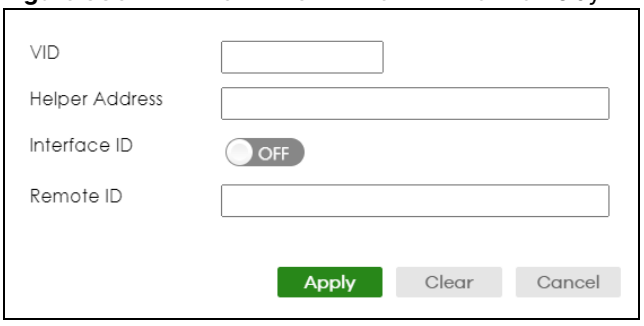
Table 267 NETWORKING > DHCP > DHCPv6 Relay > DHCPv6 Relay

LABEL	DESCRIPTION
VID	This field displays the VLAN ID number.
Helper Address	This field displays the IPv6 address of the remote DHCPv6 server for this VLAN.
Interface ID	This field displays whether the interface-ID option is added to DHCPv6 requests from clients in this VLAN.
Remote ID	This field displays whether the remote-ID option is added to DHCPv6 requests from clients in this VLAN.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.9.1 Add/Edit DHCPv6 Relay

Use this screen to add/edit DHCPv6 relay settings for a specific VLAN on the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv6 Relay** > **DHCPv6 Relay** screen to display this screen.

Figure 380 NETWORKING > DHCP > DHCPv6 Relay > DHCPv6 Relay > Add/Edit



The following table describes the labels in this screen.

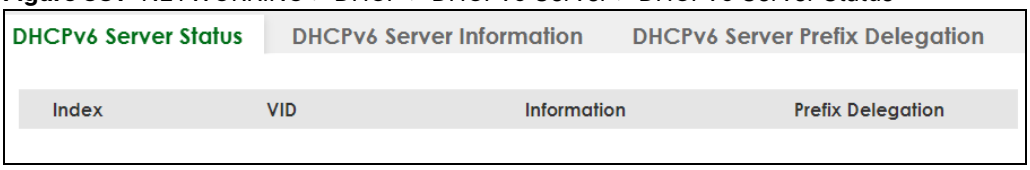
Table 268 NETWORKING > DHCP > DHCPv6 Relay > DHCPv6 Relay > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN to which the DHCPv6 server that will assign IP information belongs here.
Helper Address	Enter the IPv6 address of the DHCPv6 server that will assign IP information here. An 128-bit IPv6 address is written as eight 16-bit hexadecimal blocks separated by colons (:). This is an example IPv6 address '2001:0db8:1a2b:0015:0000:0000:1a2f:0000'. IPv6 addresses can be abbreviated in two ways: • Leading zeros in a block can be omitted. So '2001:0db8:1a2b:0015:0000:0000:1a2f:0000' can be written as '2001:db8:1a2b:15:0:0:1a2f:0'. • Any number of consecutive blocks of zeros can be replaced by a double colon. A double colon can only appear once in an IPv6 address. So '2001:0db8:0000:0000:1a2f:0000:0000:0015' can be written as '2001:0db8::1a2f:0000:0000:0015', '2001:0db8:0000:0000:1a2f::0015', '2001:db8::1a2f:0:0:15' or '2001:db8:0:0:1a2f::15'.
Interface ID	Enable the switch button to have the Switch add the interface-ID option in the DHCPv6 requests from the clients in the specified VLAN before the Switch forwards them to a DHCPv6 server.
Remote ID	Enter a string of up to 64 printable ASCII characters (except [?], [|], ['], or ["]) to be carried in the remote-ID option. The Switch adds the remote-ID option in the DHCPv6 requests from the clients in the specified VLAN before the Switch forwards them to a DHCPv6 server.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.10 DHCPv6 Server Status

Click **NETWORKING** > **DHCP** > **DHCPv6 Server** > **DHCPv6 Server Status** to see information on the DHCPv6 server.

Figure 381 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Status



The following table describes the labels in this screen.

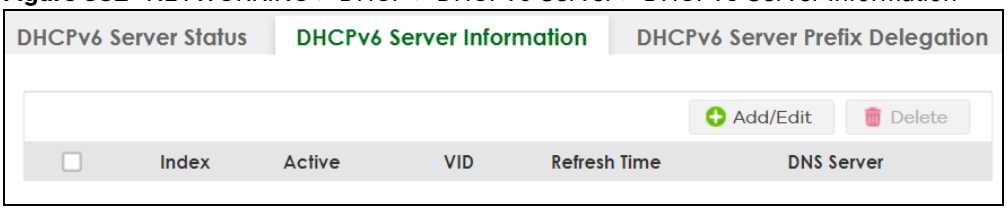
Table 269 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Status

LABEL	DESCRIPTION
Index	This is the index number of a DHCPv6 server information.
VID	This field displays the VLAN ID to which the DHCP server belongs.
Information	This field displays **Yes** when the entry supports display of the refresh time and DNS server; it shows **No** when it does not.
Prefix Delegation	This field displays **Yes** when the entry supports the prefix delegation; it shows **No** when it does not. The prefix delegation is used by an IPv6 device to generate its IP address.

63.11 DHCPv6 Server Information

Use this screen to view and configure DHCPv6 and DNS server settings on the Switch. Click **NETWORKING** > **DHCP** > **DHCPv6 Server** > **DHCPv6 Server Information** to display the screen as shown.

Figure 382 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Information



The following table describes the labels in this screen.

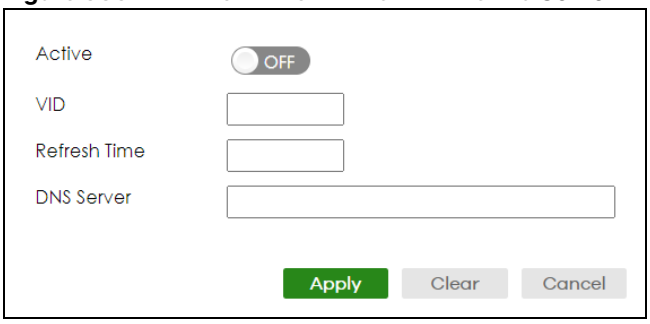
Table 270 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Information

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each entry.
Active	This field displays whether the entry is activated or not.
VID	This field displays the ID number of the VLAN to which the DHCPv6 server belongs.
Refresh Time	This field displays the number of seconds a DHCPv6 client should wait before refreshing information retrieved from a DHCPv6 server. It displays **disable** if **Refresh Time** is not configured.
DNS Server	This field displays the IPv6 address of the DNS server that the DHCP clients will use. It displays **disable** when it is not configured.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.11.1 Add/Edit DHCPv6 Server Information

Use this screen to add/edit DHCPv6 and DNS server settings on the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv6 Server** > **DHCPv6 Server Information** to display this screen.

Figure 383 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Information > Add/Edit



The following table describes the labels in this screen.

Table 271 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Information > Add/Edit

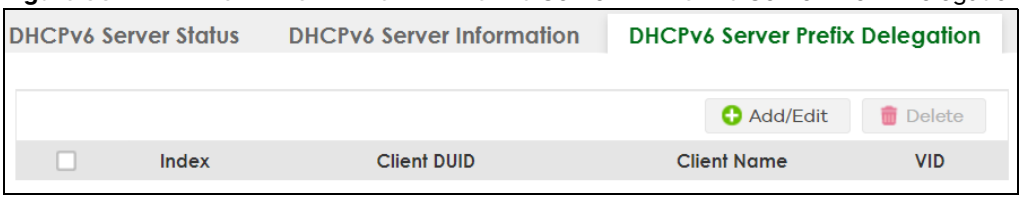
LABEL	DESCRIPTION
Active	Enable the switch button to enable the entry.
VID	Enter the ID number of the VLAN to which the DHCPv6 server belongs here.
Refresh Time	Enter the number of seconds a DHCPv6 client should wait before refreshing information retrieved from a DHCPv6 server. The allowed range is 600 to 4294967295 seconds.
DNS Server	Specify the IPv6 address of the DNS server for the DHCP clients to use here. An 128-bit IPv6 address is written as eight 16-bit hexadecimal blocks separated by colons (:). This is an example IPv6 address '2001:0db8:1a2b:0015:0000:0000:1a2f:0000'. IPv6 addresses can be abbreviated in two ways: • Leading zeros in a block can be omitted. So '2001:0db8:1a2b:0015:0000:0000:1a2f:0000' can be written as '2001:db8:1a2b:15:0:0:1a2f:0'. • Any number of consecutive blocks of zeros can be replaced by a double colon. A double colon can only appear once in an IPv6 address. So '2001:0db8:0000:0000:1a2f:0000:0000:0015' can be written as '2001:0db8::1a2f:0000:0000:0015', '2001:0db8:0000:0000:1a2f::0015', '2001:db8::1a2f:0:0:15' or '2001:db8:0:0:1a2f::15'.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

63.12 DHCPv6 Prefix Delegation

Prefix delegation enables an IPv6 device to use the received IPv6 prefix (for example, '2001:db2::/48') to generate its IP address. The Switch passes the IPv6 prefix information to its connected hosts (according to VLAN) so that they can generate their IPv6 addresses.

Use this screen to view and configure DHCPv6 client and IPv6 prefix settings for a specific VLAN on the Switch. Click **NETWORKING** > **DHCP** > **DHCPv6 Server** > **DHCPv6 Server Prefix Delegation** to display the screen as shown.

Figure 384 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Prefix Delegation



The following table describes the labels in this screen.

Table 272 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Prefix Delegation

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each entry.
Client DUID	This field displays the client DHCP Unique IDentifier (DUID) which uniquely identifies the client.

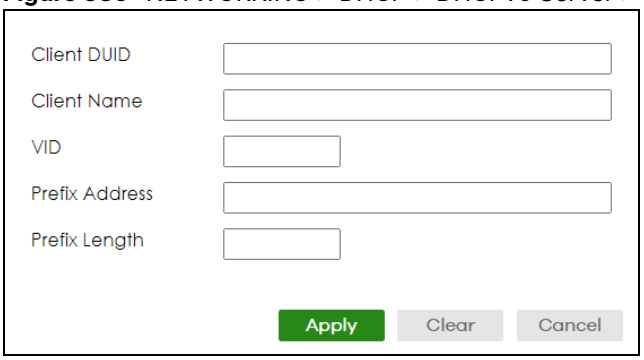
Table 272 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Prefix Delegation (continued)

LABEL	DESCRIPTION
Client Name	This field displays a name to identify the DHCPv6 client.
VID	This field displays the ID number of the VLAN to which the DHCPv6 client belongs.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

63.12.1 Add/Edit DHCPv6 Prefix Delegation

Use this screen to add/edit DHCPv6 client and IPv6 prefix settings for a specific VLAN on the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **DHCP** > **DHCPv6 Server** > **DHCPv6 Server Prefix Delegation** screen to display this screen.

Figure 385 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Prefix Delegation > Add/Edit



The following table describes the labels in this screen.

Table 273 NETWORKING > DHCP > DHCPv6 Server > DHCPv6 Server Prefix Delegation > Add/Edit

LABEL	DESCRIPTION
Client DUID	Each DHCP client and server has a unique DHCP Unique IDentifier (DUID), which is used for identification when they are exchanging DHCPv6 messages. The DUID is generated from the MAC address, time, vendor assigned ID and/or the vendor's private enterprise number registered with the IANA. Type the client DUID for the devices connected to the Switch in this field.
Client Name	Type a name to identify the DHCPv6 client in this field. You can enter up to 64 printable ASCII characters except [?], [|], ['], ["] or [,].
VID	Type the ID number of the VLAN to which the DHCPv6 client belongs here.
Prefix Address	IPv6 uses an address prefix to represent the network address. An IPv6 prefix length specifies how many most significant bits (start from the left) in the address compose the network address. The prefix length is written as "/x" where x is a number. For example, '2001:db8:1a2b:15::1a2f:0/32 ' is a prefix address with prefix length. /32 means that the first 32 bits ('2001:db8') from the left is the network prefix. Type the prefix address in this field. For example, type '2001:db8:1a2b:15::1a2f:0'
Prefix Length	Type the prefix length in this field. For example, type 32.

63.13 DHCP Server Guard

Use this screen to specify whether ports are trusted or untrusted ports for DHCP packets. Click **NETWORKING** > **DHCP** > **DHCP Server Guard** > **DHCP Server Guard** in the navigation panel to display the screen as shown.

Figure 386 NETWORKING > DHCP > DHCP Server Guard > DHCP Server Guard (Standalone Mode)

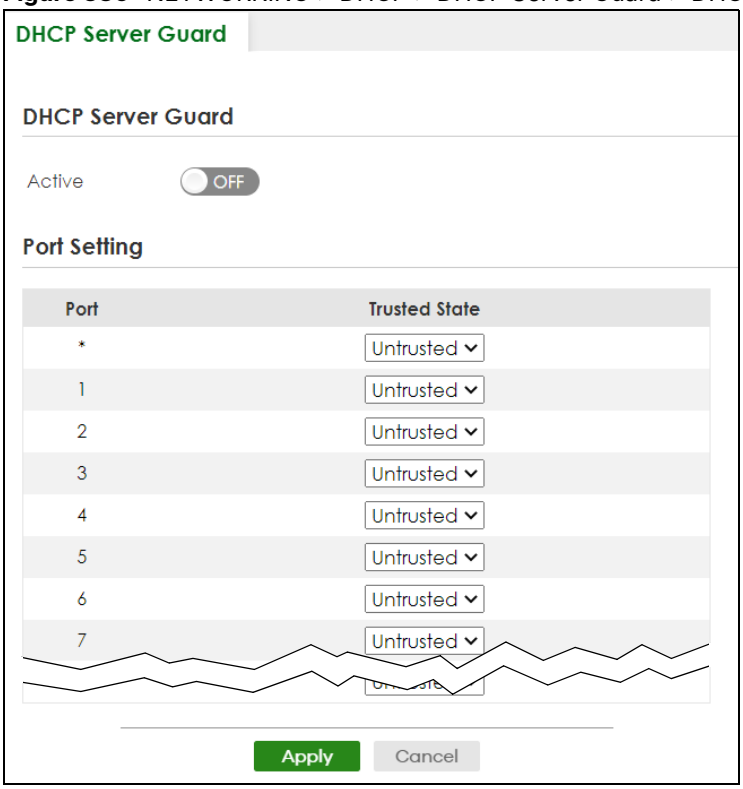
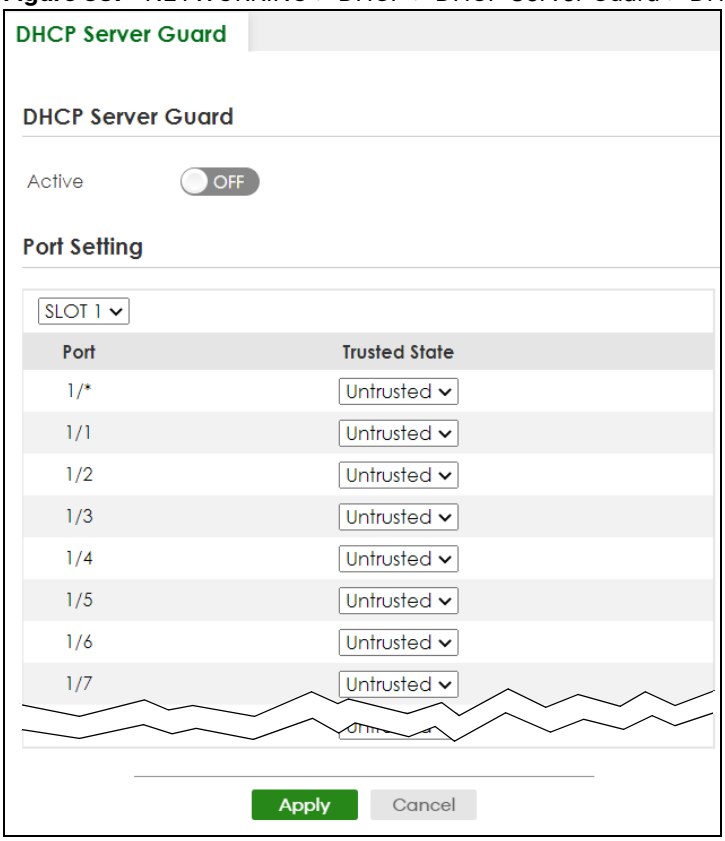


Figure 387 NETWORKING > DHCP > DHCP Server Guard > DHCP Server Guard (Stacking Mode)



The following table describes the labels in this screen.

Table 274 NETWORKING > DHCP > DHCP Server Guard > DHCP Server Guard

LABEL	DESCRIPTION
DHCP Server Guard	
Active	Enable the switch button to enable DHCP Server Guard.
Port Setting	
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Trusted State	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). The Switch does not discard DHCP packets on trusted ports for any reason. The Switch discards DHCP packets from untrusted ports when the packet is a DHCP server packet (for example, OFFER, ACK, or NACK).

Table 274 NETWORKING > DHCP > DHCP Server Guard > DHCP Server Guard (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to their last saved values.

CHAPTER 64 DVMRP

This chapter introduces DVMRP and tells you how to configure it.

64.1 DVMRP Overview

DVMRP (Distance Vector Multicast Routing Protocol) is a protocol used for routing multicast data within an autonomous system (AS). This DVMRP implementation is based on draft-ietf-idmr-dvmrp-v3-10. DVMRP provides multicast forwarding capability to a layer-3 switch that runs both the IPv4 protocol (with IP Multicast support) and the IGMP protocol. The DVMRP metric is a hop count of 32.

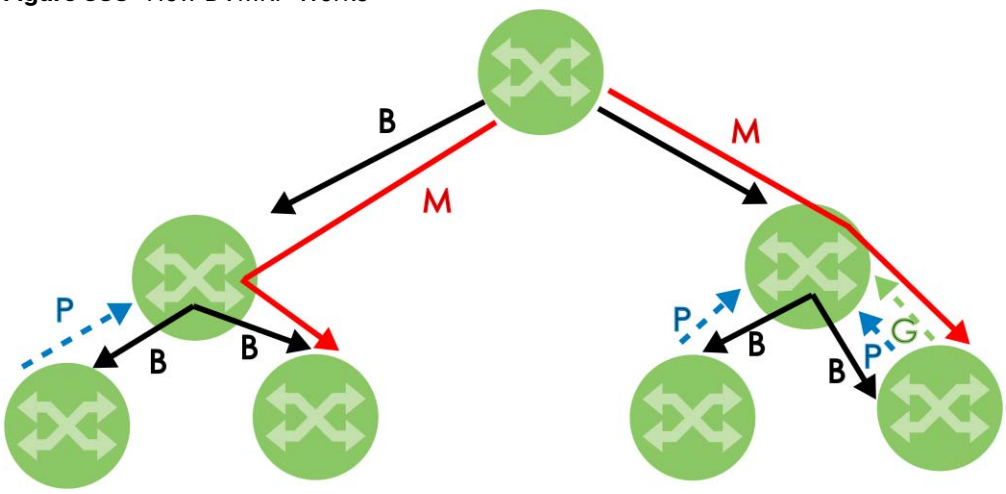
IGMP is a protocol used for joining or leaving a multicast group. You must have IGMP enabled when you enable DVMRP; otherwise you see the screen as in Figure 395 on page 516.

64.2 How DVMRP Works

DVMRP uses the Reverse Path Multicasting (RPM) algorithm to generate an IP Multicast delivery tree. Multicast packets are forwarded along these multicast tree branches. DVMRP dynamically learns host membership information using Internet Group Management Protocol (IGMP). The trees are updated dynamically to track the membership of individual groups.

1. Initially an advertisement multicast packet is broadcast (“**B**” in the following figure).
2. DVMRP-enabled Layer-3 devices that do not have any hosts in their networks that belong to this multicast group send back a prune message (“**P**”).
3. If hosts later join the multicast group, a graft message (“**G**”) to undo the prune is sent to the parent.
4. The final multicast (“**M**”) after pruning and grafting is shown in the next figure.

Figure 388 How DVMRP Works



64.2.1 DVMRP Terminology

DVMRP probes are used to discover other DVMRP Neighbors on a network.

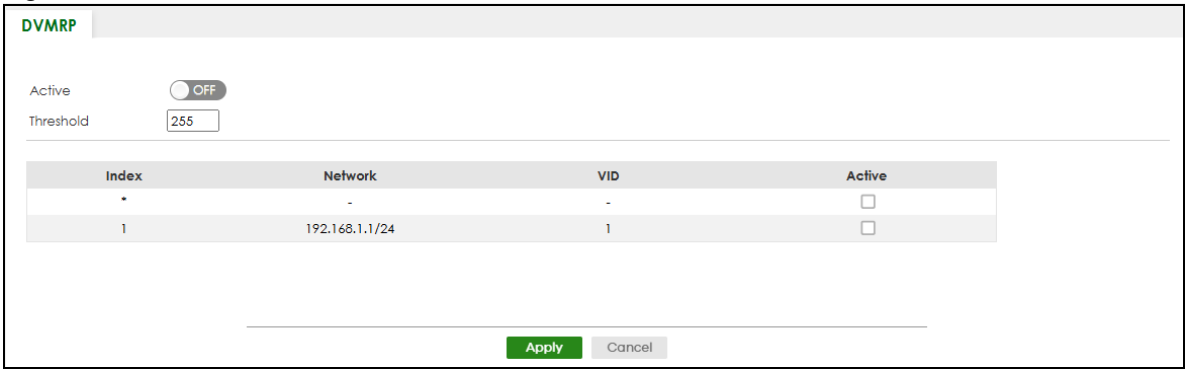
DVMRP reports are used to exchange DVMRP source routing information. These packets are used to build the DVMRP multicast routing table that is used to build source trees and also perform Reverse Path Forwarding (RPF) checks on incoming multicast packets. RPF checks prevent duplicate packets being filtered when loops exist in the network topology.

DVMRP prunes trim the multicast delivery trees. DVMRP grafts attach a branch back onto the multicast delivery tree.

64.3 Configuring DVMRP

Configure DVMRP on the Switch when you wish it to act as a multicast router (“mrouter”). Click **NETWORKING** > **DVMRP** in the navigation panel to display the screen as shown.

Figure 389 NETWORKING > DVMRP > DVMRP



The following table describes the labels in this screen.

Table 275 NETWORKING > DVMRP > DVMRP

LABEL	DESCRIPTION
Active	Enable the switch button to enable DVMRP on the Switch. You should do this if you want the Switch to act as a multicast router.
Threshold	Threshold is the maximum time to live (TTL) value. TTL is used to limit the scope of multicasting. You should reduce this value if you do not wish to flood Layer-3 devices many hops away with multicast traffic. This applies only to multicast traffic this Switch sends out.
Index	Index is the DVMRP configuration for the IP routing domain defined under **Network**. The maximum number of DVMRP configurations allowed is the maximum number of IP routing domains allowed on the Switch.
Network	This is the IP routing domain IP address and subnet mask you set up in **SYSTEM** > **IP Setup** > **IP Setup**.
VID	DVMRP cannot be enabled on the same VLAN group across different IP routing domains, that is, you cannot have duplicate VIDs for different DVMRP configurations.
Active	Select this to enable DVMRP on this IP routing domain.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

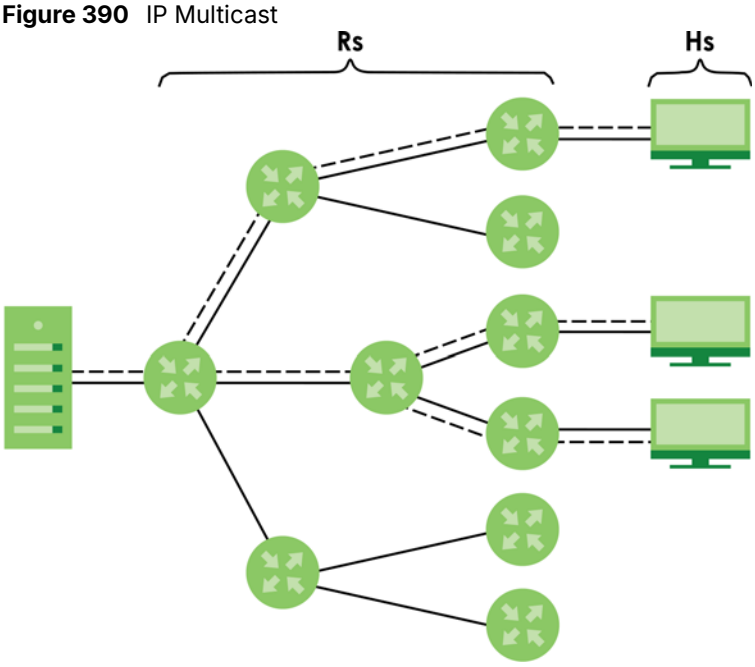
CHAPTER 65
IGMP

This chapter shows you how to configure the Switch as a multicast router.

65.1 IGMP Overview

IP multicast is an IETF standard for distributing data to multiple recipients. The following figure shows a multicast session and the relationship between a multicast server, multicast routers (**Rs**) and multicast hosts (**Hs**). A multicast server transmits multicast packets and multicast routers (**Rs**) forward multicast packets to multicast hosts (**Hs**).

Figure 390 IP Multicast



A host can decide to join or leave a multicast group at any time. A host can also be a member of more than one multicast group. Multicast groups are identified by IP addresses in the Class D range (224.0.0.0 to 239.255.255.255). A multicast server sends packets addressed to a particular multicast group (multicast IP address).

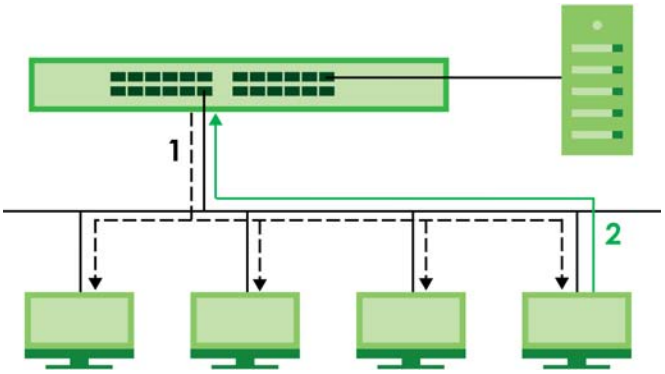
IGMP (Internet Group Management Protocol) is used by multicast hosts to indicate their multicast group membership to multicast routers. Multicast routers can also use IGMP to periodically check if multicast hosts still want to receive transmission from a multicast server. In other words, multicast routers check if any hosts on their network are still members of a specific multicast group.

The Switch supports IGMP version 1 (**IGMP-v1**), version 2 (**IGMP-v2**) and IGMP version 3 (**IGMP-v3**). Refer to RFC 1112, RFC 2236 and RFC 3376 for information on IGMP versions 1, 2 and 3 respectively. At start up, the Switch queries all directly connected networks to gather group membership. After that, the Switch periodically updates this information.

65.1.1 How IGMP Works

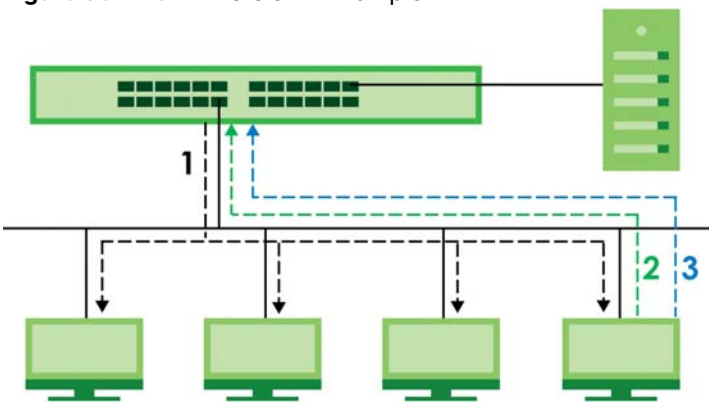
This section describes how IGMP works and the changes it has gone through from version 1 to version 3. IGMP version 1 defines how a multicast router checks to see if any multicast hosts are part of a multicast group. It checks for group membership by sending out an IGMP Query packet. Hosts that are members of a multicast group reply with an IGMP Report packet. This is also referred to as a join group request. The multicast router then keeps a list of all networks that have members of this multicast group and forwards multicast traffic to that network.

Figure 391 IGMP Version 1 Example



The main difference in IGMP version 2 is that it provides a mechanism for a multicast group member to notify a multicast router that it is leaving a multicast group. The multicast router then sends a group-specific IGMP query to check if there are any members remaining in that group. If the multicast router does not receive an IGMP report from any members, it stops sending multicast traffic to that group. This change helps shorten the leave convergence time, in other words, the amount of time that a multicast router believes that there are group members on a particular network. This in turn helps reduce the amount of multicast traffic going through the multicast router.

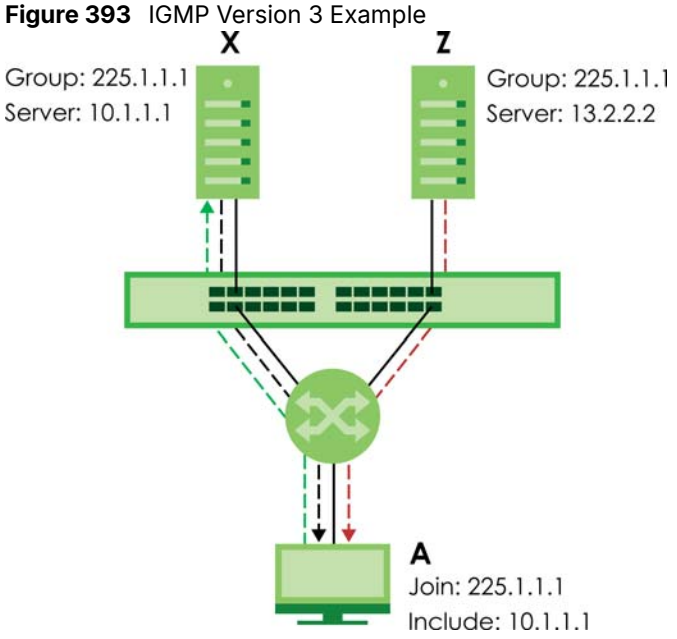
Figure 392 IGMP Version 2 Example



IGMP version 3 allows a multicast host to join a multicast group and specify from which source (multicast server) it wants to receive multicast packets. Alternatively, a multicast host can specify from which multicast servers it does not want to receive multicast packets. In the following figure multicast server **X** (IP address **10.1.1.1**) and multicast server **Z** (IP address **13.2.2.2**) both send multicast traffic to the same

multicast group identified by the multicast IP address **225.1.1.1**. In IGMP version 3 multicast host **A** can join multicast group **225.1.1.1** and specify that it only wants to receive multicast packets from server **X**.

Figure 393 IGMP Version 3 Example



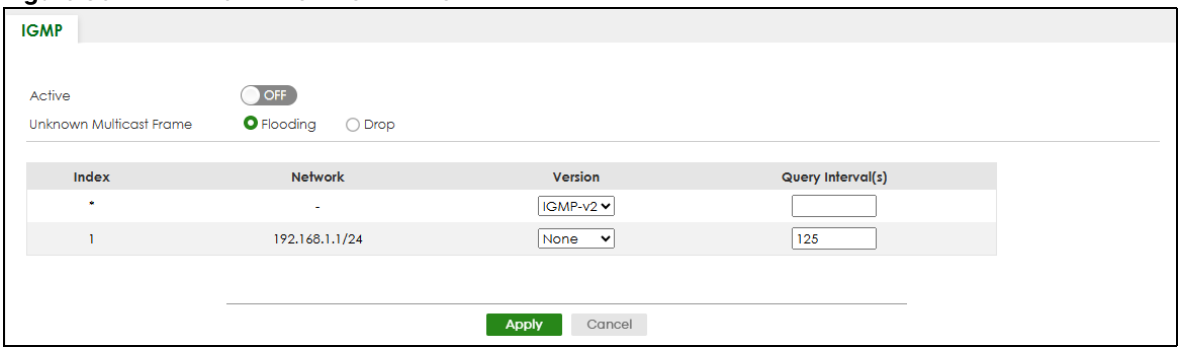
65.2 Port-based IGMP

The Switch sends IGMP Query packets to all ports. The Switch then listens for IGMP Report packets, and it records which port the messages came from. It then delivers multicast traffic to only those ports from which it received a request to join a multicast group.

65.3 Configuring IGMP

Click **NETWORKING** > **IGMP** > **IGMP** in the navigation panel to display the screen as shown next. Each entry in the table is automatically created when you configure a new IP domain in the **SYSTEM** > **IP Setup** > **IP Setup** screen.

Figure 394 NETWORKING > IGMP > IGMP



The following table describes the labels in this screen.

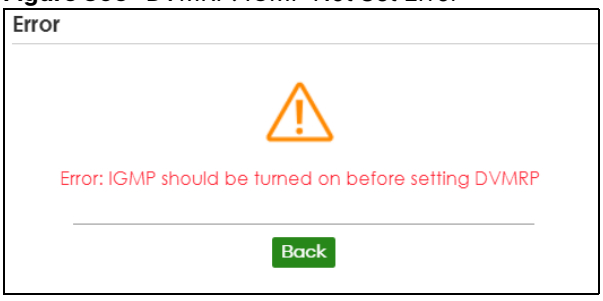
Table 276 NETWORKING > IGMP > IGMP

LABEL	DESCRIPTION
Active	Enable the switch button to enable IGMP on the Switch. Note: You cannot enable both IGMP snooping and IGMP at the same time.
Unknown Multicast Frame	Specify the action to perform when the Switch receives an unknown multicast frame. Unknown multicast frames are addressed to multicast groups for which the Switch has not recorded any group members. Select **Drop** to discard the frames. Select **Flooding** to send the frames to all ports.
Index	This field displays an index number of an entry.
Network	This field displays the IP domain configured on the Switch.
Version	Select an IGMP version from the drop-down list box. The choices are **IGMP-v1**, **IGMP-v2**, **IGMP-v3** and **None**. Generally, if you want to enable IGMP on the Switch, you should choose **IGMP-v3** as it is compatible with older versions. Choose an earlier version of IGMP (**IGMP-v2** or **IGMP-v1**) if the multicast hosts on your network can not recognize IGMP version 3 or version 2 Query messages.
Query Interval(s)	Enter the period in seconds (1 to 65535) between each IGMP query. The Switch sends membership query messages to discover which multicast groups have members on the attached networks of the multicast router after every query interval. The default value is 125 seconds.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

65.3.1 DVMRP Configuration Error Messages

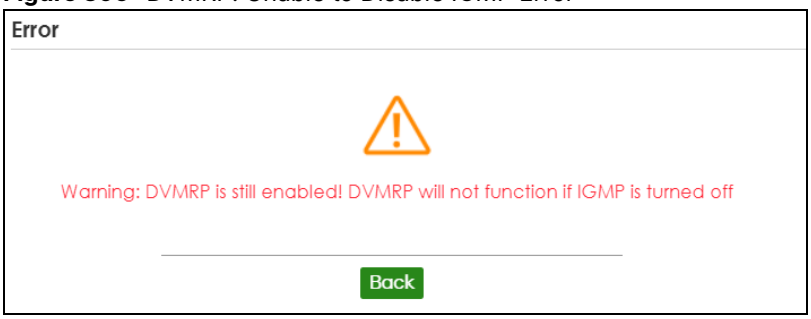
You must have IGMP enabled when you enable DVMRP; otherwise you see the screen as in the next figure.

Figure 395 DVMRP: IGMP Not Set Error



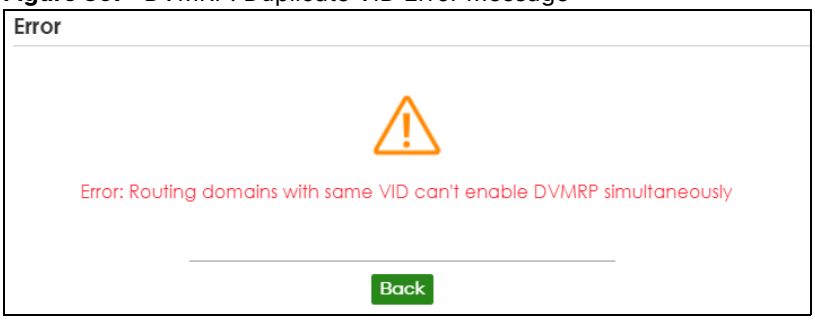
When you disable IGMP, but DVMRP is still active you also see another warning screen.

Figure 396 DVMRP: Unable to Disable IGMP Error



Each IP routing domain DVMRP configuration must be in a different VLAN group; otherwise you see the following screen.

Figure 397 DVMRP: Duplicate VID Error Message



65.4 Default DVMRP Timer Values

The following are some default DVMRP timer values.

Table 277 DVMRP: Default Timer Values

DVMRP FIELD	DEFAULT VALUE
Probe interval	10 sec
Report interval	35 sec
Route expiration time	140 sec
Prune lifetime	Variable (less than 2 hours)
Prune retransmission time	3 sec with exponential back off
Graft retransmission time	5 sec with exponential back off

CHAPTER 66
Loopback Interface

66.1 Loopback Interface Overview

The loopback interface is a virtual interface which can be assigned an IP address and used by routing protocols. The loopback interface does not need to be connected to any devices and will always be available if the Switch is functioning normally and connected to a network. You can enable multiple loopback interfaces on the Switch, and each loopback interface must be uniquely identified.

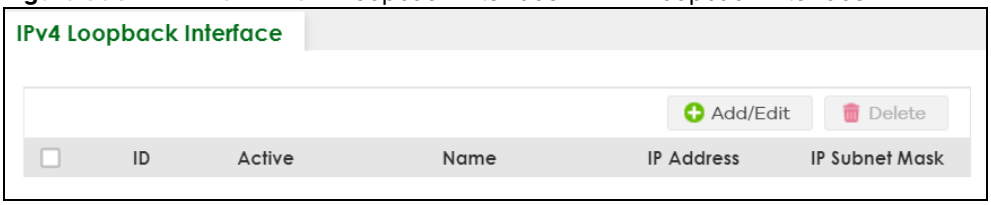
The Switch can use a loopback interface address as the source address of all packets that originate from the Switch. Filters can then be applied to the loopback address to protect the system.

Note: You have to first create a loopback interface and specify an interface ID in the **SYSTEM** > **Interface Setup** screen.

66.2 IPv4 Loopback Interface

Click **NETWORKING** > **Loopback Interface** > **IPv4 Loopback Interface** to display the following screen.

Figure 398 NETWORKING > Loopback Interface > IPv4 Loopback Interface



The following table describes the labels in this screen.

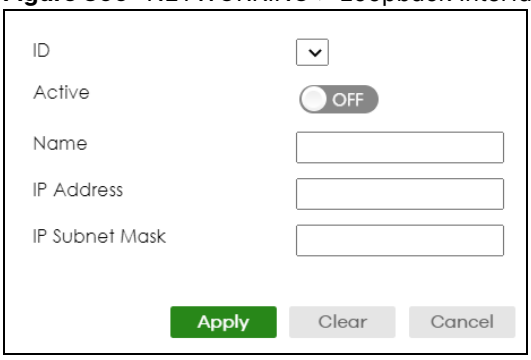
Table 278 NETWORKING > Loopback Interface > IPv4 Loopback Interface

LABEL	DESCRIPTION
ID	This field displays the identification number of the interface.
Active	This field displays whether the IPv4 loopback interface is activated or not.
Name	This field displays the descriptive name for this IPv4 loopback interface.
IP Address	This field displays the IP address of the Switch in the IP domain.
IP Subnet Mask	This field displays the subnet mask of the Switch in the IP domain.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

66.2.1 Add/Edit IPv4 Loopback Interface

Use this screen to configure IPv4 loopback interfaces on the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Loopback Interface** > **IPv4 Loopback Interface** screen to display the screen.

Figure 399 NETWORKING > Loopback Interface > IPv4 Loopback Interface > Add/Edit



The following table describes the labels in this screen.

Table 279 NETWORKING > Loopback Interface > IPv4 Loopback Interface > Add/Edit

LABEL	DESCRIPTION
Loopback Interface ID	Select the ID of loopback interface you want to configure.
Active	Enable the switch button to enable the interface.
Name	Enter a descriptive name for the IPv4 loopback interface for identification purposes. This name consists of up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]; spaces are allowed.
IP Address	Enter the IP address of your Switch in dotted decimal notation, for example, 192.168.1.1. This is the IP address of the Switch in an IP routing domain.
IP Subnet Mask	Enter the IP subnet mask of an IP routing domain in dotted decimal notation, for example, 255.255.255.0.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 67
OSPF

This chapter describes the OSPF (Open Shortest Path First) routing protocol and shows you how to configure OSPF.

67.1 OSPF Overview

OSPF (Open Shortest Path First) is a link-state protocol designed to distribute routing information within an autonomous system (AS). An autonomous system is a collection of networks using a common routing protocol to exchange routing information.

OSPF offers some advantages over traditional vector-space routing protocols (such as RIP). The following table summarizes some of the major differences between OSPF and RIP.

Table 280 OSPF vs. RIP

	OSPF	RIP
Network Size	Large	Small (with up to 15 routers)
Metrics	Bandwidth, hop count, throughput, round trip time and reliability.	Hop count
Convergence	Fast	Slow

The Switch uses OSPFv2 for IPv4. OSPFv2 uses plain text or MD5 authentication.

67.1.1 OSPF Autonomous Systems and Areas

An OSPF autonomous system (AS) can be divided into logical areas. Each area represents a group of adjacent networks. All areas are connected to a backbone (also known as area 0). The backbone is the transit area to route packets between two areas. A stub area, at the edge of an AS is not a transit area since there is only one connection to the stub area.

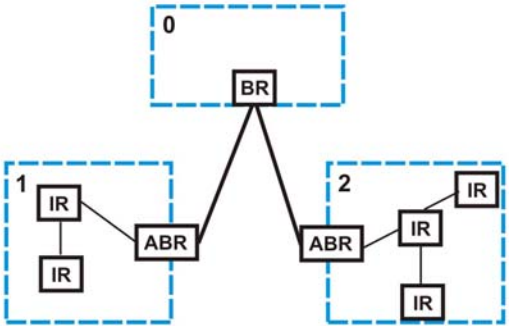
The following table describes the four classes of OSPF routers.

Table 281 OSPF: Router Types

TYPE	DESCRIPTION
Internal Router (IR)	An Internal or intra-area router is a router in an area.
Area Border Router (ABR)	An Area Border Router connects two or more areas.
Backbone Router (BR)	A backbone router has an interface to the backbone.
AS Boundary Router	An AS boundary router exchanges routing information with routers in other ASs.

The following figure depicts an OSPF network example. The backbone is area 0 with a backbone router. The internal routers are in area 1 and 2. The area border routers connect area 1 and 2 to the backbone.

Figure 400 OSPF Network Example



67.1.2 How OSPF Works

Layer-3 devices exchange routing information to build a synchronized link state database within the same AS or area. The link state database contains records of router IDs, their associated links and path costs. Each device can then use the link state database and Dijkstra algorithm to compute the least cost paths to network destinations.

Layer-3 devices build a synchronized link state database by exchanging Hello messages to confirm which neighbor (layer-3) devices exist and then they exchange database descriptions (DDs) to create the link state database. The link state database is constantly updated through LSAs (Link State Advertisements).

67.1.3 Interfaces and Virtual Links

An OSPF interface is a link between a layer-3 device and an OSPF network. An interface has state information, an IP address and subnet mask associated with it. When you configure an OSPF interface, you first set an interface to transmit OSPF traffic and add the interface to an area.

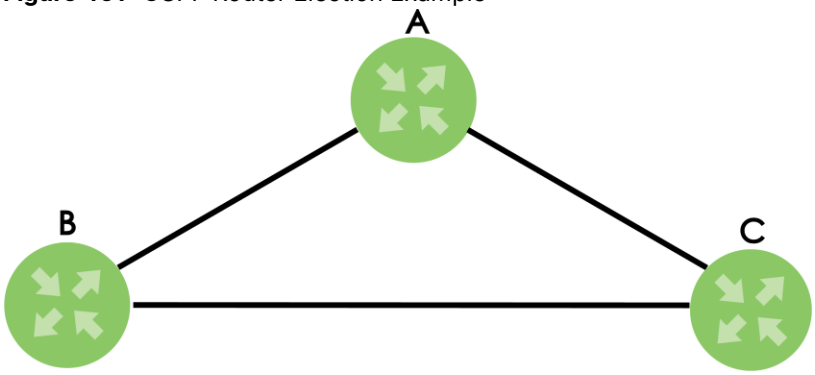
You can configure a virtual link to establish/maintain connectivity between a non-backbone area and the backbone. The virtual link must be configured on both layer-3 devices in the non-backbone area and the backbone.

67.1.4 OSPF and Router Elections

The OSPF protocol provides for automatic election of Designated Router (DR) and Backup Designated Router (BDR) on network segments. The DR and BDR keep track of link state updates in their area and make sure LSAs are sent to the rest of the network.

In most cases the default DR/BDR election is fine, but in some situations it must be controlled. In the following figure only router **A** has direct connectivity with all the other routers on the network segment. Routers **B** and **C** do not have a direct connection with each other. Therefore they should not be allowed to become DR or BDR. Only router A should become the DR.

Figure 401 OSPF Router Election Example



You can assign a priority to an interface which determines whether this router will be elected to be a DR or BDR. The router with the highest priority becomes the DR, while a router with a priority of 0 does not participate in router elections. In Figure 401 on page 522 you can assign a priority of 0 to routers **B** and **C**, thereby ensuring they do not become DR or BDR and assign a priority of 1 to router **A** to make sure that it does become the DR.

67.1.5 Configuring OSPF

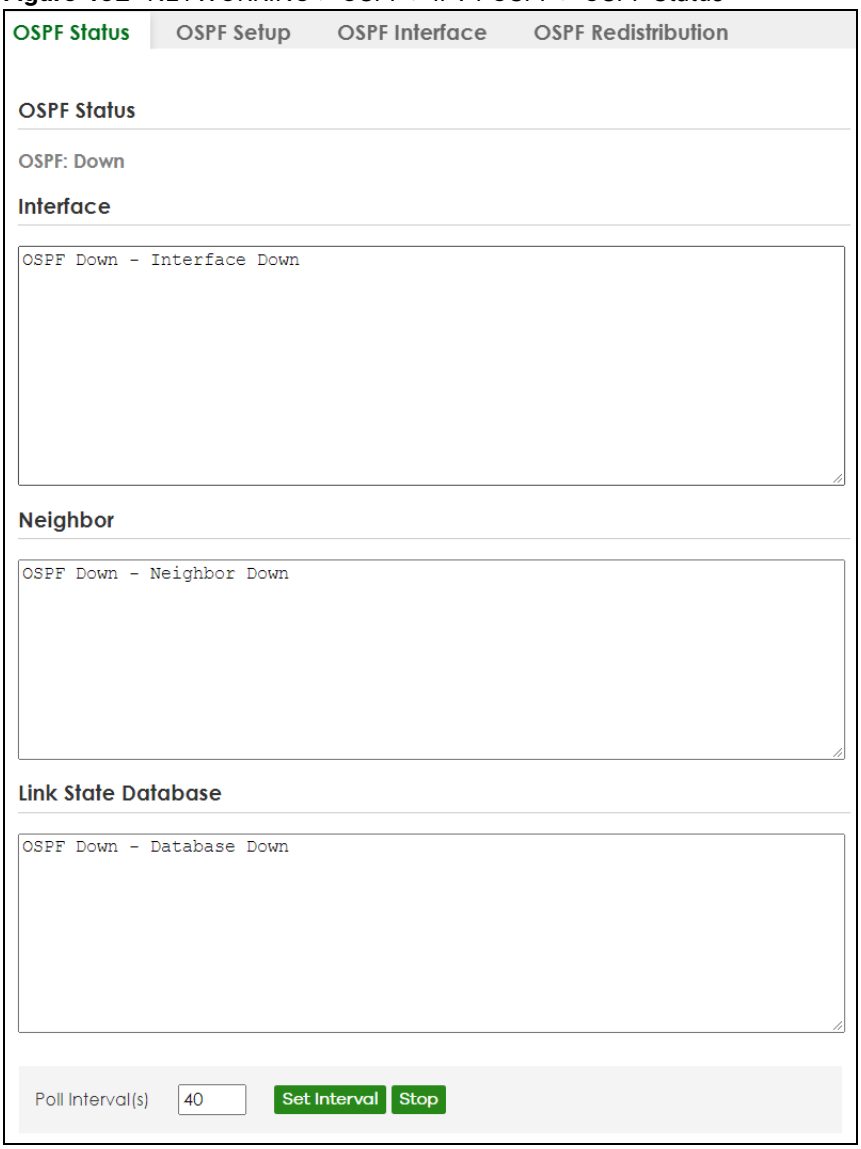
To configure OSPF on the Switch, do the following tasks:

1. Enable OSPF.
2. Create OSPF areas.
3. Create and associate interfaces to an area.
4. Create virtual links to maintain backbone connectivity.

67.2 IPv4 OSPF Status

Use this screen to view current IPv4 OSPF status. Click **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Status** to display the screen as shown next.

Figure 402 NETWORKING > OSPF > IPv4 OSPF > OSPF Status



The following table describes the labels in this screen.

Table 282 NETWORKING > OSPF > IPv4 OSPF > OSPF Status

LABEL	DESCRIPTION
OSPF	This field displays whether OSPF is activated (**Running**) or not (**Down**).
Interface	The text box displays the OSPF status of the interfaces on the Switch.
Neighbor	The text box displays the status of the neighboring router participating in the OSPF network.
Link State Database	The text box displays information in the link state database which contains data in the LSAs.
Poll Interval(s)	The text box displays how often (in seconds) this screen refreshes. You may change the refresh interval by typing a new number in the text box and then clicking **Set Interval**.
Stop	Click **Stop** to end OSPF status polling.

The following table describes some common output fields.

Table 283 NETWORKING > OSPF > IPv4 OSPF > OSPF Status: Common Output Fields

FIELD	DESCRIPTION
Interface	
Internet Address	This field displays the IP address and subnet bits of an IP routing domain.
Area	This field displays the area ID.
Router ID	This field displays the unique ID of the Switch.
Transmit Delay	This field displays the transmission delay in seconds.
State	This field displays the state of the Switch (**backup** or **DR** (designated router)).
Priority	This field displays the priority of the Switch. This number is used in the designated router election.
Designated Router	This field displays the router ID of the designated router.
Backup Designated Router	This field displays the router ID of a backup designated router.
Time Intervals Configured	This field displays the time intervals (in seconds) configured.
Neighbor Count	This field displays the number of neighbor routers.
Adjacent Neighbor Count	This field displays the number of neighbor routers that is adjacent to the Switch.
Neighbor	
Neighbor ID	This field displays the router ID of the neighbor.
Pri	This field displays the priority of the neighbor. This number is used in the designated router election.
State	This field displays the state of the neighbor (**backup** or **DR** (designated router)).
Dead Time	This field displays the dead time in seconds.
Address	This field displays the IP address of a neighbor.
Interface	This field displays the MAC address of a device.
Link State Database	
Link ID	This field displays the ID of a router or subnet.
ADV Router	This field displays the IP address of the layer-3 device that sends the LSAs.
Age	This field displays the time (in seconds) since the last LSA was sent.
Seq #	This field displays the link sequence number of the LSA.
Checksum	This field displays the checksum value of the LSA.
Link Count	This field displays the number of links in the LSA.

67.3 IPv4 OSPF Setup

Use this screen to activate OSPF for IPv4 and set general settings.

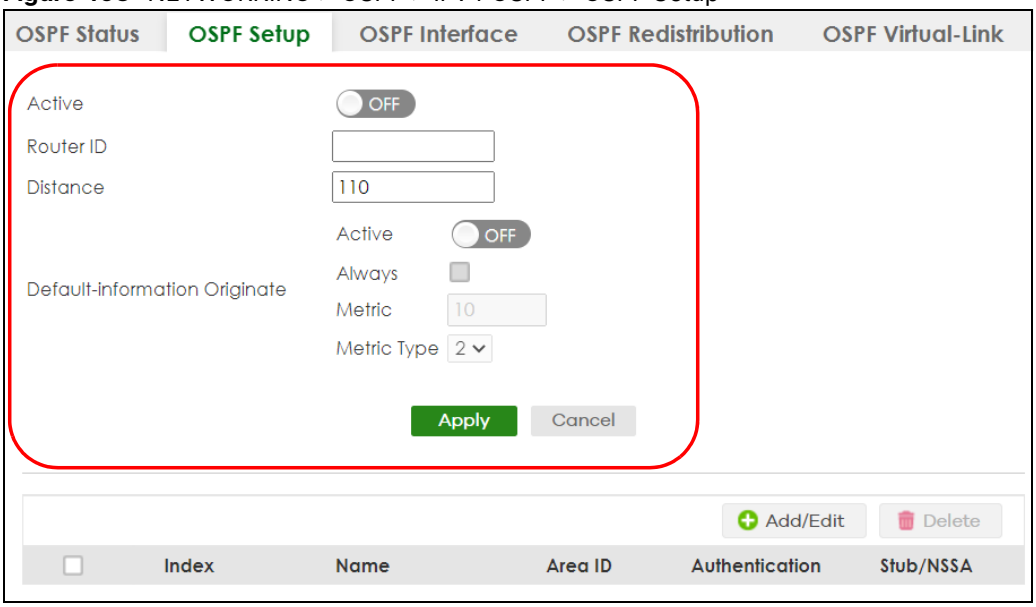
IPv4 OSPF Area

To ensure that the Switch receives only routing information from a trusted layer-3 devices, activate authentication. The OSPF supports three levels of authentication:

- **None** – no authentication is used.
- **Simple** – authenticate link state updates using an 8 printable ASCII character password. The string should not contain [?], [|], ['], ["] or [,].
- **MD5** – authenticate link state updates using a 16 printable ASCII character password. The string should not contain [?], [|], ['], ["] or [,].

Click **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Setup** to display the screen as shown.

Figure 403 NETWORKING > OSPF > IPv4 OSPF > OSPF Setup



The following table describes the related labels in this screen.

Table 284 NETWORKING > OSPF > IPv4 OSPF > OSPF Setup

LABEL	DESCRIPTION
Active	OSPF for IPv4 is disabled by default. Enable the switch button to enable it.
Router ID	Router ID uniquely identifies the Switch in an OSPF. Enter a unique ID (that uses the format of an IP address in dotted decimal notation) for the Switch.
Distance	Enter a number from 10 to 255 to specify the administrative distance that is assigned to routes learned by OSPF. The lower the administrative distance value is, the more preferable the routing protocol is. Note: You cannot set two routing protocols to have the same administrative distance.
Default-information Originate	Enable the switch button in the **Active** field to advertise a default route in your OSPF network if there is one in the routing table. When no matching route is found in the routing table, the default route will be used to forward traffic.
Always	Select the checkbox to have the Switch advertise a default route to neighboring OSPF routers even if the Switch does not have one in its routing table.
Metric	Enter a route cost (between 0 and 16777215) for the default route.

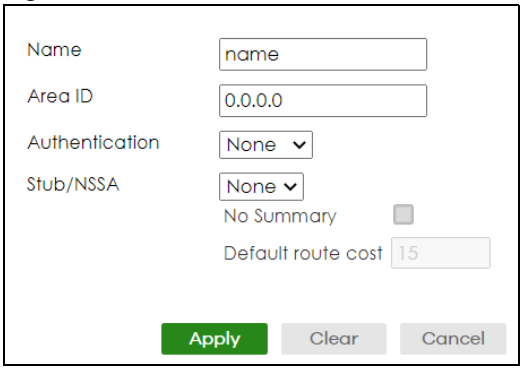
Table 284 NETWORKING > OSPF > IPv4 OSPF > OSPF Setup (continued)

LABEL	DESCRIPTION
Metric Type	Select **1** to configure the default route as type 1, which has a default cost (metric) of 20 and adds up the cost toward the destination. Its external metrics are directly comparable to the internal OSPF cost. When selecting a path, the internal OSPF cost is added to the AB boundary router to the external metrics. Select **2** to configure the default route as type 2. The route has a default cost of 20 and the metric will never change along a traffic path. Its external metrics are not comparable to the OSPF cost. In this case, the external cost of the AB boundary router is used in path decision to a destination.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Use the below section to view and configure the IPv4 OSPF area settings.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of an area.
Name	This field displays the descriptive name of an area.
Area ID	This field displays the area ID (that uses the format of an IP address in dotted decimal notation) that uniquely identifies an area. An area ID of **0.0.0.0** indicates the backbone.
Authentication	This field displays the authentication method used (**None**, **Simple** or **MD5**).
Stub / NSSA	This field displays the area defined (**Stub**, **NSSA** or **None**).
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

67.3.1 Add/Edit IPv4 OSPF Areas

Use this screen to configure an IPv4 OSPF area. Click **Add/Edit**, or select an entry and click **Add/Edit** in the in the **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Setup** screen to access this screen.

Figure 404 NETWORKING > OSPF > IPv4 OSPF > OSPF Setup: Area Setup > Add/Edit



The following table describes the related labels in this screen.

Table 285 NETWORKING > OSPF > IPv4 OSPF > OSPF Setup: Area Setup > Add/Edit

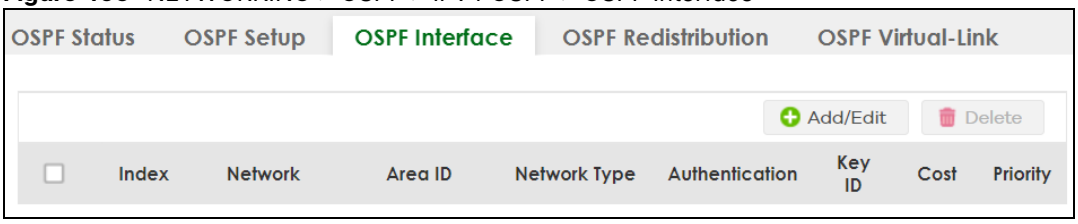
LABEL	DESCRIPTION
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
Area ID	Enter a 32-bit ID (that uses the format of an IP address in dotted decimal notation) that uniquely identifies an area. A value of **0.0.0.0** indicates that this is a backbone (also known as Area 0). You can create only one backbone area on the Switch.
Authentication	Select an authentication method (**Simple** or **MD5**) to activate authentication. Select **None** (default) to disable authentication. Usually interfaces and virtual interfaces should use the same authentication method as the associated area. If interfaces and virtual interfaces use different authentication methods than the associated area, the authentication methods are based on the interfaces and virtual interfaces settings.
Stub/NSSA	Select **Stub** to set the area as a stub area; Select **NSSA** to set the area as a not-so-stubby area. Select **None** if you do not want to define the area as a **Stub/NSSA** area. If you enter **0.0.0.0** in the **Area ID** field, the settings in the stub area fields are ignored.
No Summary	Select this option to set the Switch to not send or receive LSAs.
Default route cost	Specify a cost (between 0 and 16777215) used to add a default route into a stub area for routes which are external to an OSPF domain. If you do not set a route cost, no default route is added.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

67.4 IPv4 OSPF Interfaces

To configure an OSPF interface, first create an IP routing domain in the **SYSTEM** > **IP Setup** screen. Once you create an IP routing domain, an OSPF interface entry is automatically created.

Click **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Interface** to display the following screen.

Figure 405 NETWORKING > OSPF > IPv4 OSPF > OSPF Interface



The following table describes the labels in this screen.

Table 286 NETWORKING > OSPF > IPv4 OSPF > OSPF Interface

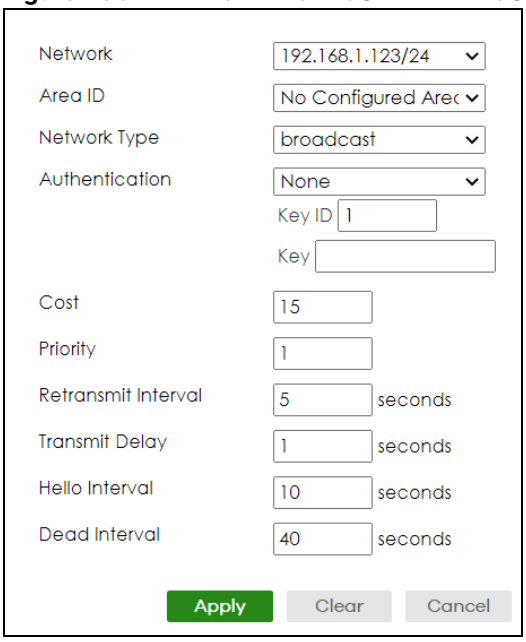
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number for an interface.
Network	This field displays the IP interface information.
Area ID	This field displays the area ID (in an IP address format with dotted decimal notation) of an area to associate the interface to that area.
Network Type	This field displays the network type (**broadcast**/**point-to-point**) of this OSPF network.
Authentication	This field displays the authentication method used (**Same-as-Area**, **None**, **Simple** or **MD5**).
Key ID	When the **Authentication** field displays **MD5**, this field displays the identification number of the key used.
Cost	This field displays the interface cost used for calculating the routing table.
Priority	This field displays the priority for this OSPF interface.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

67.4.1 Add/Edit IPv4 OSPF Interfaces

Use this screen to add/edit an IPv4 OSPF interface.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Interface** to display this screen.

Figure 406 NETWORKING > OSPF > IPv4 OSPF > OSPF Interface > Add/Edit



The following table describes the labels in this screen.

Table 287 NETWORKING > OSPF > IPv4 OSPF > OSPF Interface > Add/Edit

LABEL	DESCRIPTION
Network	Select an IP interface.
Area ID	Select the area ID (in an IP address format with dotted decimal notation) of an area to associate the interface to that area.
Network Type	Select the network type (**broadcast**/**point-to-point**) of this OSPF network. You should select a network type that best suits your OSPF network for your network to correctly exchange routing information. The default is **broadcast** network. Select **broadcast** if the OSPF network consists of more than two routers with multiple endpoints. The Switch will automatically elect a DR/BDR for the network. Select **point-to-point** if the OSPF network consists of only two routers. Communications in the network is based on this point-to-point connection. In this case, a DR/BDR is not needed. Note: You can only set the network type to **broadcast** if the interface you select in the **Network** field is a loopback interface.
Authentication	Note: OSPF Interfaces must use the same authentication method within the same area. Select an authentication method. The choices are **Same-as-Area**, **None** (default), **Simple** and **MD5**. To participate in an OSPF network, you must make the authentication method and/or password settings the same as the associated area. Select **Same-as-Area** to use the same authentication method within the area and set the related fields when necessary. Select **None** to disable authentication. This is the default setting. Select **Simple** and set the **Key** field to authenticate OSPF packets transmitted through this interface using simple password authentication. Select **MD5** and set the **Key ID** and **Key** fields to authenticate OSPF packets transmitted through this interface using MD5 authentication.
Key ID	When you select **MD5** in the **Authentication** field, specify the identification number of the authentication you want to use.
Key	When you select **Simple** in the **Authentication** field, enter a password eight-character long. Characters after the eighth character will be ignored. When you select **MD5** in the **Authentication** field, enter a password 16-character long.
Cost	The interface cost is used for calculating the routing table. Enter a number between 1 and 65535. The default interface cost is 15.
Priority	The priority you assign to the interface is used in router elections to decide which router is going to be the Designated Router (DR) or the Backup Designated Router (BDR). You can assign a number between 0 and 255. A priority of 0 means that the router will not participate in router elections.
Retransmit Interval	Specify how long (in seconds) the Switch should wait for an acknowledgment packet from the interface's neighbor device before retransmitting link-state advertisements (LSAs) on the interface. The valid range for retransmitting is between 1 and 65535. The default value is 5 seconds.
Transmit Delay	Set the estimated time (in seconds) that is required to transmit a link-state update packet on the interface. The valid range for transmitting delay is between 1 and 65535. The default value is 1 second.

Table 287 NETWORKING > OSPF > IPv4 OSPF > OSPF Interface > Add/Edit (continued)

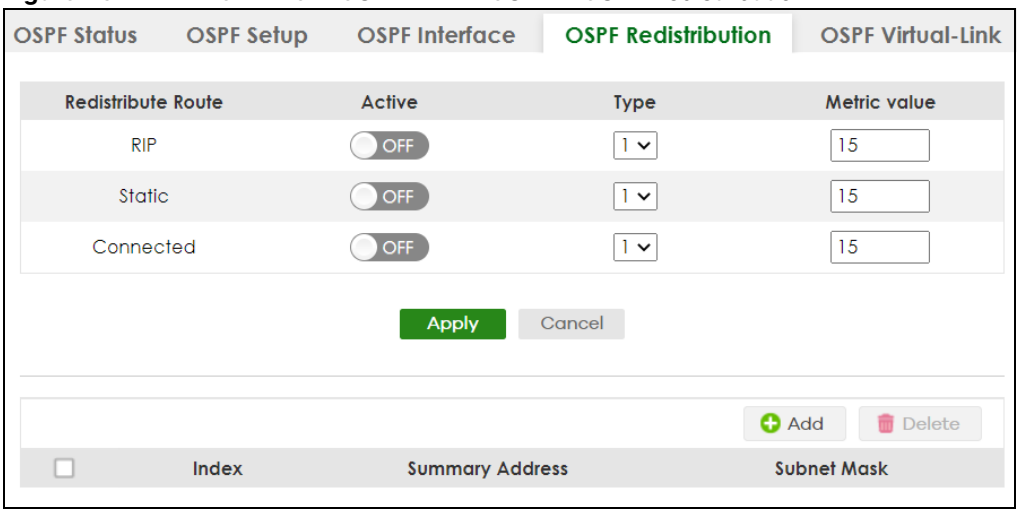
LABEL	DESCRIPTION
Hello Interval	Specify how often (in seconds) the Switch sends hello packets on the interface to check if the interface's neighbor devices still exist. The valid range for hello interval is between 1 and 65535. The default value is 10 seconds.
Dead Interval	Specify how long (in seconds) the Switch should wait for a hello packet from the interface's neighbor device before declaring that the neighbor device is not available. The valid range for dead interval is between 1 and 65535. The default value is 40 seconds.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

67.5 Configuring IPv4 OSPF Redistribution

Use this screen to configure route redistribution and summary addresses. Route redistribution is used when other routers which use RIP routing protocol and/or static routes and/or connected routes need to exchange routing information with the Switch using OSPF routing protocol. These routes are called external routes. A summary address is used to cover more than one routing entries in order to reduce the routing table size.

Click **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Redistribution** to display the following screen.

Figure 407 NETWORKING > OSPF > IPv4 OSPF > OSPF Redistribution



The following table describes the labels in this screen.

Table 288 NETWORKING > OSPF > IPv4 OSPF > OSPF Redistribution

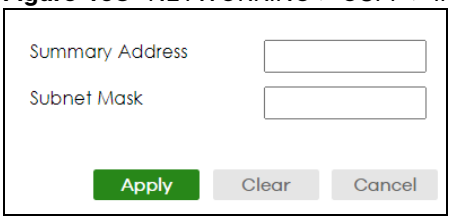
LABEL	DESCRIPTION
Redistribute Route	Route redistribution allows your Switch to import and translate the following external routes into the OSPF network transparently: • routes learned through **RIP** routing protocol, or • **Static** routes that are configured manually, or • **Connected** routes to the interfaces that are directly connected to the Switch interfaces. These interfaces must have an IP address, such as a loopback interface, DHCP interface, or VLAN interface. The Switch will send out the external routes information to other routers in the OSPF network through LSAs.
Active	Enable the switch button to activate route redistribution for routes learned through the selected protocol.
Type	Select **1** for routing protocols (such as RIP) whose external metrics are directly comparable to the internal OSPF cost. When selecting a path, the internal OSPF cost is added to the AB boundary router to the external metrics. Select **2** for routing protocols whose external metrics are not comparable to the OSPF cost. In this case, the external cost of the AB boundary router is used in path decision to a destination.
Metric Value	Enter a route cost (between 0 and 16777215). The default metric value is 15.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the summary address.
Summary Address	This field displays the summary IP address.
Subnet Mask	This field displays the subnet mask for the summary IP address.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

67.5.1 Add/Edit IPv4 OSPF Redistribution

Use this screen to configure the summary address settings.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Redistribution** to display this screen.

Figure 408 NETWORKING > OSPF > IPv4 OSPF > OSPF Redistribution > Add/Edit



The following table describes the labels in this screen.

Table 289 NETWORKING > OSPF > IPv4 OSPF > OSPF Redistribution > Add/Edit

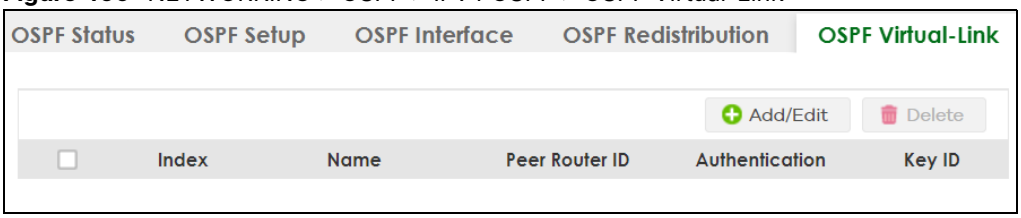
LABEL	DESCRIPTION
Summary address	Enter a network IP address which can cover more than one network in order to reduce the routing table size. For example, you can use 192.168.8.0/22 instead of using 192.168.8.0/24, 192.168.9.0/24, 192.168.10.0/24, and 192.168.11.0/24. The third octet of these four network IP addresses is 00001000, 00001001, 00001010, 00001011 respectively. The first 6 digits (000010) are the common part among these IP addresses. So 192.168.8.0/22 can represent all of these networks.
Subnet mask	Enter the subnet mask for this summary IP address which can cover multiple networks.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

67.6 IPv4 OSPF Virtual-Links

Configure and view virtual link settings in this screen.

Click **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Virtual-Link** to display the screen as shown next.

Figure 409 NETWORKING > OSPF > IPv4 OSPF > OSPF Virtual-Link



The following table describes the related labels in this screen.

Table 290 NETWORKING > OSPF > IPv4 OSPF > OSPF Virtual-Link

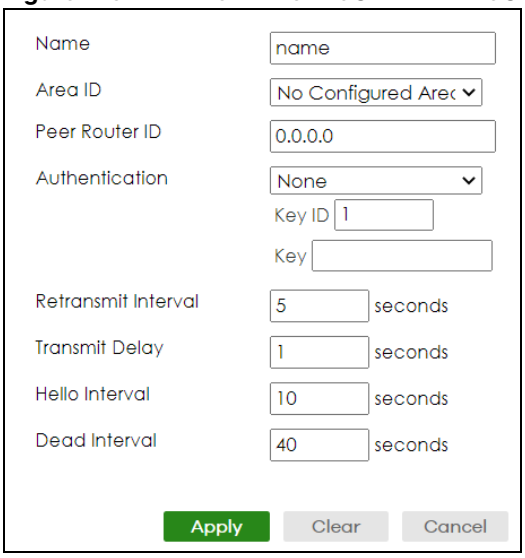
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays an index number of an entry.
Name	This field displays a descriptive name of a virtual link.
Peer Router ID	This field displays the ID (that uses the format of an IP address in dotted decimal notation) of a peer border router.
Authentication	This field displays the authentication method used (**Same-as-Area**, **None**, **Simple** or **MD5**).
Key ID	When the **Authentication** field displays **MD5**, this field displays the identification number of the key used.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

67.6.1 Add/Edit IPv4 OSPF Virtual-Links

Use this screen to add/edit virtual link settings.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **OSPF** > **IPv4 OSPF** > **OSPF Virtual-Link** to display this screen.

Figure 410 NETWORKING > OSPF > IPv4 OSPF > OSPF Virtual-Link > Add/Edit



The following table describes the related labels in this screen.

Table 291 NETWORKING > OSPF > IPv4 OSPF > OSPF Virtual-Link > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
Area ID	Select the area ID (in an IP address format with dotted decimal notation) of an area to associate the interface to that area.
Peer Router ID	Enter the ID of a peer border router.
Authentication	Note: Virtual interfaces must use the same authentication method within the same area. Select an authentication method. The choices are **Same-as-Area**, **None** (default), **Simple** and **MD5**. To exchange OSPF packets with a peer border router, you must make the authentication method and/or password settings the same as the peer border router. Select **Same-as-Area** to use the same authentication method within the area and set the related fields when necessary. Select **None** to disable authentication. This is the default setting. Select **Simple** to authenticate OSPF packets transmitted through this interface using a simple password. Select **MD5** to authenticate OSPF packets transmitted through this interface using MD5 authentication.
Key ID	When you select **MD5** in the **Authentication** field, specify the identification number of the authentication you want to use.

Table 291 NETWORKING > OSPF > IPv4 OSPF > OSPF Virtual-Link > Add/Edit (continued)

LABEL	DESCRIPTION
Key	When you select **Simple** in the **Authentication** field, enter a password eight-character long. When you select **MD5** in the **Authentication** field, enter a password 16-character long.
Retransmit Interval	Specify how long (in seconds) the Switch should wait for an acknowledgment packet from the interface's neighbor device before retransmitting link-state advertisements (LSAs) on the interface. The valid range for retransmitting is between 1 and 65535. The default value is 5 seconds.
Transmit Delay	Set the estimated time (in seconds) that is required to transmit a link-state update packet on the interface. The valid range for transmitting delay is between 1 and 65535. The default value is 1 second.
Hello Interval	Specify how often (in seconds) the Switch sends hello packets on the interface to check if the interface's neighbor devices still exist. The valid range for hello interval is between 1 and 65535. The default value is 10 seconds.
Dead Interval	Specify how long (in seconds) the Switch should wait for a hello packet from the interface's neighbor device before declaring that the neighbor device is not available. The valid range for dead interval is between 1 and 65535. The default value is 40 seconds.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 68
Policy Routing

This chapter shows you how to configure policy routing rules.

68.1 Policy Route Overview

Traditionally, routing is based on the destination address only and the Switch takes the shortest path to forward a packet. Policy routing provides a mechanism to override the default routing behavior and alter the packet forwarding based on the policy defined by the network administrator. Policy-based routing is applied to incoming packets prior to the normal routing.

Individual routing policies are used as part of the overall policy routing process. A routing policy defines the action to take when a packet meets the criteria in a specified classifier. The action is taken only when all the criteria are met.

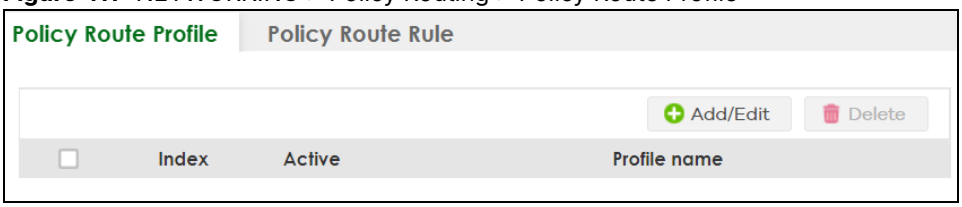
68.1.1 Benefits

- Source-Based Routing – Network administrators can use policy-based routing to direct traffic from different users through different connections.
- Cost Savings – Policy routing allows organizations to distribute interactive traffic on high-bandwidth, high-cost paths while using low-cost paths for batch traffic.
- Load Sharing – Network administrators can use policy routing to distribute traffic among multiple paths.

68.2 Configuring Policy Routing Profile

Click **NETWORKING** > **Policy Routing** > **Policy Route Profile** in the navigation panel to display the screen as shown. Use this screen to view and configure policy routing profiles, which can consist of multiple policy routing rules.

Figure 411 NETWORKING > Policy Routing > Policy Route Profile



The following table describes the labels in this screen.

Table 292 NETWORKING > Policy Routing > Policy Route Profile

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the policy routing profile.
Active	This field displays whether the policy routing profile is activated or not.
Profile Name	This field displays the descriptive name for this profile. This is for identification purposes only.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

68.2.1 Add/Edit a Policy Routing Profile

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Policy Routing** > **Policy Route Profile** screen to display this screen. Use this screen to add/edit a policy routing profile, which can consist of multiple policy routing rules.

Figure 412 NETWORKING > Policy Routing > Policy Route Profile > Add/Edit

The following table describes the labels in this screen.

Table 293 NETWORKING > Policy Routing > Policy Route Profile > Add/Edit

LABEL	DESCRIPTION
Active	This field allows you to activate or deactivate this policy routing profile and rules in the profile.
Profile Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes. Spaces are allowed.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

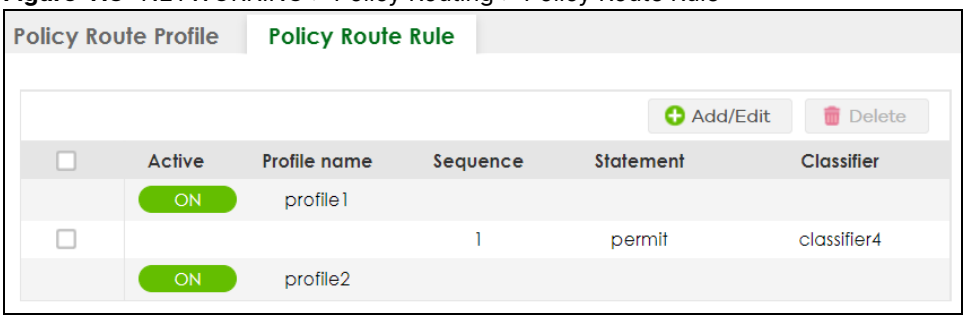
68.3 Policy Routing Rule Configuration

Use this screen to view and configure a policy route to override the default (shortest path) routing behavior and forward packets based on the classifier and action you specify. A policy route rule defines the matching classifier and the action to take when a packet meets the criteria in the classifier. The action is taken only when all the criteria are met. Policy-based routing is applied to incoming packets on a per interface basis before normal routing. The Switch does not perform normal routing on packets that match any of the policy routes.

Click **NETWORKING** > **Policy Routing** > **Policy Route Rule** screen to display the screen as shown.

Note: The policy route profiles displayed in this screen are the profiles you created in the **NETWORKING** > **Policy Routing** > **Policy Route Profile** screen.

Figure 413 NETWORKING > Policy Routing > Policy Route Rule



The following table describes the labels in this screen.

Table 294 NETWORKING > Policy Routing > Policy Route Rule

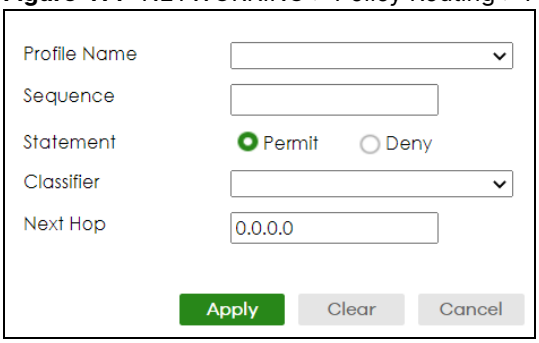
LABEL	DESCRIPTION
Active	This field displays whether the policy route profile is enabled or not.
Profile Name	This field displays the name of the policy route profile with which the rule is associated.
Sequence	This field displays the rule index number that you configure in the **Sequence** field. Click an index number to change the rule's **Statement**.
Statement	This field displays **permit** when the rule action is activated and **deny** when is it deactivated.
Classifier	This field displays the name of the classifier to which this policy applies.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

68.3.1 Add/Edit a Policy Routing Rule

Click **Add/Edit** in the **NETWORKING** > **Policy Routing** > **Policy Route Rule** screen to display the screen. Use this screen to add a policy routing rule for the profile you created in the **NETWORKING** > **Policy Routing** > **Policy Route Profile** screen.

Note: You must first configure a layer-3 classifier in the **SECURITY** > **ACL** > **Classifier** screen and a policy routing profile in the **NETWORKING** > **Policy Routing** > **Policy Route Profile** screen.

Figure 414 NETWORKING > Policy Routing > Policy Route Rule > Add/Edit



The following table describes the labels in this screen.

Table 295 NETWORKING > Policy Routing > Policy Route Rule > Add/Edit

LABEL	DESCRIPTION
Profile Name	This field displays the policy routing profiles you configure in the **NETWORKING** > **Policy Routing** > **Policy Route Profile** screen. Select a profile for which you want to configure a policy routing rule.
Sequence	Enter the rule number from 1 to 64. The ordering of your rules is important as rules are applied in turn. You can not specify a number already in use by another rule.
Statement	Select **Permit** to forward traffic that matches this rule to the gateway specified in the rule. Select **Deny** to disable the rule action and forward traffic that matches this rule according to the routing table on the Switch.
Classifier	This field displays the available active classifiers you configure in the **SECURITY** > **ACL** > **Classifier** screen, which are not used by any policy rule or policy routing rule. Select a classifier to which this policy routing rule applies.
Next Hop	Enter the IP address of the gateway. The gateway is an immediate neighbor of your Switch that will forward the packet to the destination.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 69
RIP

This chapter shows you how to configure RIP (Routing Information Protocol).

69.1 RIP Overview

RIP (Routing Information Protocol) allows a routing device to exchange routing information with other routers. The **Direction** field controls the sending and receiving of RIP packets. When set to:

- **Both** – the Switch will broadcast its routing table periodically and incorporate the RIP information that it receives.
- **Incoming** – the Switch will not send any RIP packets but will accept all RIP packets received.
- **Outgoing** – the Switch will send out RIP packets but will not accept any RIP packets received.
- **None** – the Switch will not send any RIP packets and will ignore any RIP packets received.

The **Version** field controls the format and the broadcasting method of the RIP packets that the Switch sends (it recognizes both formats when receiving). **RIP-1** is universally supported; but RIP-2 carries more information. **RIP-1** is probably adequate for most networks, unless you have an unusual network topology.

Both **RIP-2B** and **RIP-2M** send the routing data in RIP-2 format; the difference being that **RIP-2B** uses subnet broadcasting while **RIP-2M** uses multicasting.

RIPv2 uses UDP port 520 and the multicast address 224.0.0.9.

69.1.1 Administrative Distance

When two or more than two different routing protocols, such as RIP and OSPF provide multiple routes to the same destination, the Switch can use the administrative distance of the route to determine which routing protocol to use and add the route to the routing table.

The lower the administrative distance value is, the more preferable the routing protocol is. If two routes have the same administrative distance value, the Switch uses the route that has the lowest metric value. The following table lists the default administrative distance value of the route sources supported on the Switch.

Table 296 Default Distance Value

ROUTE SOURCE	ADMINISTRATIVE DISTANCE
Local	0
Static	1

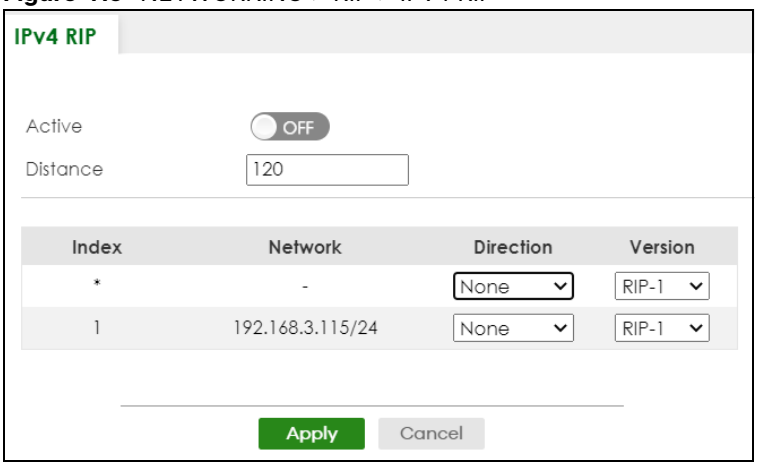
Table 296 Default Distance Value (continued)

ROUTE SOURCE	ADMINISTRATIVE DISTANCE
OSPF	110
RIP	120

69.2 Configuring IPv4 RIP

Click **NETWORKING** > **RIP** > **IPv4 RIP** in the navigation panel to display the screen as shown. You cannot manually configure a new entry. Each entry in the table is automatically created when you configure a new IP domain in the **SYSTEM** > **IP Setup** screen.

Figure 415 NETWORKING > RIP > IPv4 RIP



The following table describes the labels in this screen.

Table 297 NETWORKING > RIP > IPv4 RIP

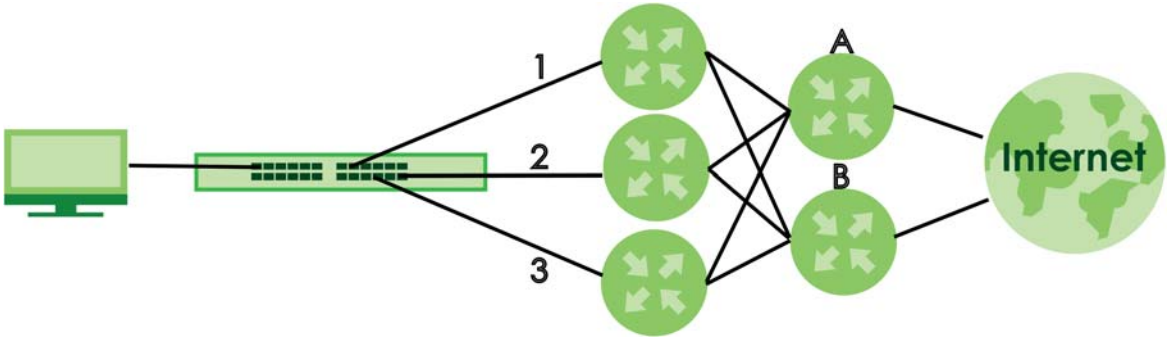
LABEL	DESCRIPTION
Active	Enable the switch button to enable IPv4 RIP on the Switch.
Distance	Enter a number from 10 to 255 to specify the administrative distance that is assigned to routes learned by RIP. The lower the administrative distance value is, the more preferable the routing protocol is. Note: You cannot set two routing protocols to have the same administrative distance.
Index	This field displays the index number of an IP interface.
*	Settings in this row apply to all entries. Use this row only if you want to make some settings the same for all entries. Use this row first to set the common settings and then make adjustments on a per entry basis. Note: Changes in this row are copied to all the entries as soon as you make them.
Network	This field displays the IP interface configured on the Switch. Refer to the section on IP Setup for more information on configuring IP domains.
Direction	Select the RIP direction from the drop-down list box. Choices are **Outgoing**, **Incoming**, **Both** and **None**.
Version	Select the RIP version from the drop-down list box. Choices are **RIP-1**, **RIP-2B** and **RIP-2M**.

Table 297 NETWORKING > RIP > IPv4 RIP (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 70
Router Setup

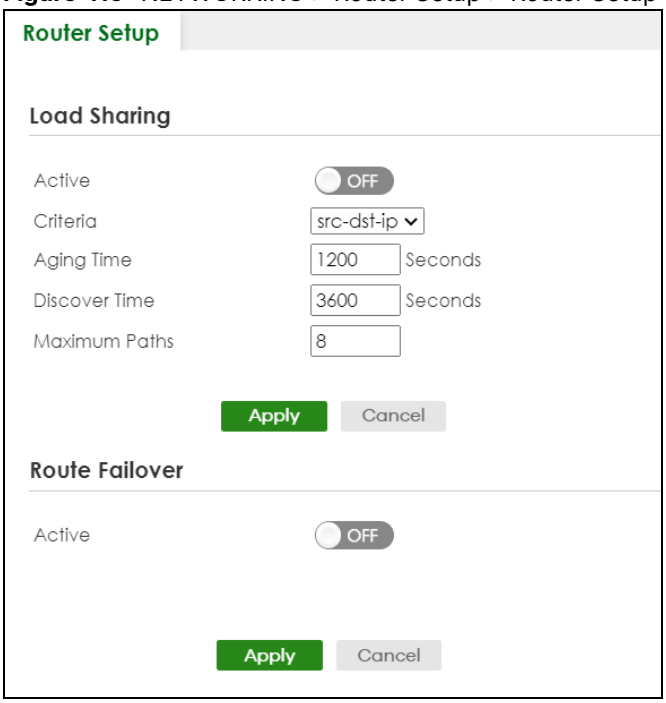
The Switch learns the next-hops using ARP and determines routing paths for a destination. The Switch supports Equal-Cost MultiPath (ECMP) to forward packets destined to the same device (**A** for example) through different routing paths (**1**, **2** and **3**) of equal path cost. This allows you to balance or share traffic loads between multiple routing paths when the Switch is connected to more than one next-hop. ECMP works with static routes or a routing protocol, such as OSPF. With ECMP, packets are routed through the paths of equal cost according to the hash algorithm output.



70.1 Configuring Router Setup

Click **NETWORKING** > **Router Setup** > **Router Setup** in the navigation panel to display the screen as shown next.

Figure 416 NETWORKING > Router Setup > Router Setup



The following table describes the labels in this screen.

Table 298 NETWORKING > Router Setup > Router Setup

LABEL	DESCRIPTION
Load Sharing Use this section to enable and configure Load Sharing on the Switch.	
Active	Enable the switch button to enable Equal-Cost MultiPath (ECMP) routing on the Switch.
Criteria	Select the criteria the Switch uses to determine the routing path for a packet. Select **src-ip** to have the Switch use a hash algorithm to convert a packet's source IP address into a hash value which acts as an index to a route path. Select **src-dst-ip** to have the Switch use a hash algorithm to convert a packet's source and destination IP addresses into a hash value which acts as an index to a route path.
Aging Time	Specify the time interval (from 0 to 86400 in increments of 10) in seconds at which the Switch sends an ARP request to update a resolved next-hop's MAC address.
Discover Time	Specify the time interval (from 0 to 86400 in increments of 10) in seconds at which the Switch sends an ARP request to update an unresolved next-hop's MAC address.
Maximum Paths	Set the maximum number of paths for one ECMP (Equal-Cost MultiPath) route. The maximum number varies by Switch. A smaller number of maximum-paths means more ECMP routes are allowed and a larger number of maximum-paths means fewer ECMP routes are allowed. The number of paths for a static route for ECMP cannot be bigger than the maximum-paths value configured here. Throughput may be influenced while configuring ECMP maximum-paths.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

Table 298 NETWORKING > Router Setup > Router Setup (continued)

LABEL	DESCRIPTION
Route Failover The Switch supports **Route Failover** for static routes. You can set up more than one link with the same destination address in the **NETWORKING** > **Static Routing** > **IPv4 Static Route** screen. The Switch sends ping requests to the link's next hop to determine if a route link has a reachable next hop. The Switch will check if the links have a reachable next hop, then sort these links by their metrics (the number of hops to the final destination). The link with the lowest metric will be the primary link. The link with the next lowest metric will be the secondary link. If **Route Failover** is enabled, when a primary route link is down, the Switch will use the secondary link. The secondary link will be set to down when the primary link is valid again. There will only be one active link at a time.	
Active	Enable the switch button to enable **Route Failover** on the Switch.

CHAPTER 71
Static Route

71.1 Static Routing Overview

This chapter shows you how to configure static routes.

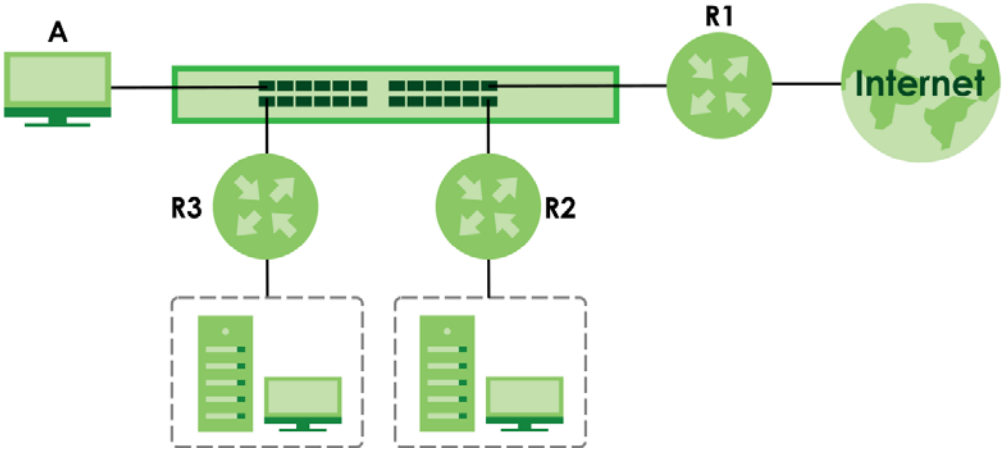
IP static routes are used by layer-2 Switches to ensure they can respond to management stations not reachable through the default gateway and to proactively send traffic, for example when sending SNMP traps or conducting IP connectivity tests using ping.

The Switch uses IP for communication with management computers, for example using HTTP, Telnet, SSH, or SNMP. Use IP static routes to have the Switch respond to remote management stations that are not reachable through the default gateway. The Switch can also use static routes to send data to a server or device that is not reachable through the default gateway, for example when sending SNMP traps or using ping to test IP connectivity.

The Switch usually uses the default gateway to route outbound traffic from computers on the LAN to the Internet. To have the Switch send data to devices not reachable through the default gateway, use static routes.

For example, the next figure shows a computer (**A**) connected to the Switch. The Switch routes most traffic from **A** to the Internet through the Switch's default gateway (**R1**). You create one static route to connect to services offered by your ISP behind router **R2**. You create another static route to communicate with a separate network behind a router **R3** connected to the Switch.

Figure 417 Example of Static Routing Topology



71.1.1 What You Can Do

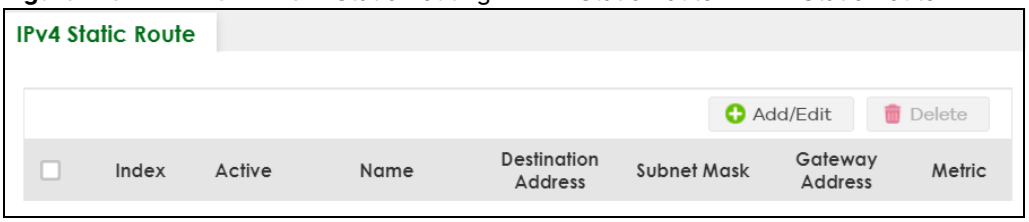
Use the **IPv4 Static Route** screen (Section 71.2 on page 546) to configure and enable an IPv4 static route.

Use the **IPv6 Static Route** screen (Section 71.3 on page 547) to configure and enable an IPv6 static route.

71.2 IPv4 Static Route

Click **NETWORKING** > **Static Routing** > **IPv4 Static Route** > **IPv4 Static Route** to display the screen as shown.

Figure 418 NETWORKING > Static Routing > IPv4 Static Route > IPv4 Static Route



The following table describes the related labels you use to create a static route.

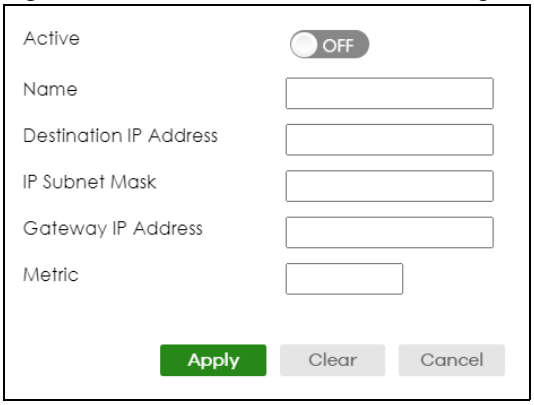
Table 299 NETWORKING > Static Routing > IPv4 Static Route > IPv4 Static Route

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the route.
Active	This field displays whether the static route is activated or not.
Name	This field displays the descriptive name for this route. This is for identification purposes only.
Destination Address	This field displays the IP network address of the final destination.
Subnet Mask	This field displays the subnet mask for this destination.
Gateway Address	This field displays the IP address of the gateway. The gateway is an immediate neighbor of your Switch that will forward the packet to the destination.
Metric	This field displays the cost of transmission for routing purposes.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

71.2.1 Add/Edit IPv4 Static Route

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Static Routing** > **IPv4 Static Route** > **IPv4 Static Route** screen to display this screen.

Figure 419 NETWORKING > Static Routing > IPv4 Static Route > IPv4 Static Route > Add/Edit



The following table describes the related labels you use to create a static route.

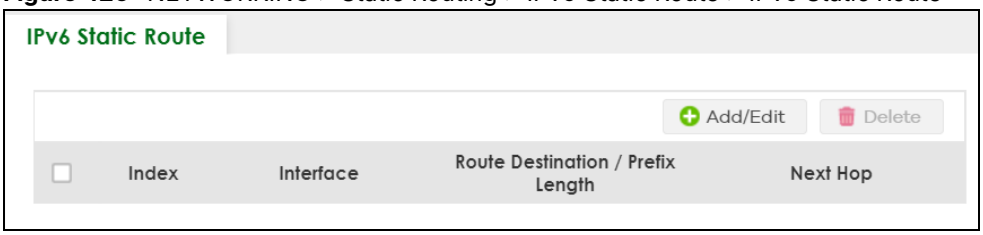
Table 300 NETWORKING > Static Routing > IPv4 Static Route > IPv4 Static Route > Add/Edit

LABEL	DESCRIPTION
Active	This field allows you to activate or deactivate this static route.
Name	Enter a descriptive name (up to 10 printable ASCII characters except [?], [|], ['], or ["]) for identification purposes.
Destination IP Address	This parameter specifies the IP network address of the final destination.
IP Subnet Mask	Enter the subnet mask for this destination. Routing is always based on network number. If you need to specify a route to a single host, use a subnet mask of 255.255.255.255 in the subnet mask field to force the network number to be identical to the host ID.
Gateway IP Address	Enter the IP address of the gateway. The gateway is an immediate neighbor of your Switch that will forward the packet to the destination. The gateway must be a router on the same segment as your Switch.
Metric	The metric represents the “cost” of transmission for routing purposes. IP routing uses hop count as the measurement of cost, with a minimum of 1 for directly connected networks. Enter a number that approximates the cost for this link. The number need not be precise, but it must be between 1 and 15. In practice, 2 or 3 is usually a good number.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

71.3 IPv6 Static Route

Click **NETWORKING** > **Static Routing** > **IPv6 Static Route** > **IPv6 Static Route** to display the screen as shown.

Figure 420 NETWORKING > Static Routing > IPv6 Static Route > IPv6 Static Route



The following table describes the related labels you use to create a static route.

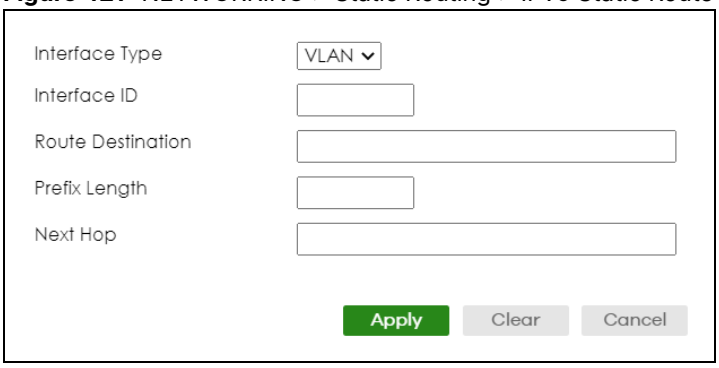
Table 301 NETWORKING > Static Routing > IPv6 Static Route > IPv6 Static Route

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the route.
Interface	This field displays the descriptive name of the interface that is used to forward the packets to the destination.
Route Destination / Prefix Length	This field displays the IPv6 subnet prefix and prefix length of the final destination.
Next Hop	This field displays the IPv6 address of the gateway that helps forward the packet to the destination.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

71.3.1 Add/Edit IPv6 Static Route

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **NETWORKING** > **Static Routing** > **IPv6 Static Route** > **IPv6 Static Route** to display this screen.

Figure 421 NETWORKING > Static Routing > IPv6 Static Route > IPv6 Static Route > Add/Edit



The following table describes the related labels you use to create a static route.

Table 302 NETWORKING > Static Routing > IPv6 Static Route > IPv6 Static Route > Add/Edit

LABEL	DESCRIPTION
Interface Type	Select the type of the IPv6 interface through which the IPv6 packets are forwarded. The Switch supports only the VLAN interface type at the time of writing.
Interface ID	Enter the ID number of the IPv6 interface through which the IPv6 packets are forwarded.
Route Destination	Enter the IPv6 address of the final destination.

Table 302 NETWORKING > Static Routing > IPv6 Static Route > IPv6 Static Route > Add/Edit (continued)

LABEL	DESCRIPTION
Prefix Length	Enter the prefix length number of up to 64 for this destination.
Next Hop	Enter the IPv6 address of the next-hop router.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 72
VRRP

This chapter shows you how to configure and monitor the Virtual Router Redundancy Protocol (VRRP) on the Switch.

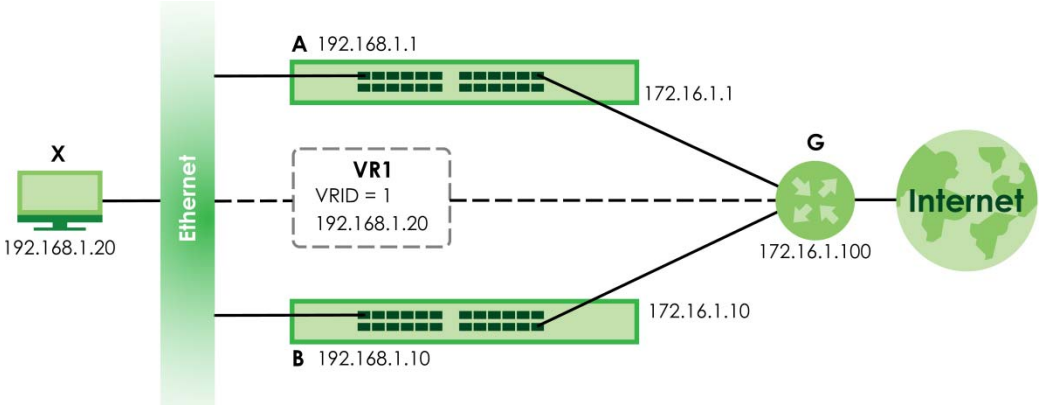
72.1 VRRP Overview

Each host on a network is configured to send packets to a statically configured default gateway (this Switch). The default gateway can become a single point of failure. Virtual Router Redundancy Protocol (VRRP), defined in RFC 2338, allows you to create redundant backup gateways to ensure that the default gateway of a host is always available.

In VRRP, a virtual router (VR) represents a number of physical layer-3 devices. An IP address is associated with the virtual router. A layer-3 device having the same IP address is the preferred master router while the other Layer-3 devices are the backup routers. The master router forwards traffic for the virtual router. When the master router becomes unavailable, a backup router assumes the role of the master router until the master router comes back up and takes over.

The following figure shows a VRRP network example with the switches (**A** and **B**) implementing one virtual router **VR1** to ensure the link between the host **X** and the uplink gateway **G**. Host **X** is configured to use **VR1** (192.168.1.20) as the default gateway. If switch **A** has a higher priority, it is the master router. Switch **B**, having a lower priority, is the backup router.

Figure 422 Example 1

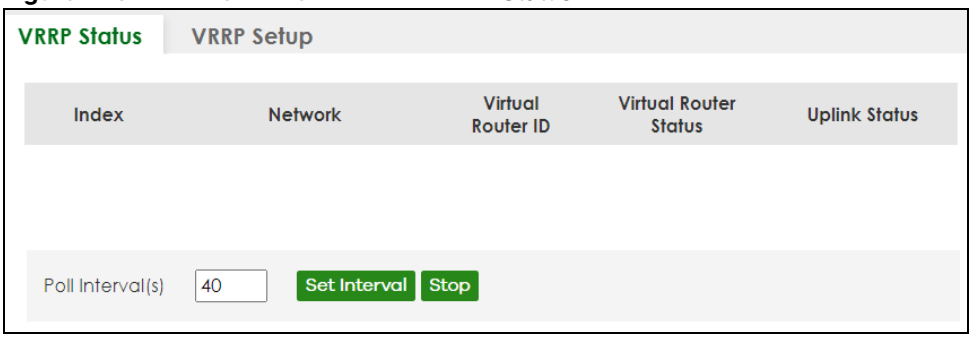


If switch **A** (the master router) is unavailable, switch **B** takes over. Traffic is then processed by switch **B**.

72.2 VRRP Status

Click **NETWORKING** > **VRRP** in the navigation panel to display the **VRRP Status** screen as shown next.

Figure 423 NETWORKING > VRRP > VRRP Status



The following table describes the labels in this screen.

Table 303 NETWORKING > VRRP > VRRP Status

LABEL	DESCRIPTION
Index	This field displays the index number of a rule.
Network	This field displays the IP address and the subnet mask bits of an IP routing domain that is associated to a virtual router.
Virtual Router ID	This field displays the ID number of the virtual router.
Virtual Router Status	This field displays the status of the virtual router. This field is **Master** indicating that this Switch functions as the master router. This field is **Backup** indicating that this Switch functions as a backup router. This field displays **Init** when this Switch is initiating the VRRP protocol or when the **Uplink Status** field displays **Dead**.
Uplink Status	This field displays the status of the link between this Switch and the uplink gateway. This field is **Alive** indicating that the link between this Switch and the uplink gateway is up. Otherwise, this field is **Dead**. This field displays **Probe** when this Switch is check for the link state.
Poll Interval(s)	The text box displays how often (in seconds) this screen refreshes. You may change the refresh interval by typing a new number in the text box and then clicking **Set Interval**.
Stop	Click **Stop** to halt system statistic polling.

72.3 VRRP Setup

The following sections describe the different parts of the **VRRP Setup** screen.

72.3.1 IP Interface Setup

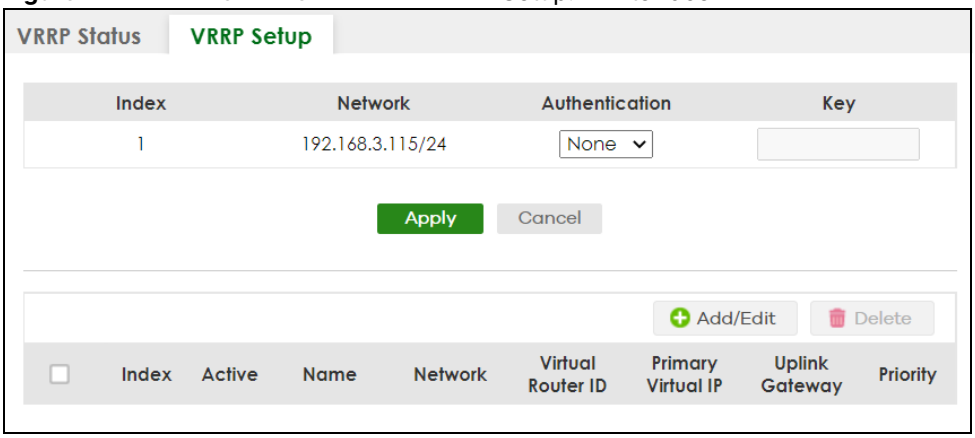
Before configuring VRRP, first create an IP interface (or routing domain) in the **SYSTEM** > **IP Setup** > **IP Setup** screen.

Click **NETWORKING** > **VRRP** > **VRRP Setup** to display the screen as shown next.

Note: You can only configure VRRP on interfaces with unique VLAN IDs.

Note: Routing domains with the same VLAN ID are not displayed in the table indicated.

Figure 424 NETWORKING > VRRP > VRRP Setup: IP Interface



The following table describes the labels in this screen.

Table 304 NETWORKING > VRRP > VRRP Setup: IP Interface

LABEL	DESCRIPTION
Index	This field displays the index number of an entry.
Network	This field displays the IP address and number of subnet mask bit of an IP domain.
Authentication	Select **None** to disable authentication. This is the default setting. Select **Simple** to use a simple password to authenticate VRRP packet exchanges on this interface.
Key	When you select **Simple** in the **Authentication** field, enter a password key (up to eight printable ASCII characters except [?], [|], ['], ["] or [,]) in this field.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to discard all changes made in this table.

72.3.2 VRRP Parameters

This section describes the VRRP parameters.

72.3.2.1 Advertisement Interval

The master router sends out Hello messages to let the other backup routers know that it is still up and running. The time interval between sending the Hello messages is the advertisement interval. By default, a Hello message is sent out every second.

If the backup routers do not receive a Hello message from the master router after this interval expires, it is assumed that the master router is down. Then the backup router with the highest priority becomes the master router.

Note: All routers participating in the virtual router must use the same advertisement interval.

72.3.2.2 Priority

Configure the priority level (1 to 254) to set which backup router to take over in case the master router goes down. The backup router with the highest priority will take over. The priority of the VRRP router that owns the IP address(es) associated with the virtual router is 255.

72.3.2.3 Preempt Mode

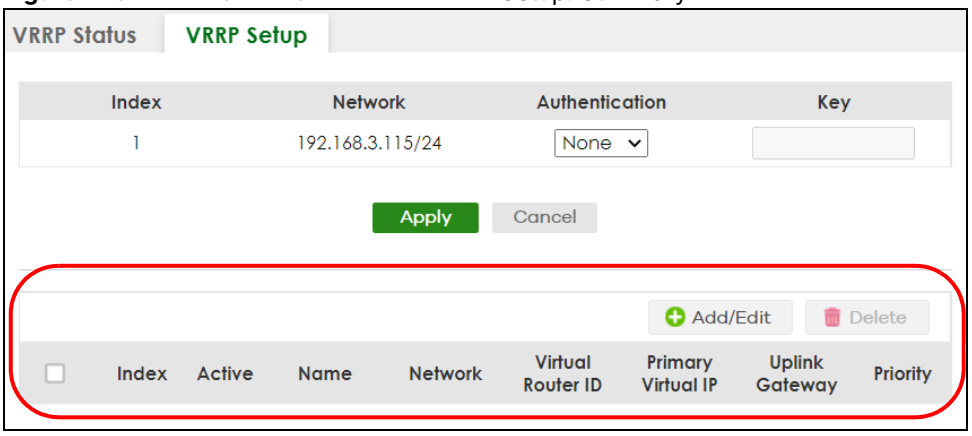
If the master router is unavailable, a backup router assumes the role of the master router. However, when another backup router with a higher priority joins the network, it will preempt the lower priority backup router that is the master. Disable preempt mode to prevent this from happening.

By default, a layer 3 device with the same IP address as the virtual router will become the master router regardless of the preempt mode.

72.3.3 VRRP Summary

View the VRRP configuration summary at the bottom of the screen. Click **NETWORKING** > **VRRP** > **VRRP Setup** to display the screen as shown next.

Figure 425 NETWORKING > VRRP > VRRP Setup: Summary



The following table describes the labels in this screen.

Table 305 NETWORKING > VRRP > VRRP Setup: Summary

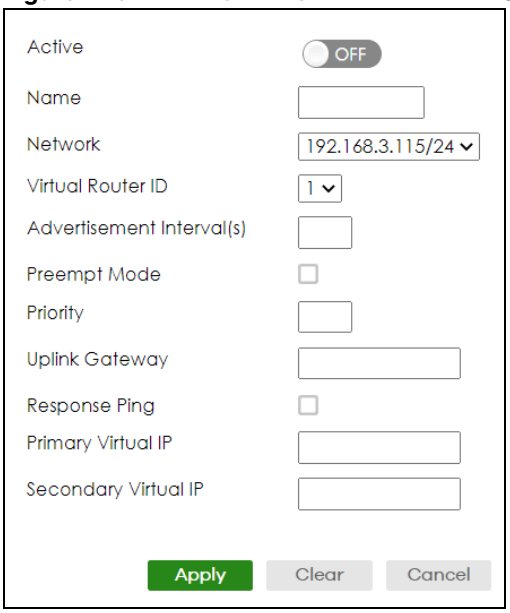
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of an entry.
Active	This field shows whether a VRRP entry is enabled or disabled.
Name	This field displays a descriptive name of an entry.
Network	This field displays the IP address and subnet mask of an interface.
Virtual Router ID	This field displays the ID number of a virtual router.
Primary Virtual IP	This field displays the IP address of the primary virtual router.
Uplink Gateway	This field displays the IP address of the uplink gateway.
Priority	This field displays the priority level (1 to 255) of the entry.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

72.3.4 Add/Edit VRRP Parameters

After you set up an IP interface, view and configure the VRRP parameters in the **VRRP Setup** screen.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the lower section in the **NETWORKING** > **VRRP** > **VRRP Setup** screen to display this screen.

Figure 426 NETWORKING > VRRP > VRRP Setup: VRRP Parameters > Add/Edit



The following table describes the labels in this screen.

Table 306 NETWORKING > VRRP > VRRP Setup: VRRP Parameters > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to enable this VRRP entry.
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for identification purposes.
Network	Select an IP domain to which this VRRP entry applies.
Virtual Router ID	Select a virtual router number (1 to 7) for which this VRRP entry is created. You can configure up to seven virtual routers for one network.
Advertisement Interval (s)	Specify the number of seconds between Hello message transmissions.
Preempt Mode	Select this option to activate preempt mode.
Priority	Enter a number (between 1 and 254) to set the priority level. The bigger the number, the higher the priority. This field is **100** by default.
Uplink Gateway	Enter the IP address of the uplink gateway in dotted decimal notation. The Switch checks the link to the uplink gateway.
Response Ping	Select this option to have the Switch respond to a ping that is sent to the virtual IP address.
Primary Virtual IP	Enter the IP address of the primary virtual router in dotted decimal notation.
Secondary Virtual IP	This field is optional. Enter the IP address of a secondary virtual router in dotted decimal notation. This field is ignored when you enter **0.0.0.0**.

Table 306 NETWORKING > VRRP > VRRP Setup: VRRP Parameters > Add/Edit (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

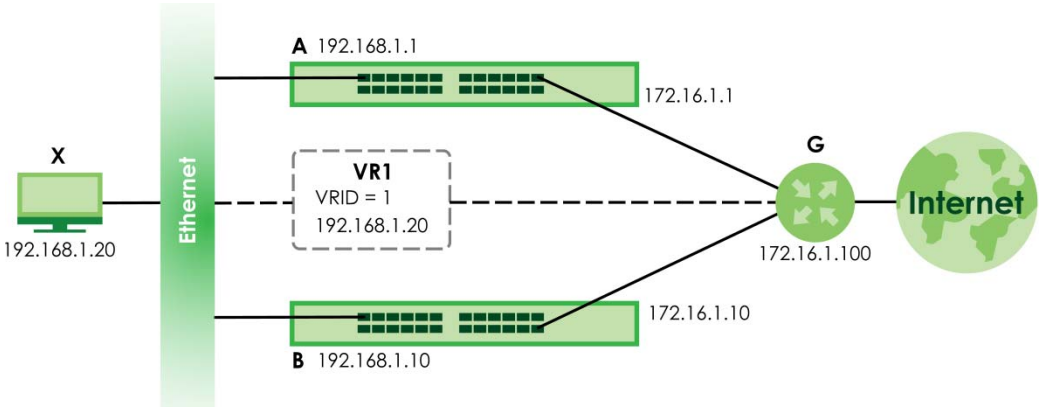
72.4 VRRP Configuration Examples

The following sections show two VRRP configuration examples on the Switch.

72.4.1 One Subnet Network Example

The figure below shows a simple VRRP network with only one virtual router **VR1** (VRID =1) and two switches. The network is connected to the WAN through an uplink gateway **G** (172.16.1.100). The host computer **X** is set to use **VR1** as the default gateway.

Figure 427 VRRP Configuration Example: One Virtual Router Network



You want to set switch **A** as the master router. Configure the VRRP parameters in the **VRRP Setup** screens on the switches as shown in the figures below.

Figure 428 VRRP Example 1: VRRP Parameter Settings on Switch A

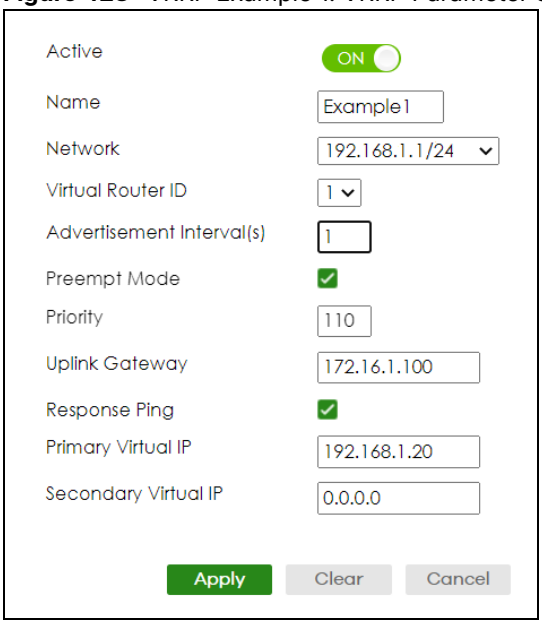
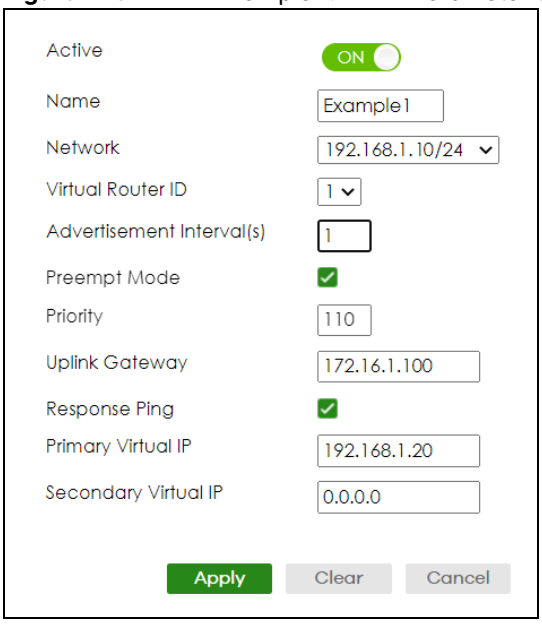


Figure 429 VRRP Example 1: VRRP Parameter Settings on Switch B



After configuring and saving the VRRP configuration, the **VRRP Status** screens for both switches are shown next.

Figure 430 VRRP Example 1: VRRP Status on Switch A

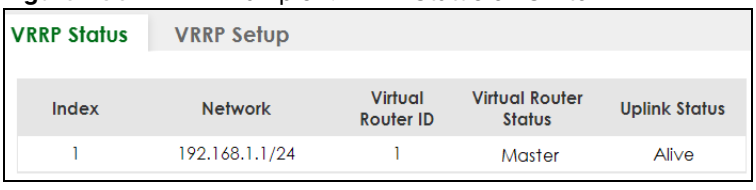


Figure 431 VRRP Example 1: VRRP Status on Switch B

VRRP Status | VRRP Setup

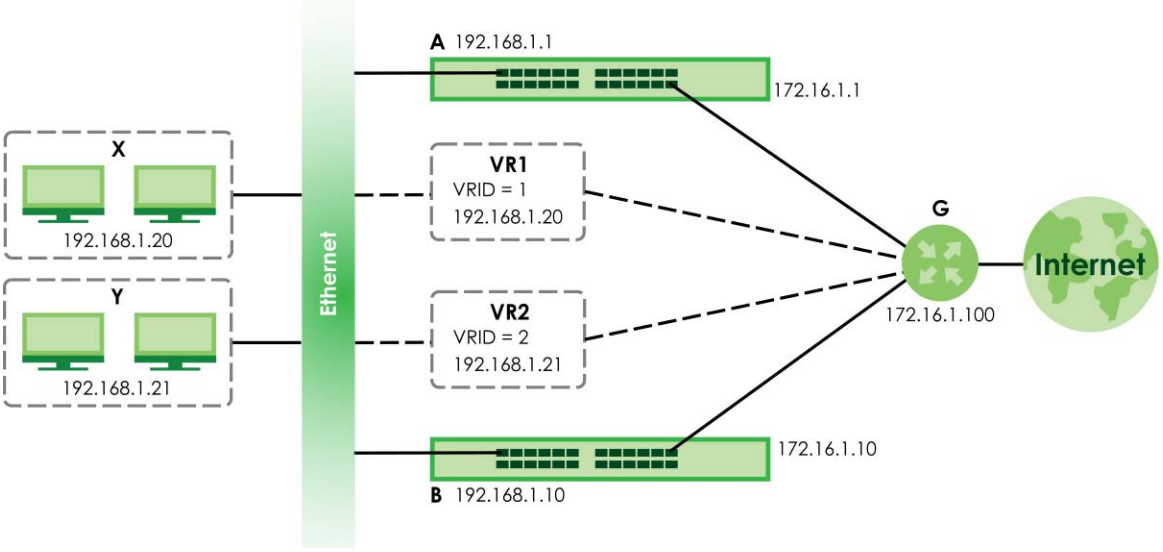
Index	Network	Virtual Router ID	Virtual Router Status	Uplink Status
1	192.168.1.10/24	1	Backup	Active

72.4.2 Two Subnets Example

The following figure depicts an example in which two switches share the network traffic. Hosts in the two network groups use different default gateways. Each switch is configured to backup a virtual router using VRRP.

You wish to configure switch **A** as the master router for virtual router **VR1** and as a backup for virtual router **VR2**. On the other hand, switch **B** is the master for **VR2** and a backup for **VR1**.

Figure 432 VRRP Configuration Example: Two Virtual Router Network



You need to configure the **VRRP Configuration** screen for virtual router VR2 on each switch, while keeping the VRRP configuration in example 1 for virtual router **VR1** (refer to Section 72.4.2 on page 557). Configure the VRRP parameters on the switches as shown in the figures below.

Figure 433 VRRP Example 2: VRRP Parameter Settings for VR2 on Switch A

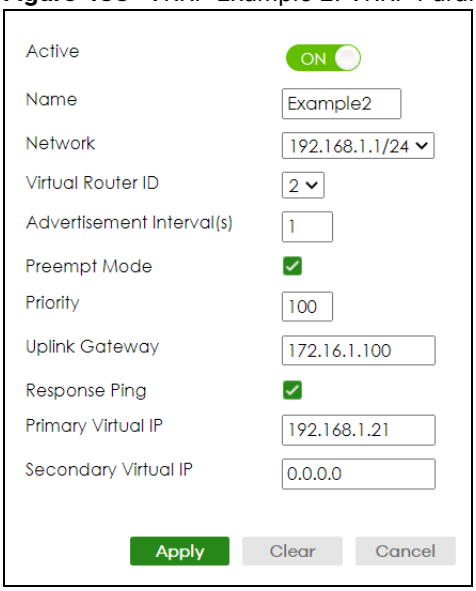
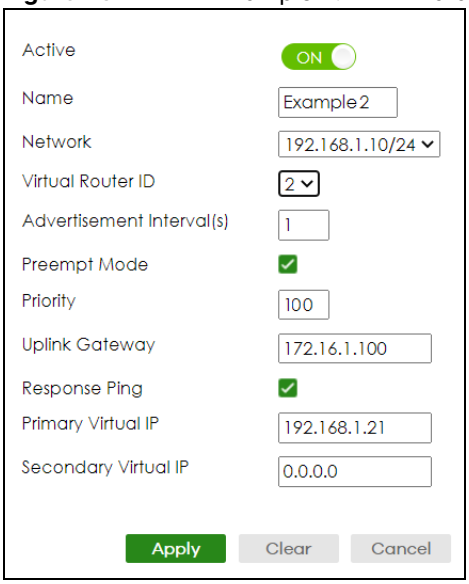


Figure 434 VRRP Example 2: VRRP Parameter Settings for VR2 on Switch B



After configuring and saving the VRRP configuration, the **VRRP Status** screens for both switches are shown next.

Figure 435 VRRP Example 2: VRRP Status on Switch A

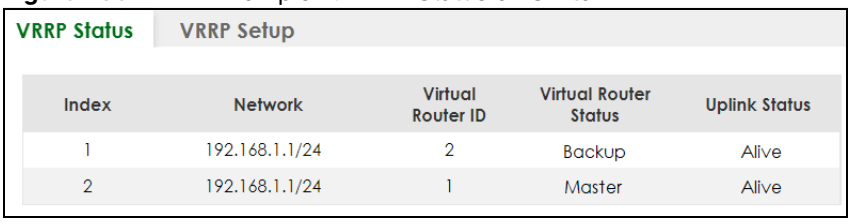


Figure 436 VRRP Example 2: VRRP Status on Switch B

VRRP Status | VRRP Setup

Index	Network	Virtual Router ID	Virtual Router Status	Uplink Status
1	192.168.1.10/24	2	Master	Alive
2	192.168.1.10/24	1	Backup	Alive

CHAPTER 73
SECURITY

The following chapters introduces the configurations of the links under the **SECURITY** navigation panel.

Quick links to chapters:

- AAA
- Access Control
- Classifier
- Policy Rule
- Anti-Arpscan
- BPDU Guard
- Storm Control
- Error-Disable
- IP Source Guard
- DHCP Snooping
- ARP Inspection
- IPv6 Source Guard
- Port Authentication
- Port Security

CHAPTER 74 AAA

74.1 Authentication, Authorization and Accounting (AAA)

This chapter describes how to configure authentication, authorization and accounting settings on the Switch.

The external servers that perform authentication, authorization and accounting functions are known as AAA servers (**S**). The Switch supports RADIUS (Remote Authentication Dial-In User Service) and TACACS+ (Terminal Access Controller Access-Control System Plus) as the external authentication, authorization, and accounting server on clients (**C**).

Figure 437 AAA Server

74.1.1 What You Can Do

- use the **RADIUS Server Setup** screen (Section 74.2 on page 562) to configure your RADIUS server settings.
- Use the **TACACS+ Server Setup** screen (Section 74.3 on page 564) to configure your TACACS+ authentication settings.
- Use the **AAA Setup** screen (Section 74.4 on page 566) to configure authentication, authorization and accounting settings, such as the methods used to authenticate users accessing the Switch and which database the Switch should use first.

74.1.2 What You Need to Know

Authentication is the process of determining who a user is and validating access to the Switch. The Switch can authenticate users who try to log in based on user accounts configured on the Switch itself. The Switch can also use an external authentication server to authenticate a large number of users.

Authorization is the process of determining what a user is allowed to do. Different user accounts may have higher or lower privilege levels associated with them. For example, user A may have the right to create new login accounts on the Switch but user B cannot. The Switch can authorize users based on user accounts configured on the Switch itself or it can use an external server to authorize a large number of users.

Accounting is the process of recording what a user is doing. The Switch can use an external server to track when users log in, log out, execute commands and so on. Accounting can also record system related actions such as boot up and shut down times of the Switch.

Local User Accounts

By storing user profiles locally on the Switch, your Switch is able to authenticate and authorize users without interacting with a network AAA server. However, there is a limit on the number of users you may authenticate in this way.

RADIUS

RADIUS is a security protocol used to authenticate users by means of an external server instead of (or in addition to) an internal device user database that is limited to the memory capacity of the device. In essence, RADIUS authentication allows you to validate an unlimited number of users from a central location.

RADIUS and TACACS+

RADIUS and TACACS+ are security protocols used to authenticate users by means of an external server instead of (or in addition to) an internal device user database that is limited to the memory capacity of the device. In essence, RADIUS and TACACS+ authentication both allow you to validate an unlimited number of users from a central location.

The following table describes some key differences between RADIUS and TACACS+.

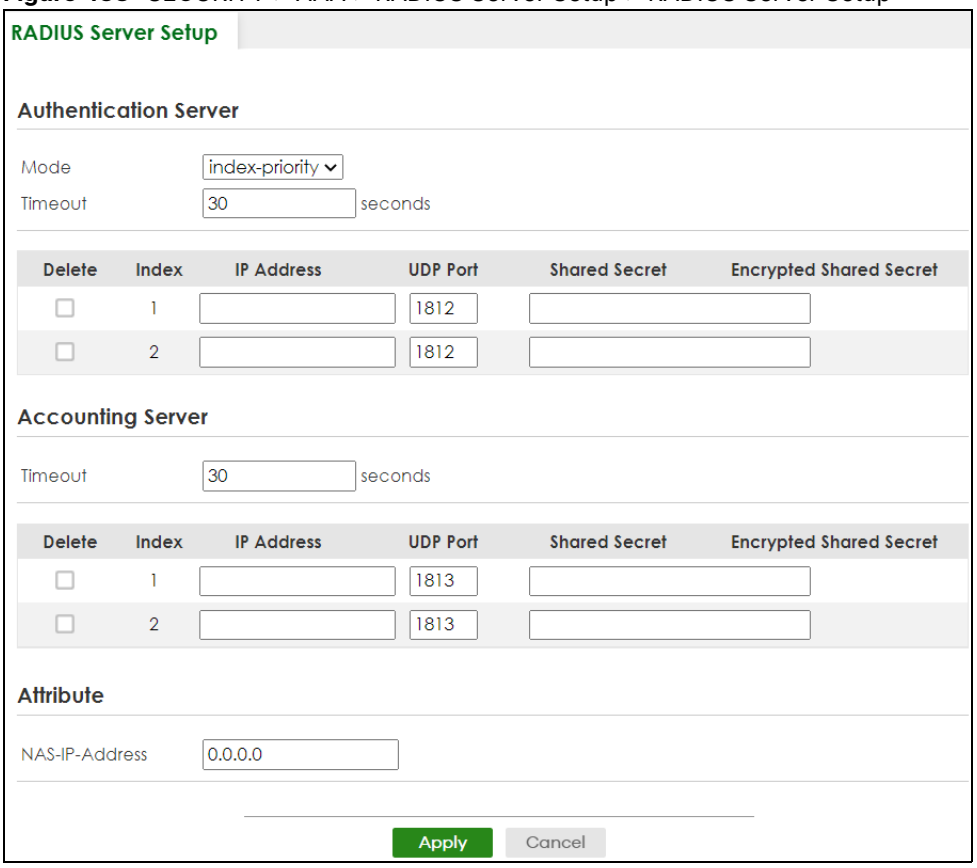
Table 307 RADIUS vs. TACACS+

	RADIUS	**TACACS+**
Transport Protocol	UDP (User Datagram Protocol)	TCP (Transmission Control Protocol)
Encryption	Encrypts the password sent for authentication.	All communication between the client (the Switch) and the TACACS server is encrypted.

74.2 RADIUS Server Setup

Use this screen to configure your RADIUS server settings. Click **SECURITY** > **AAA** > **RADIUS Server Setup** > **RADIUS Server Setup** to view the screen as shown.

Figure 438 SECURITY > AAA > RADIUS Server Setup > RADIUS Server Setup



The following table describes the labels in this screen.

Table 308 SECURITY > AAA > RADIUS Server Setup > RADIUS Server Setup

LABEL	DESCRIPTION
Authentication Server Use this section to configure your RADIUS authentication settings.	
Mode	This field is only valid if you configure multiple RADIUS servers. Select **index-priority** and the Switch tries to authenticate with the first configured RADIUS server, if the RADIUS server does not respond then the Switch tries to authenticate with the second RADIUS server. Select **round-robin** to alternate between the RADIUS servers that it sends authentication requests to.
Timeout	Specify the amount of time in seconds that the Switch waits for an authentication request response from the RADIUS server. If you are using two RADIUS servers then the timeout value is divided between the two RADIUS servers. For example, if you set the timeout value to 30 seconds, then the Switch waits for a response from the first RADIUS server for 15 seconds and then tries the second RADIUS server.
Delete	Check this box if you want to remove an existing RADIUS server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a RADIUS server entry.
IP Address	Enter the IPv4 address or IPv6 address of an external RADIUS server.
UDP Port	The default port of a RADIUS server for authentication is **1812**. You need not change this value unless your network administrator instructs you to do so.

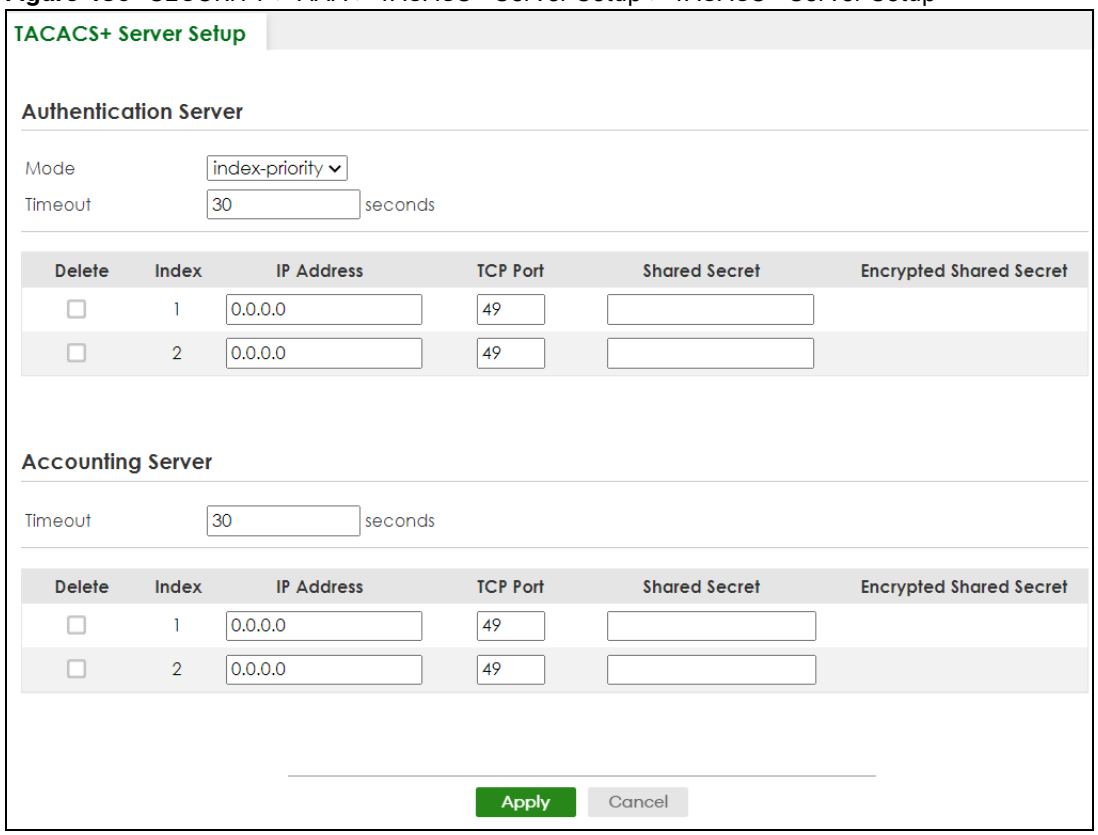
Table 308 SECURITY > AAA > RADIUS Server Setup > RADIUS Server Setup (continued)

LABEL	DESCRIPTION
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["], [space], or [,]) as the key to be shared between the external RADIUS server and the Switch. This key is not sent over the network. This key must be the same on the external RADIUS server and the Switch.
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Accounting Server Use this section to configure your RADIUS accounting server settings.	
Timeout	Specify the amount of time in seconds that the Switch waits for an accounting request response from the RADIUS accounting server.
Delete	Check this box if you want to remove an existing RADIUS accounting server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a RADIUS accounting server entry.
IP Address	Enter the IPv4 address or IPv6 address of an external RADIUS accounting server.
UDP Port	The default port of a RADIUS accounting server for accounting is **1813**. You need not change this value unless your network administrator instructs you to do so.
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["], [space], or [,]) as the key to be shared between the external RADIUS accounting server and the Switch. This key is not sent over the network. This key must be the same on the external RADIUS accounting server and the Switch.
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Attribute Use this section to define the RADIUS server attribute for its account.	
NAS-IP-Address	Enter the IP address of the NAS (Network Access Server).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

74.3 TACACS+ Server Setup

Use this screen to configure your TACACS+ server settings. Click **SECURITY** > **AAA** > **TACACS+ Server Setup** > **TACACS+ Server Setup** to view the screen as shown.

Figure 439 SECURITY > AAA > TACACS+ Server Setup > TACACS+ Server Setup



The following table describes the labels in this screen.

Table 309 SECURITY > AAA > TACACS+ Server Setup > TACACS+ Server Setup

LABEL	DESCRIPTION
Authentication Server Use this section to configure your TACACS+ authentication settings.	
Mode	This field is only valid if you configure multiple TACACS+ servers. Select **index-priority** and the Switch tries to authenticate with the first configured TACACS+ server, if the TACACS+ server does not respond then the Switch tries to authenticate with the second TACACS+ server. Select **round-robin** to alternate between the TACACS+ servers that it sends authentication requests to.
Timeout	Specify the amount of time in seconds that the Switch waits for an authentication request response from the TACACS+ server. If you are using **index-priority** for your authentication and you are using two TACACS+ servers then the timeout value is divided between the two TACACS+ servers. For example, if you set the timeout value to 30 seconds, then the Switch waits for a response from the first TACACS+ server for 15 seconds and then tries the second TACACS+ server.
Delete	Check this box if you want to remove an existing TACACS+ server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a TACACS+ server entry.
IP Address	Enter the IP address of an external TACACS+ server in dotted decimal notation.
TCP Port	The default port of a TACACS+ server for authentication is **49**. You need not change this value unless your network administrator instructs you to do so.

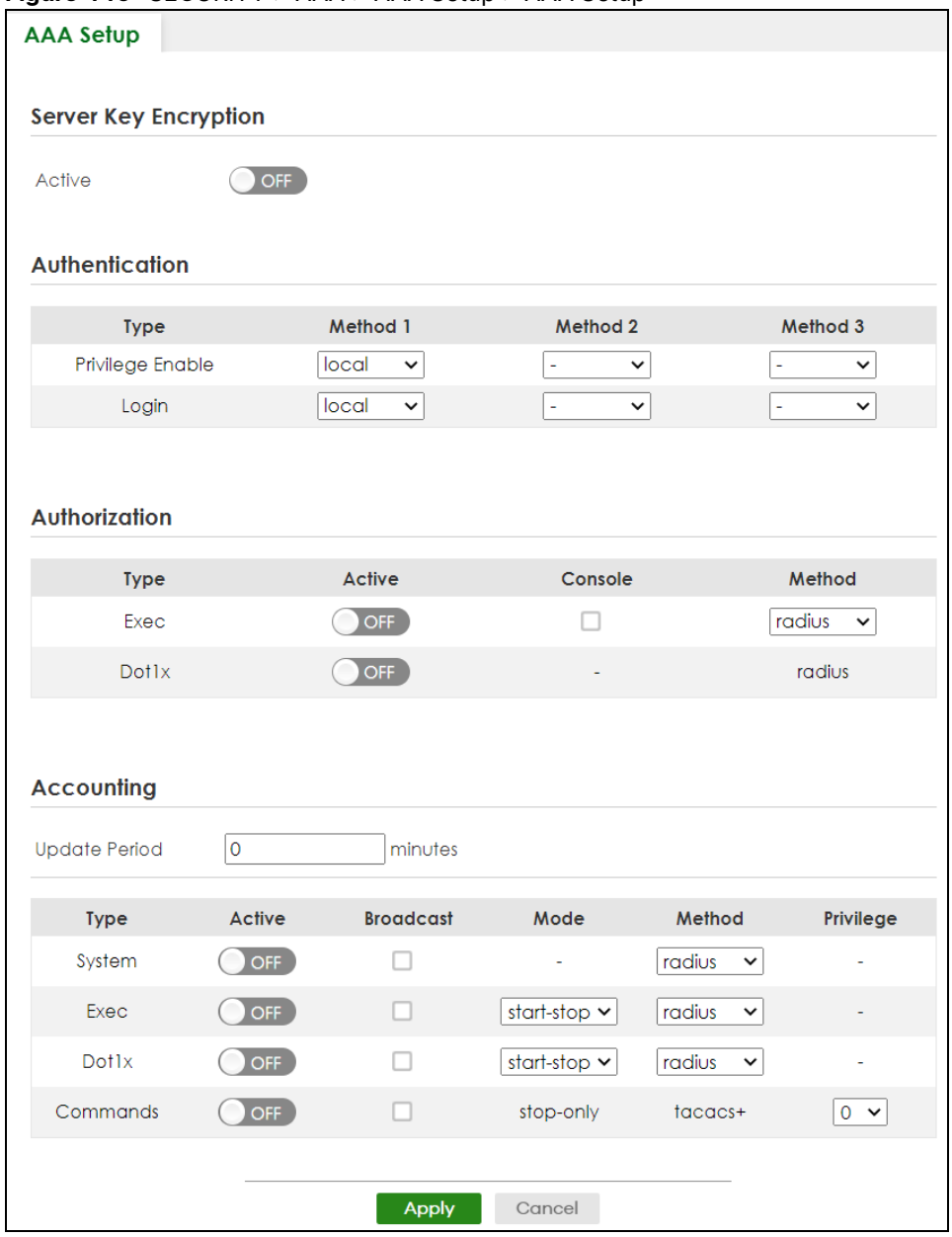
Table 309 SECURITY > AAA > TACACS+ Server Setup > TACACS+ Server Setup (continued)

LABEL	DESCRIPTION
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["], [space], or [,]) as the key to be shared between the external TACACS+ server and the Switch. This key is not sent over the network. This key must be the same on the external TACACS+ server and the Switch.
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Accounting Server Use this section to configure your TACACS+ accounting settings.	
Timeout	Specify the amount of time in seconds that the Switch waits for an accounting request response from the TACACS+ server.
Delete	Check this box if you want to remove an existing TACACS+ accounting server entry from the Switch. This entry is deleted when you click **Apply**.
Index	This is a read-only number representing a TACACS+ accounting server entry.
IP Address	Enter the IP address of an external TACACS+ accounting server in dotted decimal notation.
TCP Port	The default port of a TACACS+ accounting server is **49**. You need not change this value unless your network administrator instructs you to do so.
Shared Secret	Specify a password (up to 32 alphanumeric characters except [?], [|], ['], ["], [space], or [,]) as the key to be shared between the external TACACS+ accounting server and the Switch. This key is not sent over the network. This key must be the same on the external TACACS+ accounting server and the Switch.
Encrypted Shared Secret	This displays the encrypted shared secret in '*' format if you enabled **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: If you forget the key you set, simply reset the key in the **Shared Secret** field. If a key is encrypted, it will remain in the encrypted format even if you later disable **Server Key Encryption** in **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup**. Note: The shared secret displayed in this field does not present the actual length of the shared secret.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

74.4 AAA Setup

Use this screen to configure authentication, authorization and accounting settings on the Switch. Click **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup** to view the screen as shown.

Figure 440 SECURITY > AAA > AAA Setup > AAA Setup



The following table describes the labels in this screen.

Table 310 SECURITY > AAA > AAA Setup > AAA Setup

LABEL	DESCRIPTION
Server Key Encryption Use this section to configure server key encryption settings.	
Active	Enable the switch button to enable server key (shared secret) encryption for RADIUS server and TACACS+ server for security enhancement. The shared secret will be stored on the Switch in an encrypted format and displayed as '*' in the **SECURITY** > **AAA** > **RADIUS Server Setup** > **RADIUS Server Setup** and **SECURITY** > **AAA** > **TACACS+ Server Setup** > **TACACS+ Server Setup** screens.

Table 310 SECURITY > AAA > AAA Setup > AAA Setup (continued)

LABEL	DESCRIPTION
Authentication Use this section to specify the methods used to authenticate users accessing the Switch.	
Privilege Enable	These fields specify which database the Switch should use (first, second and third) to authenticate access privilege level for administrator accounts (users for Switch management). Configure the access privilege of accounts through commands (see the Ethernet Switch CLI Reference Guide) for **local** authentication. The **TACACS+** and **RADIUS** are external servers. Before you specify the priority, make sure you have set up the corresponding database correctly first. You can specify up to three methods for the Switch to authenticate the access privilege level of administrators. The Switch checks the methods in the order you configure them (first **Method 1**, then **Method 2** and finally **Method 3**). You must configure the settings in the **Method 1** field. If you want the Switch to check other sources for access privilege level specify them in **Method 2** and **Method 3** fields. Select **local** to have the Switch check the access privilege configured for local authentication. Select **radius** or **tacacs+** to have the Switch check the access privilege through the external servers.
Login	These fields specify which database the Switch should use (first, second and third) to authenticate administrator accounts (users for Switch management). Configure the local user accounts in the **SYSTEM** > **Logins** > **Logins** screen. The TACACS+ and RADIUS are external servers. Before you specify the priority, make sure you have set up the corresponding database correctly first. You can specify up to three methods for the Switch to authenticate administrator accounts. The Switch checks the methods in the order you configure them (first **Method 1**, then **Method 2** and finally **Method 3**). You must configure the settings in the **Method 1** field. If you want the Switch to check other sources for administrator accounts, specify them in **Method 2** and **Method 3** fields. Select **local** to have the Switch check the administrator accounts configured in the **SYSTEM** > **Logins** > **Logins** screen. Select **radius** to have the Switch check the administrator accounts configured through the **RADIUS Server**. Select **tacacs+** to have the Switch check the administrator accounts configured through the **TACACS+ Server.**
Authorization Use this section to configure authorization settings on the Switch.	
Type	Set whether the Switch provides the following services to a user. • **Exec**: Allow an administrator which logs into the Switch through Telnet or SSH to have a different access privilege level assigned through the external server. • **Dot1x**: Allow an IEEE 802.1x client to have different bandwidth limit or VLAN ID assigned through the external server.
Active	Enable the switch button to activate authorization for a specified event type.
Console	Select this to allow an administrator which logs in the Switch through the console port to have different access privilege level assigned through the external server.
Method	Select whether you want to use **radius** or **tacacs+** for authorization of specific types of events. RADIUS is the only method for IEEE 802.1x authorization.
Accounting Use this section to configure accounting settings on the Switch.	
Update Period	This is the amount of time in minutes before the Switch sends an update to the accounting server. This is only valid if you select the **start-stop** option for the **Exec** or **Dot1x** entries.

Table 310 SECURITY > AAA > AAA Setup > AAA Setup (continued)

LABEL	DESCRIPTION
Type	The Switch supports the following types of events to be sent to the accounting servers: • **System** – Configure the Switch to send information when the following system events occur: system boots up, system shuts down, system accounting is enabled, system accounting is disabled. • **Exec** – Configure the Switch to send information when an administrator logs in and logs out through the console port, telnet or SSH. • **Dot1x** – Configure the Switch to send information when an IEEE 802.1x client begins a session (authenticates through the Switch), ends a session as well as interim updates of a session. • **Commands** – Configure the Switch to send information when commands of specified privilege level and higher are executed on the Switch.
Active	Enable the switch button to activate accounting for a specified event type.
Broadcast	Select this to have the Switch send accounting information to all configured accounting servers at the same time. If you do not select this and you have two accounting servers set up, then the Switch sends information to the first accounting server and if it does not get a response from the accounting server then it tries the second accounting server.
Mode	The Switch supports two modes of recording login events. Select: • **start-stop** – to have the Switch send information to the accounting server when a user begins a session, during a user's session (if it lasts past the **Update Period**), and when a user ends a session. • **stop-only** – to have the Switch send information to the accounting server only when a user ends a session.
Method	Select whether you want to use **radius** or **tacacs+** for accounting of specific types of events. **tacacs+** is the only method for recording **Commands** type of event.
Privilege	This field is only configurable for **Commands** type of event. Select the threshold command privilege level for which the Switch should send accounting information. The Switch will send accounting information when commands at the level you specify and higher are executed on the Switch.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

74.5 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

74.5.1 Vendor Specific Attribute

RFC 2865 standard specifies a method for sending vendor-specific information between a RADIUS server and a network access device (for example, the Switch). A company can create Vendor Specific Attributes (VSAs) to expand the functionality of a RADIUS server.

The Switch supports VSAs that allow you to perform the following actions based on user authentication:

- Limit bandwidth on incoming or outgoing traffic for the port the user connects to.
- Assign account privilege levels for the authenticated user.

The VSAs are composed of the following:

- **Vendor-ID**: An identification number assigned to the company by the IANA (Internet Assigned Numbers Authority). Zyxel's vendor ID is 890.
- **Vendor-Type**: A vendor specified attribute, identifying the setting you want to modify.
- **Vendor-data**: A value you want to assign to the setting.

Note: Refer to the documentation that comes with your RADIUS server on how to configure VSAs for users authenticating through the RADIUS server.

The following table describes the VSAs supported on the Switch.

The following table describes the VSAs supported on the Switch. Note that these attributes only work when you enable authorization (see Section 74.4 on page 566).

Table 311 Supported VSAs

FUNCTION	ATTRIBUTE

Ingress Bandwidth Assignment	`Vendor-Id = 890`
	`Vendor-Type = 1`
	`Vendor-data =` ingress rate (Kbps in decimal format)

Egress Bandwidth Assignment	`Vendor-Id = 890`
	`Vendor-Type = 2`
	`Vendor-data =` egress rate (Kbps in decimal format)

Privilege Assignment	`Vendor-ID = 890`
	`Vendor-Type = 3`
	`Vendor-Data = "shell:priv-lvl=N"`
	or
	`Vendor-ID = 9` (CISCO)
	`Vendor-Type = 1` (CISCO-AVPAIR)
	`Vendor-Data = "shell:priv-lvl=N"`
	where N is a privilege level (from 0 to 14).
	Note: If you set the privilege level of a login account differently on the RADIUS servers and the Switch, the user is assigned a privilege level from the database (RADIUS or local) the Switch uses first for user authentication.

74.5.1.1 Tunnel Protocol Attribute

You can configure tunnel protocol attributes on the RADIUS server (refer to your RADIUS server documentation) to assign a port on the Switch to a VLAN. The port VLAN settings are fixed and untagged. This will also set the port's VID. The following table describes the values you need to configure. Note that the bolded values in the table are fixed values as defined in RFC 3580.

You can configure tunnel protocol attributes on the RADIUS server (refer to your RADIUS server documentation) to assign a port on the Switch to a VLAN based on IEEE 802.1x authentication. The port VLAN settings are fixed and untagged. This will also set the port's VID. The following table describes the values you need to configure. Note that these attributes only work when you enable authorization (see Section 74.4 on page 566).

You can configure tunnel protocol attributes on the RADIUS server (refer to your RADIUS server documentation) to assign a port on the Switch to a VLAN based on IEEE 802.1x authentication. The port VLAN settings are fixed and untagged. This will also set the port's VID. The following table describes the values you need to configure. Note that the bolded values in the table are fixed values as defined in RFC 3580.

Table 312 Supported Tunnel Protocol Attribute

FUNCTION	ATTRIBUTE

VLAN Assignment	`Tunnel-Type = **VLAN(13)**`
	`Tunnel-Medium-Type = **802(6)**`
	`Tunnel-Private-Group-ID = VLAN ID`
	
	Note: You must also create a VLAN with the specified VID on the Switch.
	
	Note: The bolded values in this table are fixed values as defined in RFC 3580.

74.5.2 Supported RADIUS Attributes

Remote Authentication Dial-In User Service (RADIUS) attributes are data used to define specific authentication elements in a user profile, which is stored on the RADIUS server. This section lists the RADIUS attributes supported by the Switch.

Refer to RFC 2865 for more information about RADIUS attributes used for authentication.

Refer to RFC 2866 and RFC 2869 for RADIUS attributes used for accounting.

This section lists the attributes used by authentication functions on the Switch. In cases where the attribute has a specific format associated with it, the format is specified.

74.5.3 Attributes Used for Authentication

The following sections list the attributes sent from the Switch to the RADIUS server when performing authentication.

74.5.3.1 Attributes Used for Authenticating Privilege Access

User-Name

– The format of the User-Name attribute is **$enab#$**, where # is the privilege level (1 to 14).

User-Password

NAS-Identifier

NAS-IP-Address

74.5.3.2 Attributes Used to Login Users

User-Name

User-Password

NAS-Identifier

NAS-IP-Address

74.5.3.3 Attributes Used for IEEE 802.1x Authentication

User-Name

User-Password

NAS-Identifier

NAS-IP-Address

NAS-Port

NAS-Port-Type

– This value is set to **Ethernet(15)** on the Switch.

Calling-Station-Id

Frame-MTU

EAP-Message

State

Session-Timeout

Terminate-Action

Message-Authenticator

74.5.3.4 Attributes Used for MAC Authentication

User-Name

User-Password

NAS-IP-Address

NAS-Port

Framed-MTU

EAP-Message

State

Session-Timeout

Terminate-Action

Calling-Station-id

NAS-Identifier

NAS-Port-Type

– This value is set to **Ethernet(15)** on the Switch.

Message-Authenticator

74.5.4 Attributes Used for Accounting

The following sections list the attributes sent from the Switch to the RADIUS server when performing authentication.

74.5.4.1 Attributes Used for Accounting System Events

NAS-IP-Address

NAS-Identifier

Acct-Status-Type

Acct-Session-ID

– The format of Acct-Session-Id is **date+time+8-digit sequential number**, for example, 200704191721030000000001. (date: 2007/04/19, time: 17:21:03, serial number: 00000001)

Acct-Delay-Time

74.5.4.2 Attributes Used for Accounting Exec Events

The attributes are listed in the following table along with the time that they are sent (the difference between Console and Telnet/SSH Exec events is that the Telnet/SSH events utilize the Calling-Station-Id attribute):

Table 313 RADIUS Attributes – Exec Events through Console

ATTRIBUTE	START	INTERIM-UPDATE	STOP
User-Name	a	a	a
NAS-Identifier	a	a	a
NAS-IP-Address	a	a	a
Service-Type	a	a	a
Acct-Status-Type	a	a	a
Acct-Delay-Time	a	a	a
Acct-Session-Id	a	a	a
Acct-Authentic	a	a	a
Acct-Session-Time		a	a
Acct-Terminate-Cause			a

Table 314 RADIUS Attributes – Exec Events through Telnet/SSH

ATTRIBUTE	START	INTERIM-UPDATE	STOP
User-Name	a	a	a
NAS-Identifier	a	a	a
NAS-IP-Address	a	a	a
Service-Type	a	a	a
Calling-Station-Id	a	a	a
Acct-Status-Type	a	a	a
Acct-Delay-Time	a	a	a
Acct-Session-Id	a	a	a
Acct-Authentic	a	a	a
Acct-Session-Time		a	a
Acct-Terminate-Cause			a

74.5.4.3 Attributes Used for Accounting IEEE 802.1x Events

The attributes are listed in the following table along with the time of the session they are sent:

Table 315 RADIUS Attributes – Exec Events through Console

ATTRIBUTE	START	INTERIM-UPDATE	STOP
User-Name	a	a	a
NAS-IP-Address	a	a	a
NAS-Port	a	a	a
Class	a	a	a

Table 315 RADIUS Attributes – Exec Events through Console (continued)

ATTRIBUTE	START	INTERIM-UPDATE	STOP
Called-Station-Id	a	a	a
Calling-Station-Id	a	a	a
NAS-Identifier	a	a	a
NAS-Port-Type	a	a	a
Acct-Status-Type	a	a	a
Acct-Delay-Time	a	a	a
Acct-Session-Id	a	a	a
Acct-Authentic	a	a	a
Acct-Input-Octets		a	a
Acct-Output-Octets		a	a
Acct-Session-Time		a	a
Acct-Input-Packets		a	a
Acct-Output-Packets		a	a
Acct-Terminate-Cause			a
Acct-Input-Gigawords		a	a
Acct-Output-Gigawords		a	a

CHAPTER 75
Access Control

75.1 Access Control Overview

This chapter describes how to control access to the Switch.

A console port and FTP are allowed one session each, Telnet and SSH share nine sessions, up to five web sessions (five different user names and passwords) and/or limitless SNMP access control sessions are allowed.

Table 316 Access Control Overview

Console Port	SSH	Telnet	FTP	Web	SNMP
One session	Share up to 9 sessions		One session	Up to 5 accounts	No limit

A console port access control session and Telnet access control session cannot coexist when multi-login is disabled. See the CLI Reference Guide for more information on disabling multi-login.

75.1.1 What You Can Do

- Use the **Service Access Control** screen (Section 75.2 on page 575) to decide what services you may use to access the Switch.
- Use the **Remote Management** screen (Section 75.3 on page 577) to specify a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
- Use the **Account Security** screen (Section 75.5 on page 580) to encrypt all passwords configured in the Switch. You can also display the authentication, authorization, external authentication server information (RADIUS or TACACS+), system and SNMP user account information in the configuration file saved.

75.2 Service Access Control

Service Access Control allows you to decide what services you may use to access the Switch. You may also change the default service port and configure “trusted computers” for each service in the **SECURITY** > **Access Control** > **Remote Management** > **Remote Management** screen (see Section 75.3 on page 577 for more information). Click **SECURITY** > **Access Control** > **Service Access Control** > **Service Access Control** to display the following screen.

Figure 441 SECURITY > Access Control > Service Access Control > Service Access Control

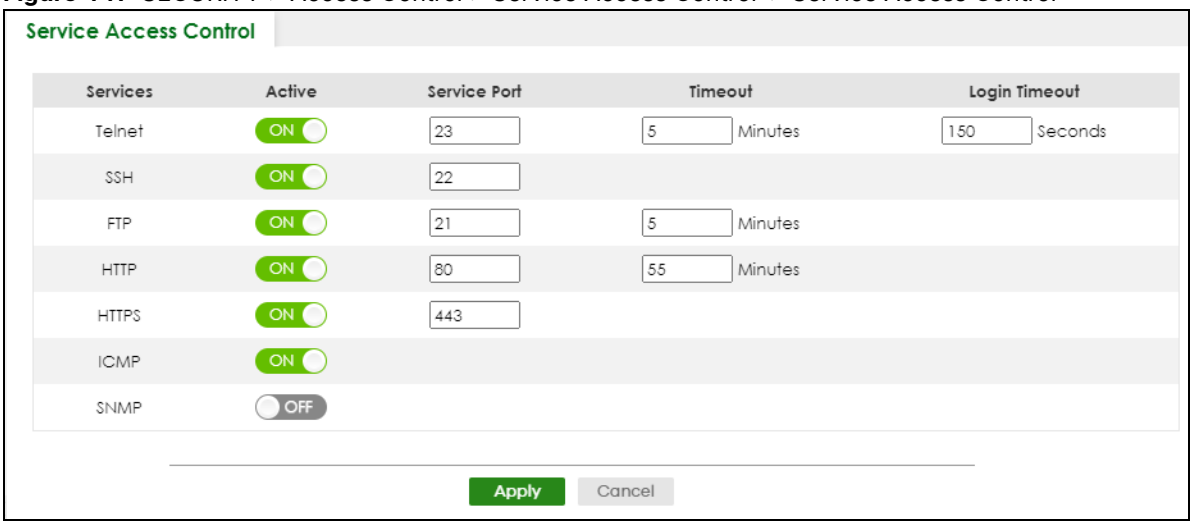
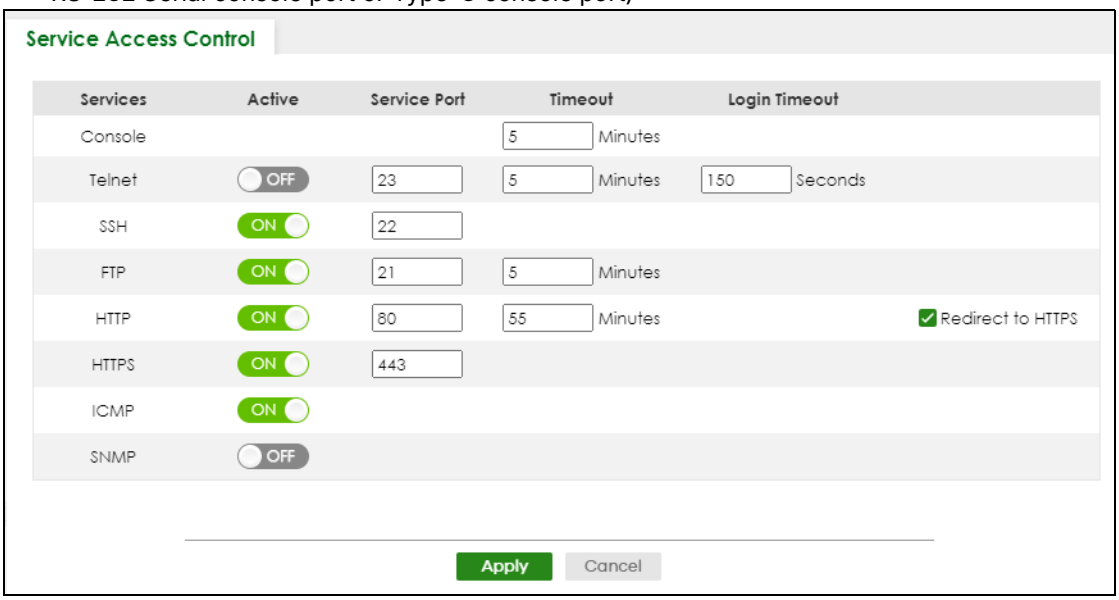


Figure 442 SECURITY > Access Control > Service Access Control > Service Access Control (Switch with RS-232 Serial console port or Type-C console port)



The following table describes the fields in this screen.

Table 317 SECURITY > Access Control > Service Access Control > Service Access Control

LABEL	DESCRIPTION
Services	Services you may use to access the Switch are listed here.
Active	Enable the switch button for the corresponding services that you want to allow to access the Switch.
Service Port	For Telnet, SSH, FTP, HTTP or HTTPS services, you may change the default service port by typing the new port number in the **Service Port** field. If you change the default port number then you will have to let people (who wish to use the service) know the new port number for that service.
Timeout	Enter how many minutes (from 1 to 255) a management session can be left idle before the session times out. After it times out you have to log in with your password again. Very long idle timeouts may have security risks.

Table 317 SECURITY > Access Control > Service Access Control > Service Access Control (continued)

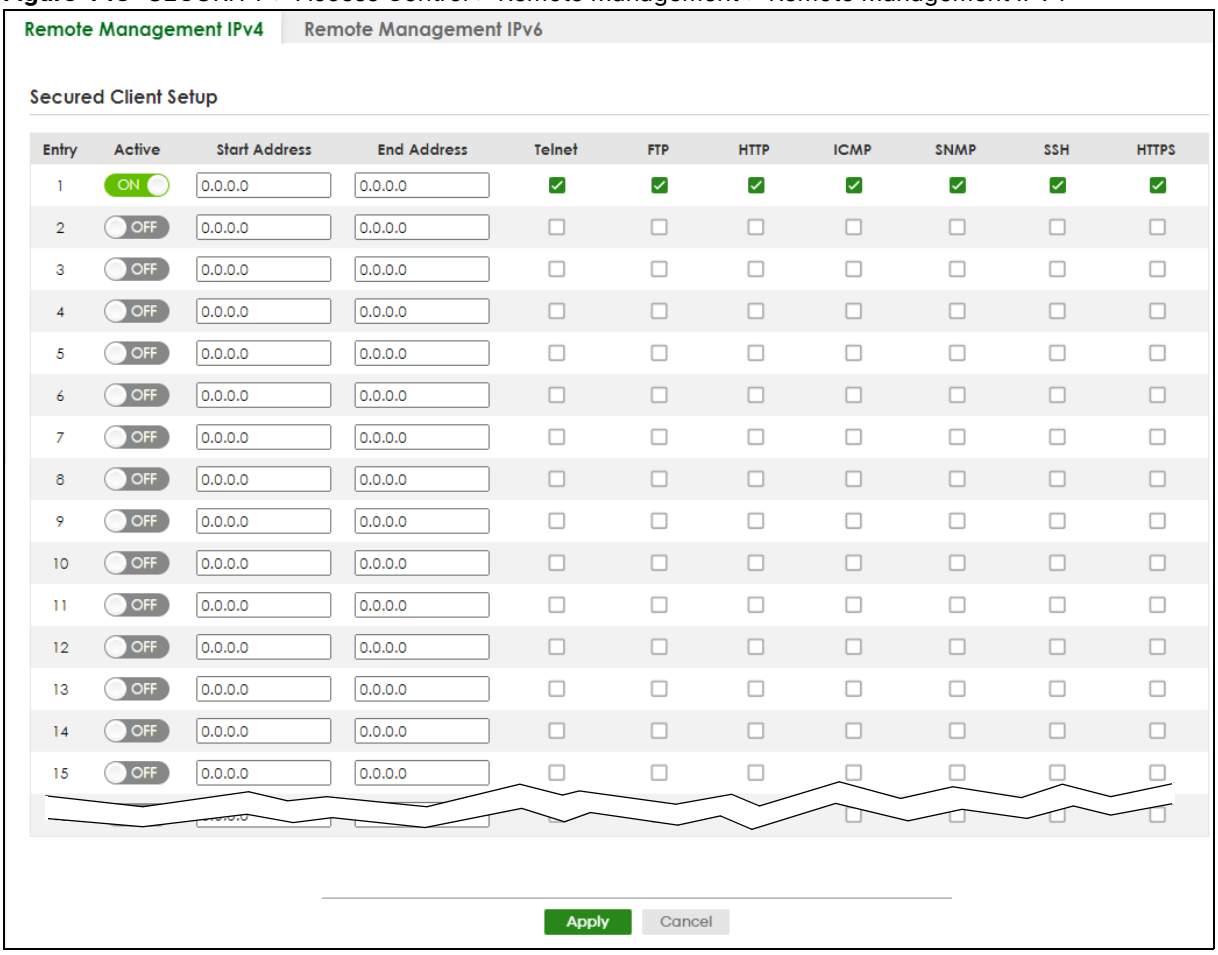
LABEL	DESCRIPTION
Login Timeout	The Telnet or SSH server do not allow multiple user logins at the same time. Enter how many seconds (from 30 to 300 seconds) a login session times out. After it times out you have to start the login session again. Very long login session timeouts may have security risks. For example, if User A attempts to connect to the Switch (through SSH), but during the login stage, do not enter the user name and/or password, User B cannot connect to the Switch (through SSH) before the **Login Timeout** for User A expires (default 150 seconds).
Redirect to HTTPS	This option allows your web browser to automatically redirect to a secure page, from HTTP to HTTPS (secure hypertext transfer protocol). SSL (Secure Sockets Layer) in HTTPS encrypts the transferred data by changing plain text to random letters and numbers.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

75.3 Remote Management (IPv4)

Use this screen to specify a group of one or more "trusted computers" from which an administrator may use a service to manage the Switch.

Click **SECURITY** > **Access Control** > **Remote Management** > **Remote Management IPv4** to view the screen as shown next.

Figure 443 SECURITY > Access Control > Remote Management > Remote Management IPv4



The following table describes the labels in this screen.

Table 318 SECURITY > Access Control > Remote Management > Remote Management IPv4

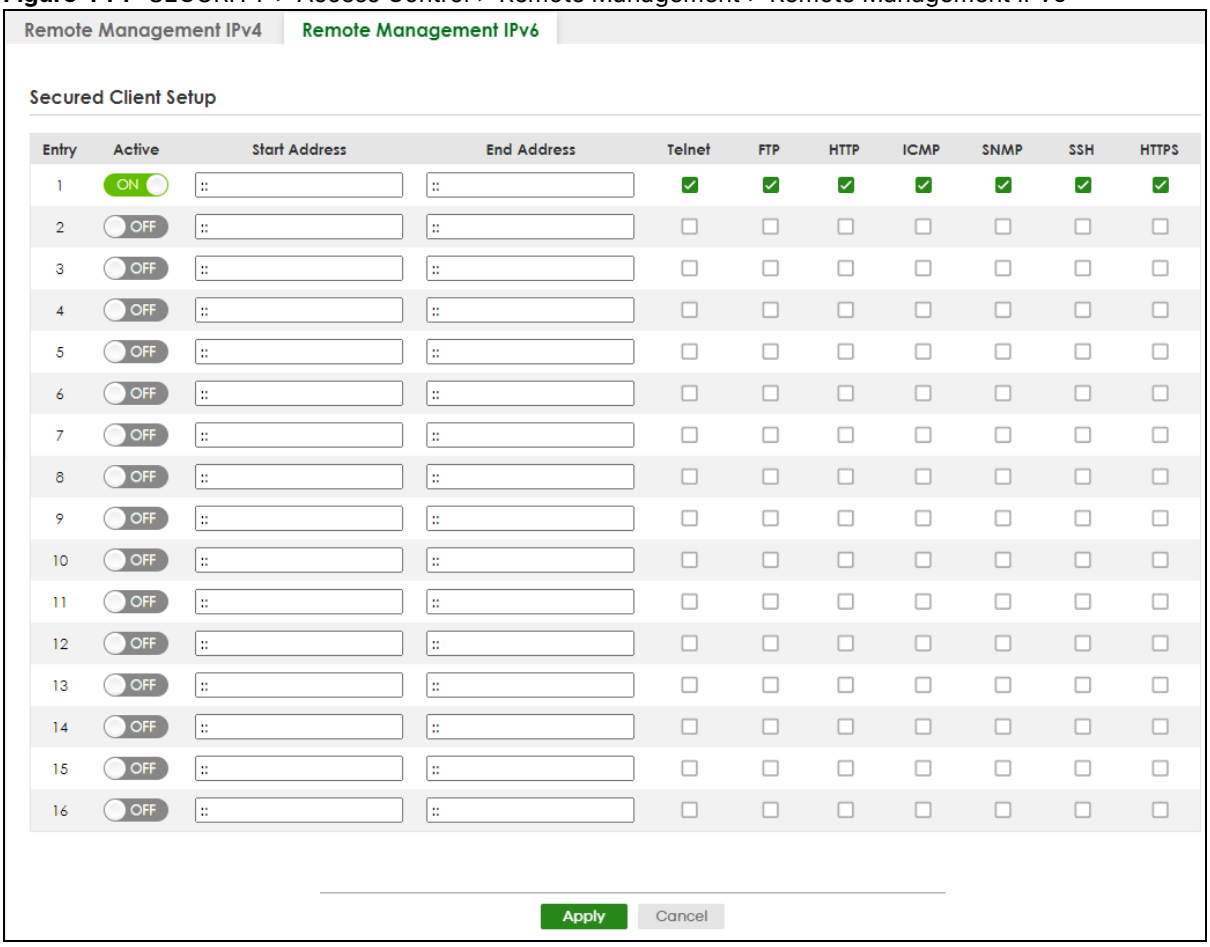
LABEL	DESCRIPTION
Entry	This is the client set index number. A “client set” is a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Active	Enable the switch button to activate this secured client set. Clear the checkbox if you wish to temporarily disable the set without deleting it.
Start Address End Address	Configure the IPv4 address range of trusted computers from which you can manage this Switch. The Switch checks if the client IPv4 address of a computer requesting a service or protocol matches the range set here. The Switch immediately disconnects the session if it does not match.
Telnet / FTP / HTTP / ICMP / SNMP / SSH / HTTPS	Select services that may be used for managing the Switch from the specified trusted computers.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

75.4 Remote Management (IPv6)

Use this screen to specify a group of one or more “trusted computers using IPv6 addresses” from which an administrator may use a service to manage the Switch.

Click **SECURITY** > **Access Control** > **Remote Management** > **Remote Management IPv6** to view the screen as shown next.

Figure 444 SECURITY > Access Control > Remote Management > Remote Management IPv6



The following table describes the labels in this screen.

Table 319 SECURITY > Access Control > Remote Management > Remote Management IPv6

LABEL	DESCRIPTION
Entry	This is the client set index number. A “client set” is a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Active	Enable the switch button to activate this secured client set. Clear the checkbox if you wish to temporarily disable the set without deleting it.
Start Address End Address	Configure the IPv6 address range of trusted computers from which you can manage this Switch. The Switch checks if the client IPv6 address of a computer requesting a service or protocol matches the range set here. The Switch immediately disconnects the session if it does not match.

Table 319 SECURITY > Access Control > Remote Management > Remote Management IPv6 (continued)

LABEL	DESCRIPTION
Telnet / FTP / HTTP / ICMP / SNMP / SSH / HTTPS	Select services that may be used for managing the Switch from the specified trusted computers.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

75.5 Account Security

Use this screen to encrypt all passwords configured in the Switch. This setting will affect how the password is shown (as plain text or encrypted text) in the configuration file saved in **MAINTENANCE** > **Configuration** > **Save Configuration** > **Save Configuration**.

Note: Make sure to enable **Password Encryption** to avoid displaying passwords as plain text in the configuration file.

Note: Be careful who can access configuration files with plain text passwords!

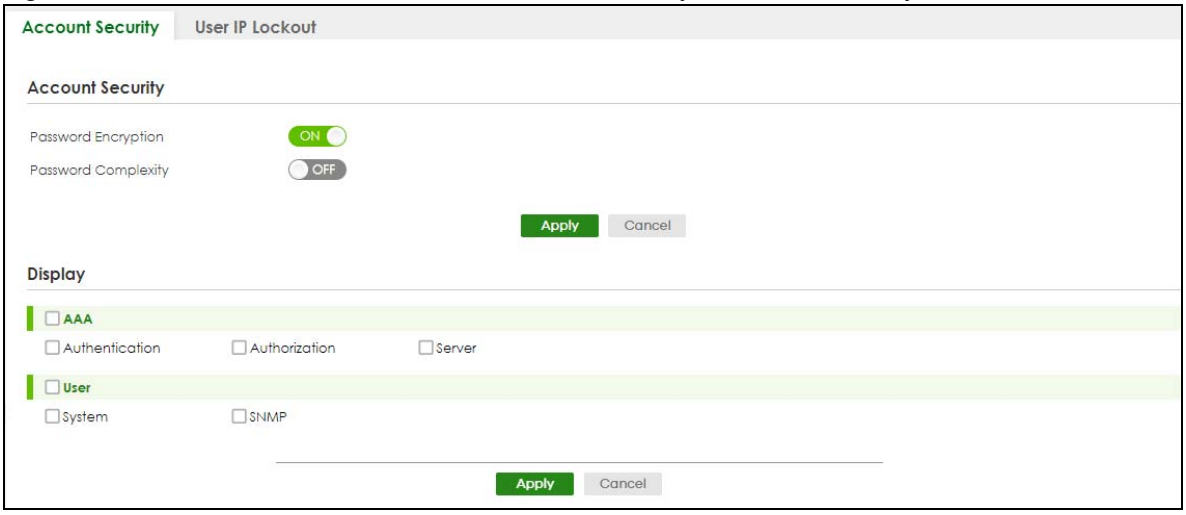
Password Encryption encrypts all passwords in the configuration file. However, if you want to show some secure configurations as plain text in the configuration file, select them as below:

- **Authentication** information configured for **Authentication** in the **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup** screen (**Method 1**/**2**/**3** setting in the **Privilege Enable** and **Login** fields).
- **Authorization** information configured for **Authorization** in the **SECURITY** > **AAA** > **AAA Setup** > **AAA Setup** screen (**Active**/**Console**/**Method** setting in the **Exec** and **Dot1x** fields).
- **Server** information configured for **Authentication Server** in the **SECURITY** > **AAA** > **RADIUS Server Setup** > **RADIUS Server Setup** screen, and for **Authentication Server** in the **SECURITY** > **AAA** > **TACACS+ Server Setup** > **TACACS+ Server Setup** screen (**Mode**/**Timeout** fields).
- **System** account information configured in the Switch (admin, user login name, and password).
- **SNMP** user account information configured in the **SYSTEM** > **SNMP** > **SNMP User** screen (password for SNMP user authentication in the **Authentication** field, and the password for the encryption method for SNMP communication in the **Privacy** field).

Note: The passwords will appear as encrypted text when **Password Encryption** is **Active**.

Click **SECURITY** > **Access Control** > **Account Security** > **Account Security** to view the screen as shown next.

Figure 445 SECURITY > Access Control > Account Security > Account Security



The following table describes the labels in this screen.

Table 320 SECURITY > Access Control > Account Security > Account Security

LABEL	DESCRIPTION
Account Security	
Password Encryption	Click the switch to the right to encrypt all passwords configured on the Switch (default is enabled). This displays the password as encrypted text, in a saved configuration file. Otherwise, the passwords configured on the Switch are displayed in plain text.
Password Complexity	Click the switch to the right to enforce a strong login password (default is disabled). The password rules are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Alternatively, click the switch to the left. The password rules is: • 4 to 32 characters in length Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Apply	Click **Apply** to save your changes for **Account Security** to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring **Account Security** afresh.
Display	
AAA	Select which specific information to display in plain text, in the saved configuration file. • **Authentication** • **Authorization** • **Server**

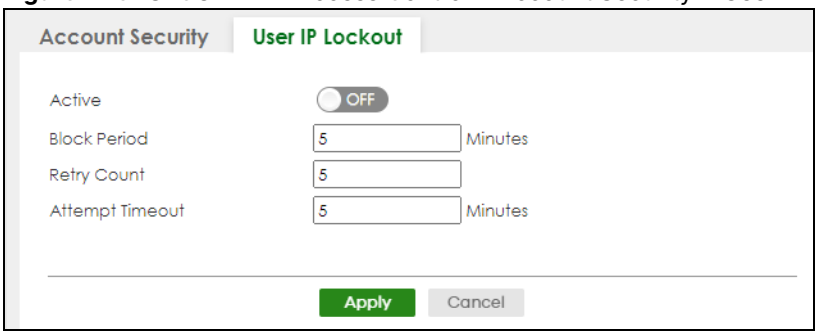
Table 320 SECURITY > Access Control > Account Security > Account Security (continued)

LABEL	DESCRIPTION
User	Select which user account information to display in plain text, in the saved configuration file. • **System** • **SNMP**
Apply	Click **Apply** to save your changes for **Display** to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring **Display** afresh.

75.6 Lock the IP Address

Use this screen to allow the Switch to block login requests after multiple failed attempts occur within a specific time frame. Click **SECURITY** > **Access Control** > **Account Security** > **User IP Lockout** to view the screen as shown next.

Figure 446 SECURITY > Access Control > Account Security > User IP Lockout



The following table describes the labels in this screen.

Table 321 SECURITY > Access Control > Account Security > User IP Lockout

LABEL	DESCRIPTION
Active	Click the switch to the right to allow the Switch to detect and block multiple failed login attempts from the same IP address (default is disable).
Block Period	Enter how many minutes (from 1 to 65535) the IP address that exceeded the **Retry Count** will be stopped from trying to log in again (default is 5 minutes).
Retry Count	Enter how many login attempts (from 1 to 99) to allow an IP address (default is 5 attempts).
Attempt Timeout	Enter how many minutes (from 1 to 65535) if the login attempts exceed the **Retry Count**, to stop the IP address from trying to log in again (default is 5 minutes). For example, the Switch will block all logins from the same IP address (IP 'A') for 5 minutes if there are 6 failed attempts within 10 minutes. IP 'A' cannot try to log in to the Switch until the **Block Period** expires.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

75.7 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

75.7.1 SSH Overview

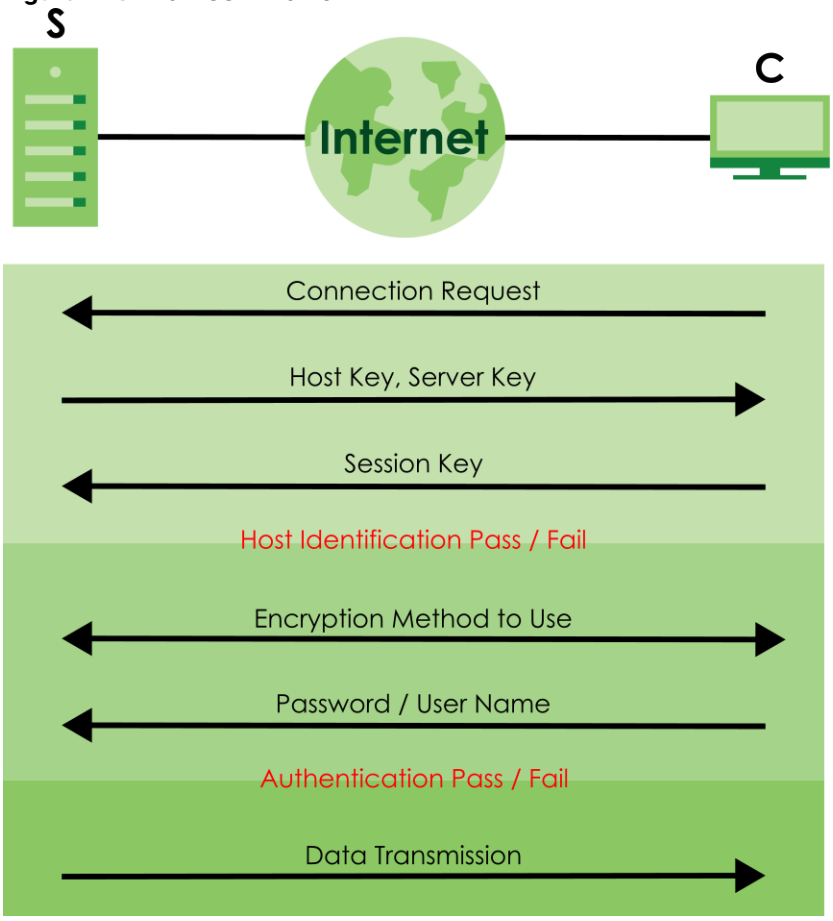
Unlike Telnet or FTP, which transmit data in clear text, SSH (Secure Shell) is a secure communication (**SC**) protocol that combines authentication and data encryption to provide secure encrypted communication between two hosts over an unsecured network.

Figure 447 SSH Communication Example

75.7.1.1 How SSH Works

The following table summarizes how a secure connection is established between two remote hosts, SSH server (**S**) and SSH client (**C**).

Figure 448 How SSH Works



1 Host Identification

The SSH client sends a connection request to the SSH server. The server identifies itself with a host key. The client encrypts a randomly generated session key with the host key and server key and sends the result back to the server.

The client automatically saves any new server public keys. In subsequent connections, the server public key is checked against the saved version on the client computer.

2 Encryption Method

Once the identification is verified, both the client and server must agree on the type of encryption method to use.

3 Authentication and Data Transmission

After the identification is verified and data encryption activated, a secure tunnel is established between the client and the server. The client then sends its authentication information (user name and password) to the server to log in to the server.

75.7.1.2 SSH Implementation on the Switch

Your Switch supports SSH version 2 using RSA authentication and the AES encryption method. The SSH server is implemented on the Switch for remote management and file transfer on port 22. Only one SSH connection is allowed at a time.

75.7.1.3 Requirements for Using SSH

You must install an SSH client program on a client computer (Windows or Linux operating system) that is used to connect to the Switch over SSH.

75.7.2 Introduction to HTTPS

HTTPS (HyperText Transfer Protocol over Secure Socket Layer, or HTTP over SSL) is a web protocol that encrypts and decrypts web pages. Secure Socket Layer (SSL) is an application-level protocol that enables secure transactions of data by ensuring confidentiality (an unauthorized party cannot read the transferred data), authentication (one party can identify the other party) and data integrity (you know if data has been changed).

It relies upon certificates, public keys, and private keys.

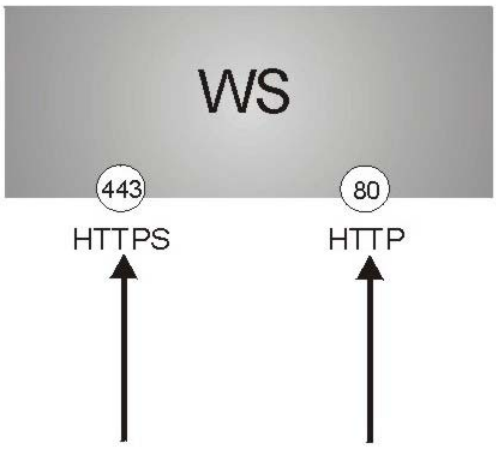
HTTPS on the Switch is used so that you may securely access the Switch using the Web Configurator. The SSL protocol specifies that the SSL server (the Switch) must always authenticate itself to the SSL client (the computer which requests the HTTPS connection with the Switch), whereas the SSL client only should authenticate itself when the SSL server requires it to do so. Authenticating client certificates is optional and if selected means the SSL-client must send the Switch a certificate. You must apply for a certificate for the browser from a Certificate Authority (CA) that is a trusted CA on the Switch.

Please refer to the following figure.

1 HTTPS connection requests from an SSL-aware web browser go to port 443 (by default) on the Switch's WS (web server).

2 HTTP connection requests from a web browser go to port 80 (by default) on the Switch's WS (web server).

Figure 449 HTTPS Implementation



Note: If you disable HTTP in the Service Access Control screen, then the Switch blocks all HTTP connection attempts.

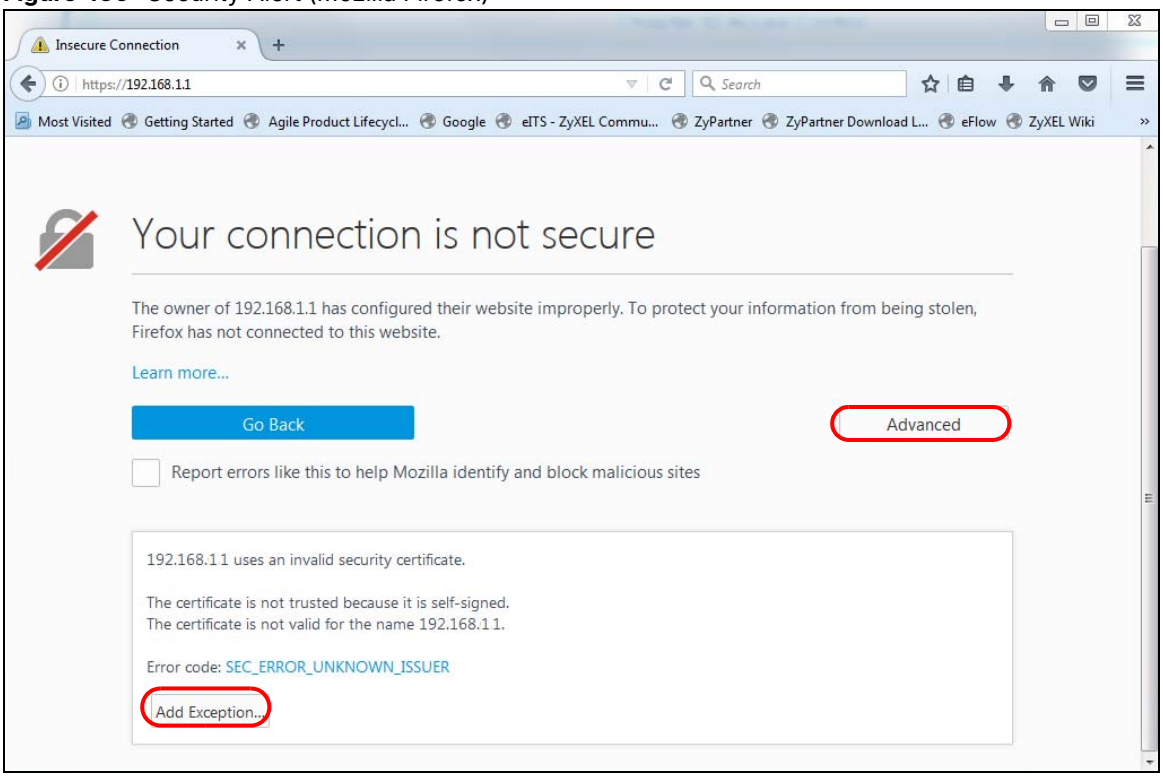
75.7.2.1 HTTPS Example

If you have not changed the default HTTPS port on the Switch, then in your browser enter "https://Switch IP Address/" as the web site address where "Switch IP Address" is the IP address or domain name of the Switch you wish to access.

Mozilla Firefox Warning Messages

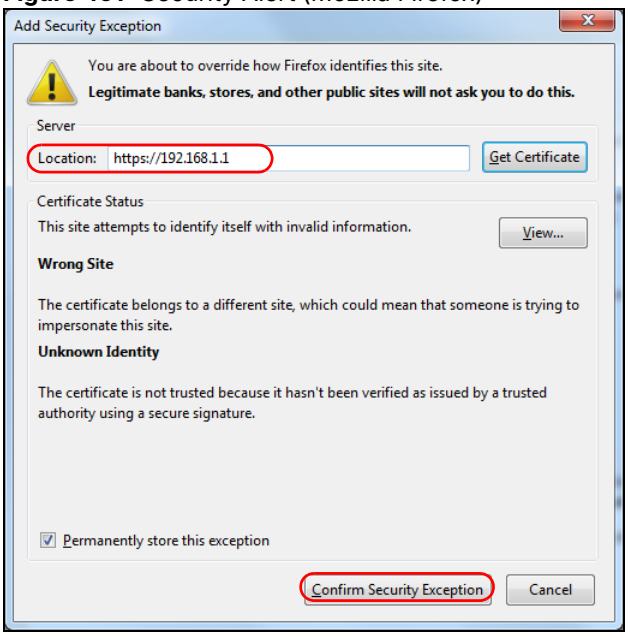
When you attempt to access the Switch HTTPS server, a **Your connection is not secure** screen may display. If that is the case, click **I Understand the Risks** and then the **Add Exception...** button.

Figure 450 Security Alert (Mozilla Firefox)



Confirm the HTTPS server URL matches. Click **Confirm Security Exception** to proceed to the Web Configurator login screen.

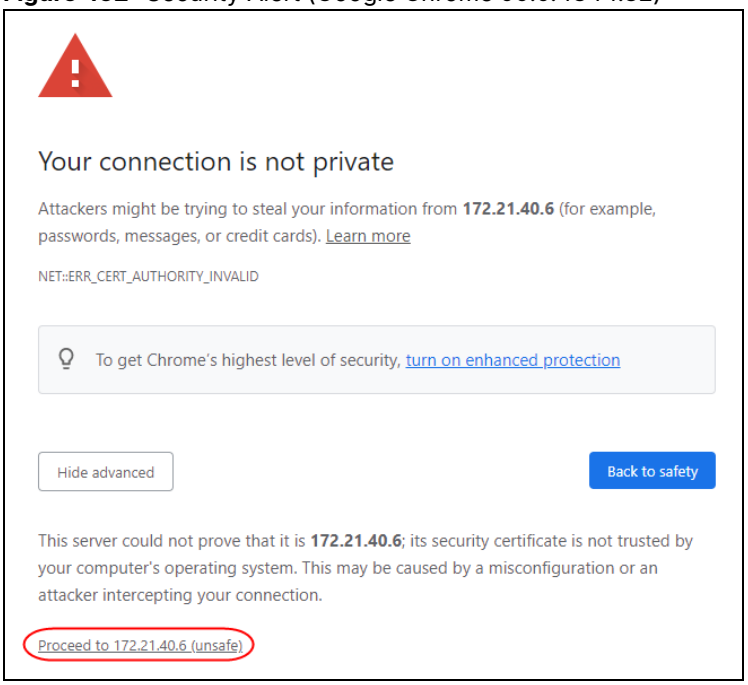
Figure 451 Security Alert (Mozilla Firefox)



75.7.3 Google Chrome Warning Messages

When you attempt to access the Switch HTTPS server, a **Your connection is not private** screen may display. If that is the case, click **Advanced** and then **Proceed to x.x.x.x (unsafe)** to proceed to the Web Configurator login screen.

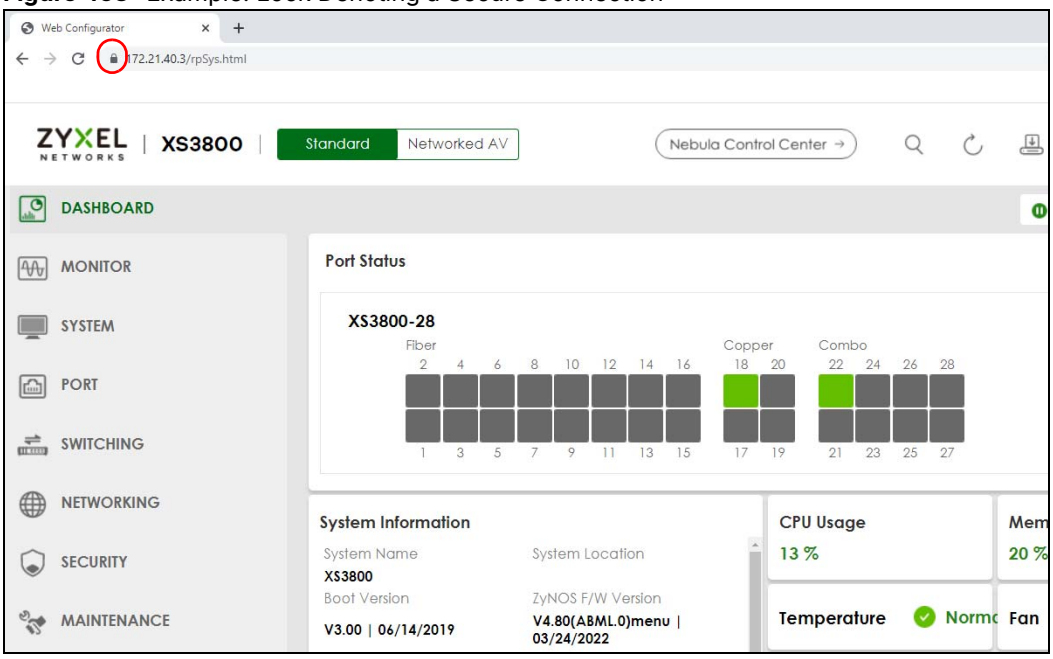
Figure 452 Security Alert (Google Chrome 99.0.4844.82)



75.7.3.1 Main Settings

After you accept the certificate and enter the login user name and password, the Switch main screen appears. The lock displayed in the bottom right of the browser status bar or next to the website address denotes a secure connection.

Figure 453 Example: Lock Denoting a Secure Connection



Chapter 76
Classifier

76.1 Classifier Overview

This chapter introduces and shows you how to configure the packet classifier on the Switch. It also discusses Quality of Service (QoS) and classifier concepts as employed by the Switch.

76.1.1 What You Can Do

- Use the **Classifier Status** screen (Section 76.2 on page 589) to view the classifiers configured on the Switch and how many times the traffic matches the rules.
- Use the **Classifier Setup** screen (Section 76.3 on page 590) to define the classifiers and view a summary of the classifier configuration. After you define the classifier, you can specify actions (or policy) to act upon the traffic that matches the rules.
- Use the **Classifier Global Setting** screen (Section 76.4 on page 596) to configure the match order and enable logging on the Switch.

76.1.2 What You Need to Know

Quality of Service (QoS) refers to both a network's ability to deliver data with minimum delay, and the networking methods used to control the use of bandwidth. Without QoS, all traffic data is equally likely to be dropped when the network is congested. This can cause a reduction in network performance and make the network inadequate for time-critical application such as video-on-demand.

A classifier groups traffic into data flows according to specific criteria such as the source address, destination address, source port number, destination port number or incoming port number. For example, you can configure a classifier to select traffic from the same protocol port (such as Telnet) to form a flow.

Configure QoS on the Switch to group and prioritize application traffic and fine-tune network performance. Setting up QoS involves two separate steps:

1 Configure classifiers to sort traffic into different flows.

2 Configure policy rules to define actions to be performed on a classified traffic flow (refer to Chapter 77 on page 599 to configure policy rules).

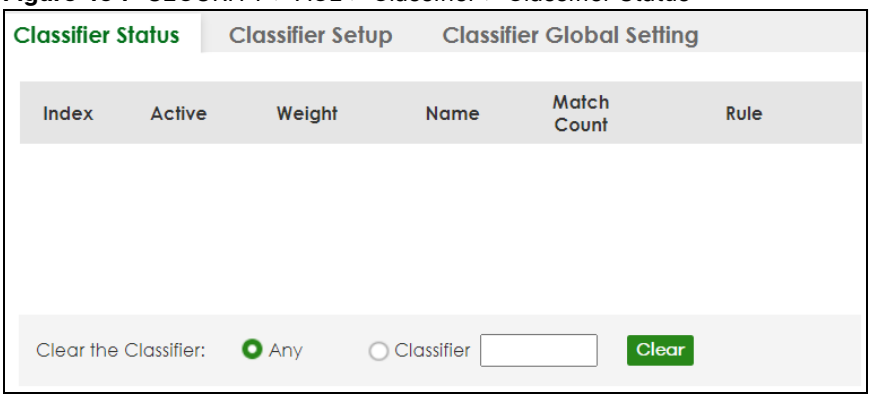
You can also configure policy routing to forward a classified traffic flow to a different gateway for cost savings and load sharing.

76.2 Classifier Status

Use this screen to view the classifiers configured on the Switch and how many times the traffic matches the rules.

Click **SECURITY** > **ACL** > **Classifier** > **Classifier Status** to display the configuration screen as shown.

Figure 454 SECURITY > ACL > Classifier > Classifier Status



The following table describes the labels in this screen.

Table 322 SECURITY > ACL > Classifier > Classifier Status

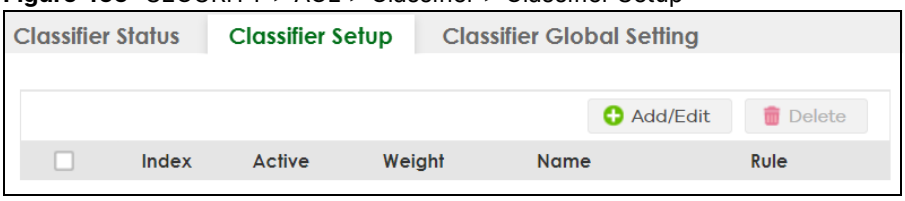
LABEL	DESCRIPTION
Index	This field displays the index number of the rule.
Active	This field displays whether the rule is activated or not.
Weight	This field displays the rule's weight. This is to indicate a rule's priority when the match order is set to **manual** in the **SECURITY** > **ACL** > **Classifier** > **Classifier Global Setting** screen. The higher the number, the higher the rule's priority.
Name	This field displays the descriptive name for this rule. This is for identification purpose only.
Match Count	This field displays the number of times a rule is applied. It displays '–' if the rule does not have count enabled.
Rule	This field displays a summary of the classifier rule's settings.
Clear the Classifier	
Any	Select **Any**, then click **Clear** to clear the matched count for all classifiers.
Classifier	Select **Classifier**, enter a classifier rule name and then click **Clear** to erase the recorded statistical information for that classifier, or select **Any** to clear statistics for all classifiers.
Clear	Click **Clear** to erase the recorded statistical information for the classifier.

76.3 Classifier Setup

Use this screen to view and configure the classifiers. After you define the classifier, you can specify actions (or policy) to act upon the traffic that matches the rules.

Click **SECURITY** > **ACL** > **Classifier Setup** to display the configuration screen as shown.

Figure 455 SECURITY > ACL > Classifier > Classifier Setup



The following table describes the labels in this screen.

Table 323 SECURITY > ACL > Classifier > Classifier Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the rule.
Active	This field displays **Yes** when the rule is activated and **No** when it is deactivated.
Weight	The field displays the priority of the rule when the match order is in **manual** mode. A higher weight means a higher priority.
Name	This field displays the descriptive name for this rule. This is for identification purpose only.
Rule	This field displays a summary of the classifier rule's settings.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

The following table shows some other common Ethernet types and the corresponding protocol number.

Table 324 Common Ethernet Types and Protocol Numbers

ETHERNET TYPE	PROTOCOL NUMBER
IP ETHII	0800
X.75 Internet	0801
NBS Internet	0802
ECMA Internet	0803
Chaosnet	0804
X.25 Level 3	0805
XNS Compat	0807
Banyan Systems	0BAD
BBN Simnet	5208
IBM SNA	80D5
AppleTalk AARP	80F3

In the Internet Protocol there is a field, called "Protocol", to identify the next level protocol. The following table shows some common protocol types and the corresponding protocol number. Refer to *http://www.iana.org/assignments/protocol-numbers* for a complete list.

Table 325 Common IP Protocol Types and Protocol Numbers

PROTOCOL TYPE	PROTOCOL NUMBER
ICMP	1
TCP	6
UDP	17
EGP	8
L2TP	115

Some of the most common TCP and UDP port numbers are:

Table 326 Common TCP and UDP Port Numbers

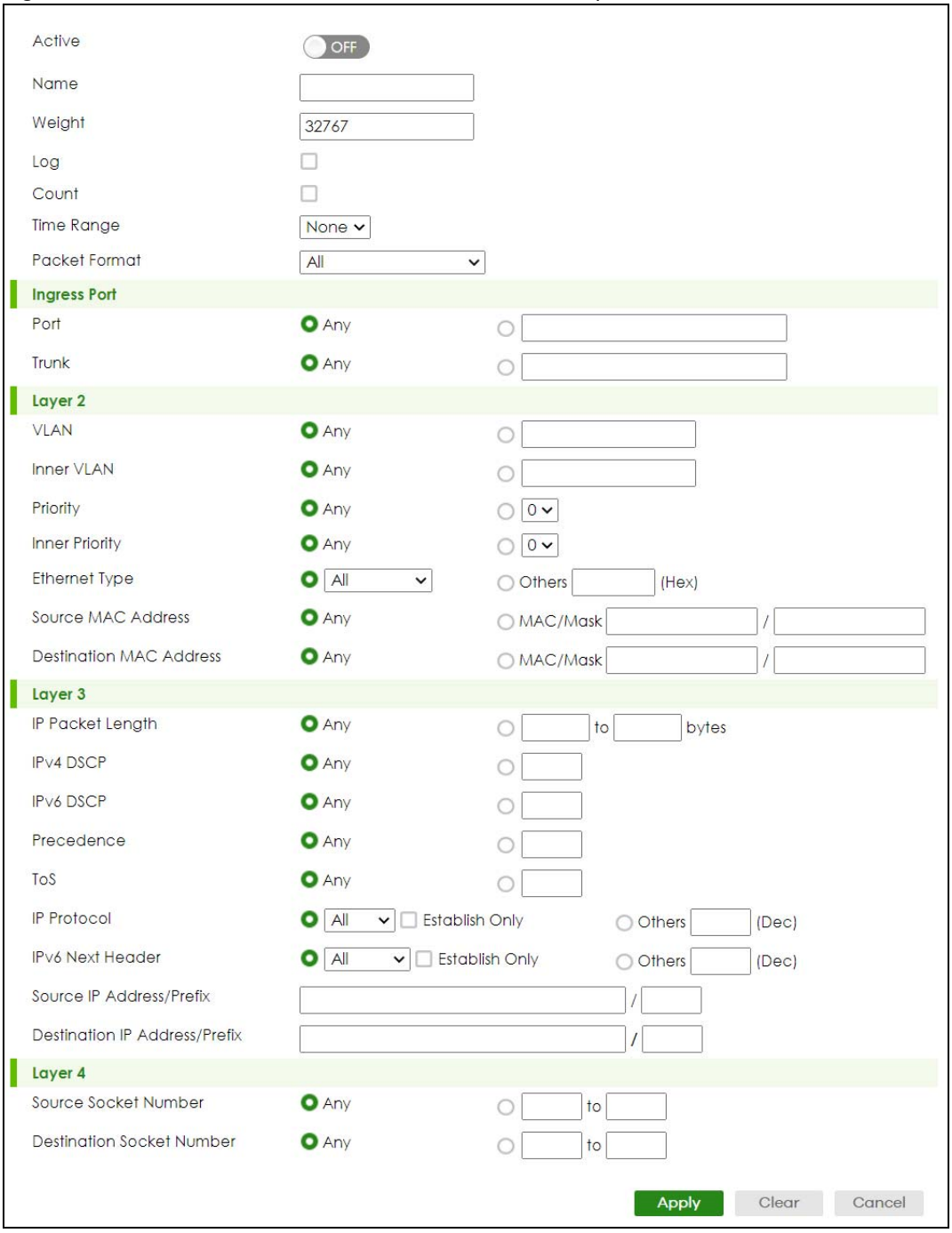
PROTOCOL NAME	TCP/UDP PORT NUMBER
FTP	21
Telnet	23
SMTP	25
DNS	53
HTTP	80
POP3	110

76.3.1 Add/Edit a Classifier

Use this screen to define the classifiers. After you define the classifier, you can specify actions (or policy) to act upon the traffic that matches the rules.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **ACL** > **Classifier** > **Classifier Setup** screen to display this screen.

Figure 456 SECURITY > ACL > Classifier > Classifier Setup > Add/Edit



The following table describes the labels in this screen.

Table 327 SECURITY > ACL > Classifier > Classifier Setup > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to enable this rule.
Name	Enter a descriptive name for this rule for identifying purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].

Table 327 SECURITY > ACL > Classifier > Classifier Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Weight	Enter a number between 0 and 65535 to specify the rule's weight. When the match order is in manual mode in the **Classifier Global Setting** screen, a higher weight means a higher priority.
Log	Select this option to have the Switch create a log message when the rule is applied and record the number of matched packets in a particular time interval. Note: Make sure you also enable logging in the **Classifier Global Setting** screen.
Count	Select this option to have the Switch count how many times the rule is applied.
Time Range	Select the name of the pre-configured schedule that you want to apply to the rule. The rule will be active only at the scheduled date and/or time. If you select **None**, the rule will be active all the time.
Packet Format	Specify the format of the packet. Choices are **All**, **802.3 untagged**, **802.3 tagged**, **Ethernet II untagged** and **Ethernet II tagged**. A value of **802.3** indicates that the packets are formatted according to the IEEE 802.3 standards. A value of **Ethernet II** indicates that the packets are formatted according to RFC 894, Ethernet II encapsulation.
Ingress Port	
Port	Select **Any** to apply the rule to all ports. Alternatively, to specify the ports enter the port numbers to which the rule should be applied. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7.
Trunk	Select **Any** to apply the rule to all trunk groups. Alternatively, to specify multiple trunks, enter the trunk group ID to apply the rule to multiple trunks. You can enter multiple trunks with (t) or (T) then the trunk group ID separated by (no space) comma (,) or hyphen (-). For example, enter "t3-t5" for trunks 3, 4, and 5. Enter "T3,T5,T7" for trunks 3, 5, and 7.
Layer 2 Specify the fields below to configure a layer 2 classifier.	
VLAN	Select **Any** to classify traffic from any VLAN or select the second option and specify the source VLAN ID in the field provided.
Inner VLAN	Select **Any** to classify traffic from any inner VLAN (the customer's VLAN) or select the second option and specify the source VLAN ID in the field provided.
Priority	Select **Any** to classify traffic from any priority level or select the second option and specify a priority level in the field provided.
Inner Priority	Select **Any** to classify traffic from any inner priority level or select the second option and specify a priority level in the field provided.
Ethernet Type	Select an Ethernet type or select **Other** and enter the Ethernet type number in hexadecimal value.
Source MAC Address	Select **Any** to apply the rule to all MAC addresses. To specify a source, select **MAC/Mask** to enter the source MAC address of the packet in valid MAC address format (six hexadecimal character pairs) and type the mask for the specified MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria. If you leave the **Mask** field blank, the Switch automatically sets the mask to ff:ff:ff:ff:ff:ff.

Table 327 SECURITY > ACL > Classifier > Classifier Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Destination MAC Address	Select **Any** to apply the rule to all MAC addresses. To specify a destination, select **MAC/Mask** to enter the destination MAC address of the packet in valid MAC address format (six hexadecimal character pairs) and type the mask for the specified MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified MAC address that the traffic's MAC address should match. Enter "0" for the bits of the matched traffic's MAC address, which can be of any hexadecimal characters. For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria. If you leave the **Mask** field blank, the Switch automatically sets the mask to ff:ff:ff:ff:ff:ff.
Layer 3 Specify the fields below to configure a layer 3 classifier.	
IP Packet Length	Click **Any** to classify any size of packet length or manually enter a range of number (from/to) of packet size in the field provided.
IPv4/IPv6 DSCP	Select **Any** to classify traffic from any DSCP or select the second option and specify a DSCP (DiffServ Code Point) number between 0 and 63 in the field provided.
Precedence	Select **Any** to classify traffic from any precedence or select the second option and specify an IP Precedence (the first 3 bits of the 8-bit ToS field) value between 0 and 7 in the field provided.
ToS	Select **Any** to classify traffic from any ToS or select the second option and specify Type of Service (the last 5 bits of the 8-bit ToS field) value between 0 and 255 in the field provided.
IP Protocol	Select an IPv4 protocol type or select **Other** and enter the protocol number in decimal value. For Lite-L3 and L3 Switch models, you may select **Establish Only** for **TCP** protocol type. This means that the Switch will pick out the packets that are sent to establish TCP connections.
IPv6 Next Header	Select an IPv6 protocol type or select **Other** and enter an 8-bit next header in the IPv6 packet. The Next Header field is similar to the IPv4 Protocol field. The IPv6 protocol number ranges from 1 to 255. For Lite-L3 and L3 Switch models, you may select **Establish Only** for **TCP** protocol type. This means that the Switch will identify packets that initiate or acknowledge (establish) TCP connections.
Source IP Address/ Prefix	Enter a source IP address in dotted decimal notation. Specify the address prefix by entering the number of ones in the subnet mask. A subnet mask can be represented in a 32-bit notation. For example, the subnet mask "255.255.255.0" can be represented as "11111111.11111111.11111111.00000000", and counting up the number of ones in this case results in 24.
Destination IP Address/ Prefix	Enter a destination IP address in dotted decimal notation. Specify the address prefix by entering the number of ones in the subnet mask.
Layer 4 Specify the fields below to configure a layer 4 classifier.	
Source Socket Number	Select **Any** to apply the rule to all TCP/UDP protocol port numbers or select the second option and enter a TCP/UDP protocol port number. Note: You must select either **UDP** or **TCP** in the **IP Protocol** field before you configure the socket numbers.
Destination Socket Number	Select **Any** to apply the rule to all TCP/UDP protocol port numbers or select the second option and enter a TCP/UDP protocol port number. Note: You must select either **UDP** or **TCP** in the **IP Protocol** field before you configure the socket numbers.

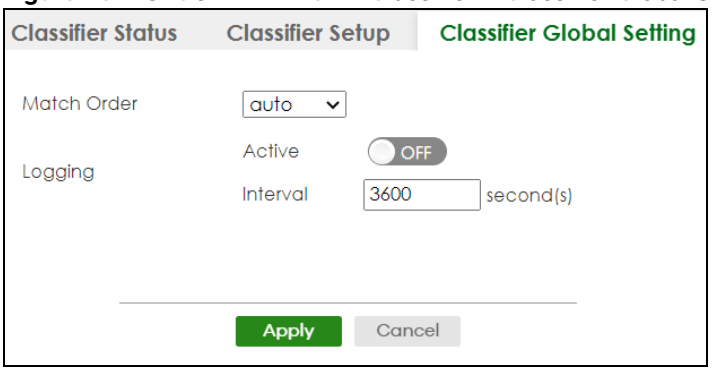
Table 327 SECURITY > ACL > Classifier > Classifier Setup > Add/Edit (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

76.4 Classifier Global Setting

Use this screen to configure the match order and enable logging on the Switch. Click **SECURITY** > **ACL** > **Classifier** > **Classifier Global Setting** to display the configuration screen as shown.

Figure 457 SECURITY > ACL > Classifier > Classifier Global Setting



The following table describes the labels in this screen.

Table 328 SECURITY > ACL > Classifier > Classifier Global Setting

LABEL	DESCRIPTION
Match Order	Use this field to set the match order for the classifier rules. A traffic flow can only be classified to one classifier. When a traffic flow matches more than one classifier rule, the Switch classifies the traffic based on the **Match Order**. Select **manual** to have classifier rules applied according to the weight of each rule you configured in **SECURITY** > **ACL** > **Classifier** > **Classifier Setup**. If they have the same weight, the Switch will classify the traffic to the classifier with a higher name priority (see **Classifier Name Priority**). Alternatively, select **auto** to have classifier rules applied according to the layer of the item configured in the rule. Layer-4 items have the highest priority, and layer-2 items has the lowest priority. For example, you configure a layer-2 item (VLAN ID) in classifier A and configure a layer-3 item (source IP address) in classifier B. When an incoming packet matches both classifier rules, classifier B has priority over classifier A. If both classifiers have the same priority, the Switch will apply the classifier with a higher name priority. **Classifier Name Priority** The longer the classifier name, the higher the classifier priority. If two classifier names are the same length, the bigger the character, the higher the classifier priority. The lowercase letters (such as a and b) have higher priority than the capitals (such as A and B) in the classifier name. For example, the classifier with the name of class 2, class a or class B takes priority over the classifier with the name of class 1 or class A.
Logging	

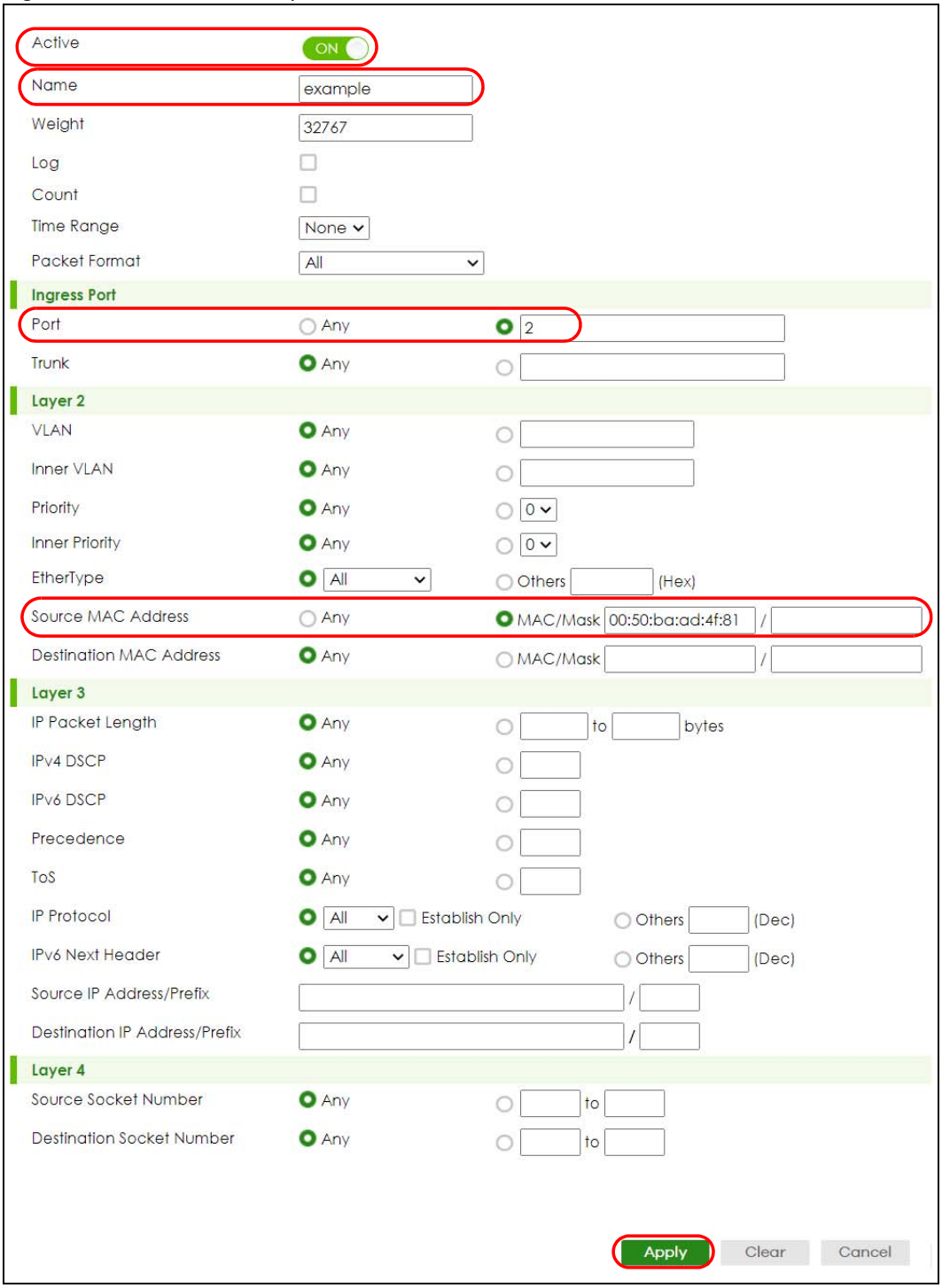
Table 328 SECURITY > ACL > Classifier > Classifier Global Setting (continued)

LABEL	DESCRIPTION
Active	Enable the switch button to allow the Switch to create a log when packets match a classifier rule during a defined time interval.
Interval	Set the length of the time period (in seconds) to count matched packets for a classifier rule. Enter an integer from 0 to 65535. 0 means that no logging is done.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

76.5 Classifier Example

The following screen shows an example where you configure a classifier that identifies all traffic from MAC address 00:50:ba:ad:4f:81 on port 2.

Figure 458 Classifier: Example



After you have configured a classifier, you can configure a policy (in the **SECURITY** > **ACL** > **Policy Rule** > **Policy Rule** screen) to define actions on the classified traffic flow.

CHAPTER 77
Policy Rule

77.1 Policy Rules Overview

This chapter shows you how to configure policy rules.

A classifier distinguishes traffic into flows based on the configured criteria (refer to Chapter 76 on page 589 for more information). A policy rule ensures that a traffic flow gets the requested treatment in the network.

77.1.1 What You Can Do

Use the **Policy Rule** screen (Section 77.2 on page 600) to enable the policy and display the active classifiers you configure in the **Classifier** screen.

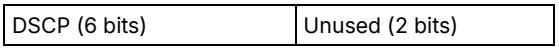
77.1.2 DiffServ

DiffServ (Differentiated Services) is a class of service (CoS) model that marks packets so that they receive specific per-hop treatment at DiffServ-compliant network devices along the route based on the application types and traffic flow. Packets are marked with DiffServ Code Points (DSCPs) indicating the level of service desired. This allows the intermediary DiffServ-compliant network devices to handle the packets differently depending on the code points without the need to negotiate paths or remember state information for every flow. In addition, applications do not have to request a particular service or give advanced notice of where the traffic is going.

77.1.3 DSCP and Per-Hop Behavior

DiffServ defines a new DS (Differentiated Services) field to replace the Type of Service (TOS) field in the IP header. The DS field contains a 2-bit unused field and a 6-bit DSCP field which can define up to 64 service levels. The following figure illustrates the DS field.

DSCP is backward compatible with the three precedence bits in the ToS octet so that non-DiffServ compliant, ToS-enabled network device will not conflict with the DSCP mapping.

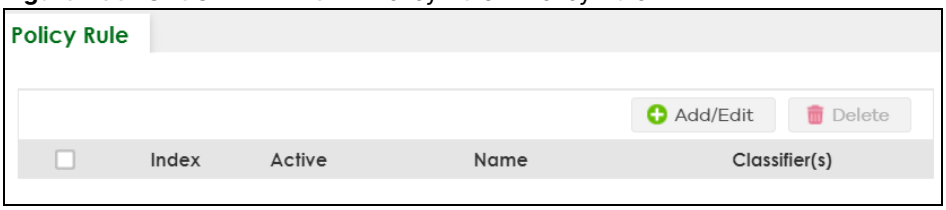


The DSCP value determines the forwarding behavior, the PHB (Per-Hop Behavior), that each packet gets across the DiffServ network. Based on the marking rule, different kinds of traffic can be marked for different kinds of forwarding. Resources can then be allocated according to the DSCP values and the configured policies.

77.2 Policy Rules

Click **SECURITY** > **ACL** > **Policy Rule** in the navigation panel to display the screen as shown.

Figure 459 SECURITY > ACL > Policy Rule > Policy Rule



The following table describes the labels in this screen.

Table 329 SECURITY > ACL > Policy Rule > Policy Rule

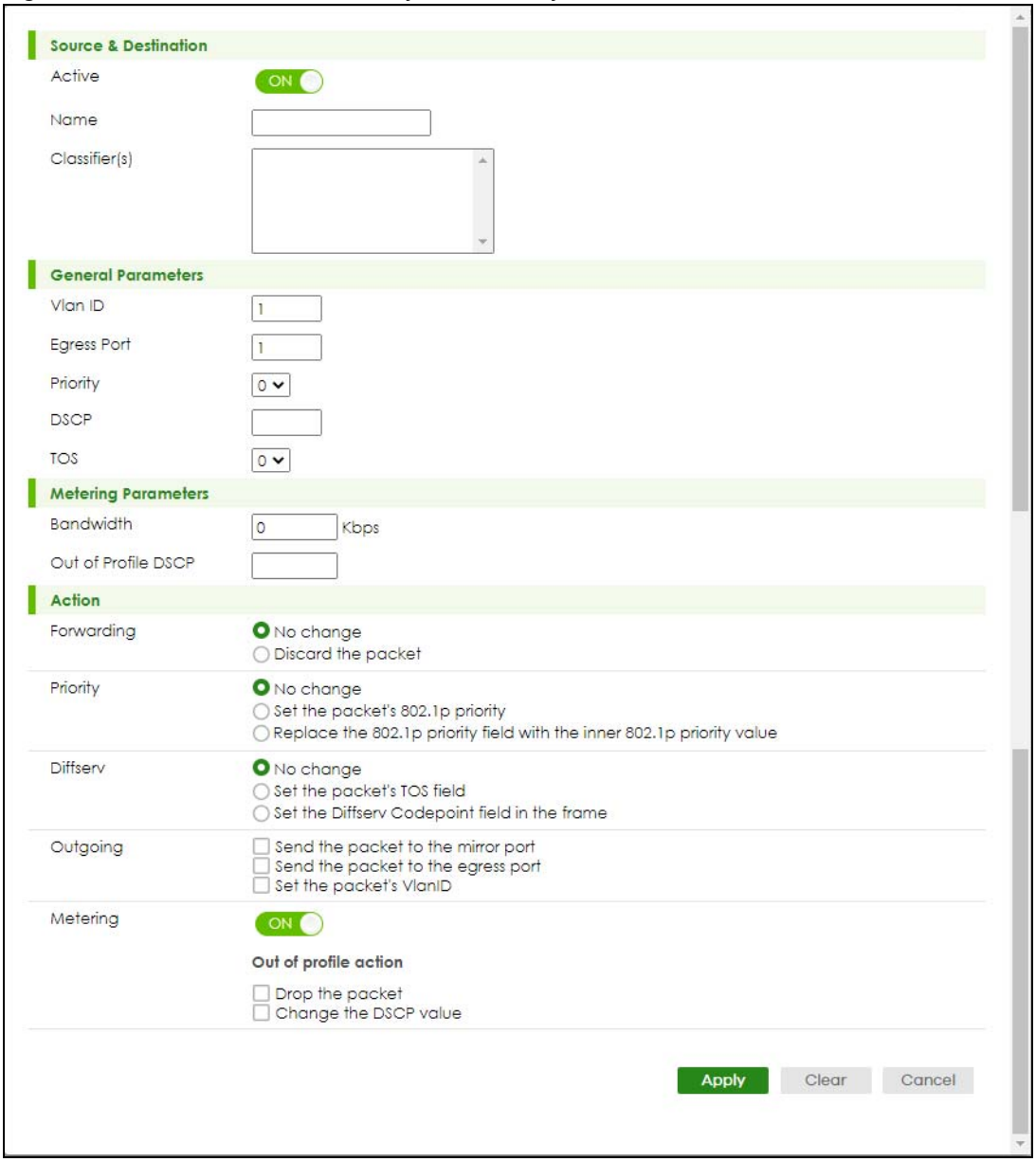
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the policy index number.
Active	This field displays whether policy is activated or not.
Name	This field displays the name you have assigned to this policy.
Classifier(s)	This field displays the names of the classifier to which this policy applies.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

77.2.1 Add/Edit a Policy Rule

You must first configure a classifier in the **SECURITY** > **ACL** > **Classifier** > **Classifier Setup** screen.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **ACL** > **Policy Rule** > **Policy Rule** screen to display this screen.

Figure 460 SECURITY > ACL > Policy Rule > Policy Rule > Add/Edit



The following table describes the labels in this screen.

Table 330 SECURITY > ACL > Policy Rule > Policy Rule > Add/Edit

LABEL	DESCRIPTION
Source & Destination	
Active	Enable the switch button to enable the policy.
Name	Enter a descriptive name for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Classifier(s)	This field displays the active classifiers you configure in the **SECURITY** > **ACL** > **Classifier** > **Classifier Setup** screen. Select the classifiers to which this policy rule applies. To select more than one classifier, press [SHIFT] and select the choices at the same time.

Table 330 SECURITY > ACL > Policy Rule > Policy Rule > Add/Edit (continued)

LABEL	DESCRIPTION
General Parameters Set the fields below for this policy. You only have to set the fields that is related to the actions you configure in the **Action** field.	
Vlan ID	Specify a VLAN ID.
Egress Port	Enter the number of an outgoing port. In stacking mode, the first number represents the slot and the second the port number.
Priority	Specify a priority level.
DSCP	Specify a DSCP (DiffServ Code Point) number between 0 and 63.
TOS	Specify the Type Of Service (TOS) priority level.
Metering Parameters You can configure the desired bandwidth available to a traffic flow. Traffic that exceeds the maximum bandwidth allocated (in cases where the network is congested) is called out-of-profile traffic.	
Bandwidth	Specify the bandwidth in kilobit per second (Kbps). Enter a number between 1 and 1000000.
Out of Profile DSCP	Specify a new DSCP number (between 0 and 63) if you want to replace or remark the DSCP number for out-of-profile traffic.
Action Specify the actions the Switch takes on the associated classified traffic flow. Note: You can specify only one action (option) for each category (**Forwarding**, **Priority**, **Queue**, **Diffserv**, **Outgoing**, **Metering**) in a policy rule. Note: The Switch only applies one policy rule for each traffic flow. Say you have a traffic flow that matches several classifiers, and you specify a different policy rule for each. The Switch only classifies the traffic flow to the classifier with the highest **Match Order**. The Switch then applies the policy rule with which the classifier is associated. You can set the classifier **Match Order** rule (**manual** or **auto**) in the **ACL** > **Classfier** > **Classifier Global settings** screen (see Section 76.4 on page 596 for more information). Let's say you set two classifiers (Class 1 and Class 2) and both identify all traffic from MAC address 11:22:33:44:55:66 on port 3. If Policy 1 applies to Class 1 and the action is to drop the packets, Policy 2 applies to Class 2 and the action is to forward the packets to the egress port, the Switch will forward the packets. If Policy 1 applies to Class 1 and the action is to drop the packets, Policy 2 applies to Class 2 and the action is to enable bandwidth limitation, the Switch will discard the packets immediately. If Policy 1 applies to Class 1 and the action is to forward the packets to the egress port, Policy 2 applies to Class 2 and the action is to enable bandwidth limitation, the Switch will forward the packets.	
Forwarding	Select **No change** to forward the packets. Select **Discard the packet** to drop the packets. Select **Do not drop the matching frame previously marked for dropping** to retain the frames that were marked to be dropped before.
Priority	Select **No change** to keep the priority setting of the frames. Select **Set the packet's 802.1p priority** to replace the packet's 802.1p priority field with the value you set in the **Priority** field and put the packets in the designated queue. Select **Replace the 802.1p priority field with the IP TOS value** to replace the packet's 802.1p priority field with the value you set in the **TOS** field and put the packets in the designated queue. Select **Replace the 802.1p priority field with the inner 802.1p priority value** to replace the packet's 802.1p priority field with the existing customer priority level carried in the frames and put the packets in the designated queue.

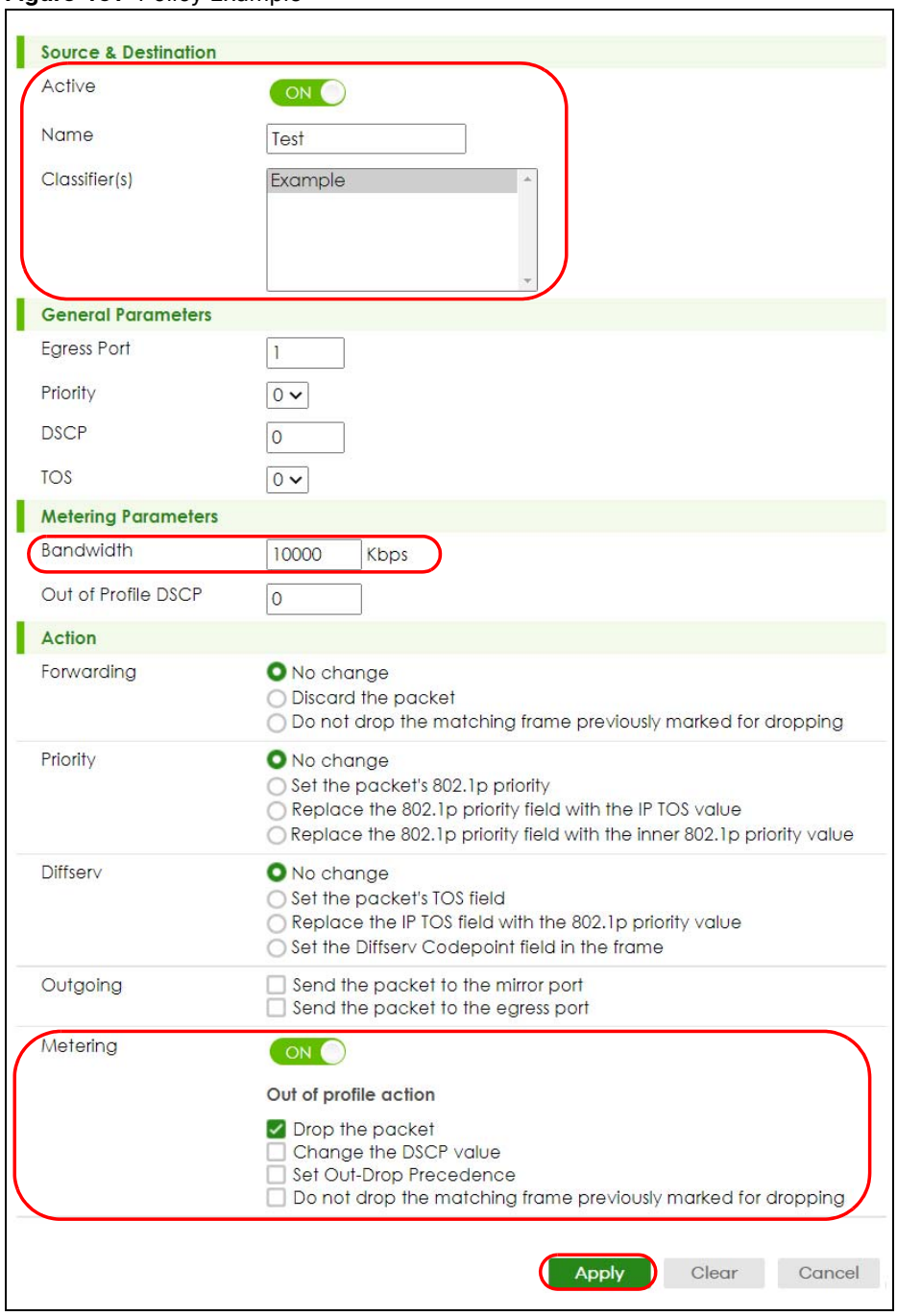
Table 330 SECURITY > ACL > Policy Rule > Policy Rule > Add/Edit (continued)

LABEL	DESCRIPTION
Queue	Select **No change** to follow the priority queue setting in **Switching** > **QoS** > **Priority Queue** > **Priority Queue**. Select **Send the packet to priority queue** to send the packet to the specific priority queue with the value you set in the **Priority** field.
Diffserv	Select **No change** to keep the TOS and/or DSCP fields in the packets. Select **Set the packet's TOS field** to set the TOS field with the value you configure in the **TOS** field. Select **Replace the IP TOS field with the 802.1p priority value** to replace the TOS field with the value you configure in the **Priority** field. Select **Set the Diffserv Codepoint field in the frame** to set the DSCP field with the value you configure in the **DSCP** field.
Outgoing	Select **Send the packet to the mirror port** to send the packet to the mirror port. Select **Send the packet to the egress port** to send the packet to the egress port. Select **Set the packet's VLAN ID** to set the packet's VLAN ID.
Metering	Enable the switch button to activate bandwidth limitation on the traffic flows then set the actions to be taken on out-of-profile packets.
Out of profile action	Select the actions to be performed for out-of-profile traffic. Select **Drop the packet** to discard the out-of-profile traffic. Select **Change the DSCP value** to replace the DSCP field with the value specified in the **Out of profile DSCP** field. Select **Set Out-Drop Precedence** to mark out-of-profile traffic and drop it when network is congested. Select **Do not drop the matching frame previously marked for dropping** to queue the frames that are marked to be dropped.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

77.3 Policy Example

The figure below shows an example **SECURITY** > **ACL** > **Policy Rule** > **Policy Rule** screen where you configure a policy to limit bandwidth and discard out-of-profile traffic on a traffic flow classified using the **Example** classifier (refer to Section 76.5 on page 597).

Figure 461 Policy Example



CHAPTER 78
Anti-Arpscan

78.1 Anti-Arpscan Overview

Address Resolution Protocol (ARP), RFC 826, is a protocol used to convert a network-layer IP address to a link-layer MAC address. ARP scan is used to scan the network of a certain interface for alive hosts. It shows the IP address and MAC addresses of all hosts found. Hackers could use ARP scan to find targets in your network. **Anti-arpscan** is used to detect unusual ARP scan activity and block suspicious hosts or ports.

Unusual ARP scan activity is determined by port and host thresholds that you set. A port threshold is determined by the number of packets received per second on the port. If the received packet rate is over the threshold, then the port is put into an **Err-Disable** state. You can recover the normal state of the port manually if this happens and after you identify the cause of the problem.

A host threshold is determined by the number of ARP-request packets received per second. There is a global threshold rate for all hosts. If the rate of a host is over the threshold, then that host is blocked by using a MAC address filter. A blocked host is released automatically after the MAC aging time expires.

Note: A port-based threshold must be larger than the host-based threshold or the host-based threshold will not work.

78.1.1 What You Can Do

- Use the **Anti-Arpscan Status** screen (Section 78.2 on page 606) to see what ports are trusted and are forwarding traffic or are disabled.
- Use the **Anti-Arpscan Host Status** screen (Section 78.3 on page 607) to view blocked hosts and clear selected ones.
- Use this **Anti-Arpscan Setup** screen (Section 78.4 on page 608) to enable anti-arpscan, set port and host thresholds as well as configure ports to be trusted or untrusted.
- Use the **Anti-Arpscan Trust Host** screen (Section 78.5 on page 610) to create or remove trusted hosts identified by IP address and subnet mask. **Anti-arpscan** is not performed on trusted hosts.

78.1.2 What You Need to Know

- You should set an uplink port as a trusted port before enabling **Anti-arpscan** so as to prevent the port from being shutdown due to receiving too many ARP messages.
- When a port is configured as a trusted port, **Anti-arpscan** is not performed on the port. Both host and port thresholds are ignored for trusted ports. If the received ARP packet rate on a port or the received ARP-requests from a host exceed the thresholds, the trusted port will not be closed.
- If a port on the Switch is closed by **Anti-arpscan**, and you want to recover it, then do one of the following:

- Go to **PORT** > **Port Setup**. Clear **Active** and click **Apply**. Then select **Active** and click **Apply** again.
- Go to **SECURITY** > **Errdisable** > **Errdisable Recovery** and set the interval for **anti-arpscan**. After the interval expires, the closed ports will become active and start receiving packets again.
- Use the command `port no inactive`.

- Refer to the port logs to see when a port was closed.

78.2 Anti-Arpscan Status

Use this screen to see what ports are trusted and are forwarding traffic or are disabled. To open this screen, click **SECURITY** > **Anti-Arpscan** > **Anti-Arpscan Status**.

Figure 462 SECURITY > Anti-Arpscan > Anti-Arpscan Status (Standalone Mode)

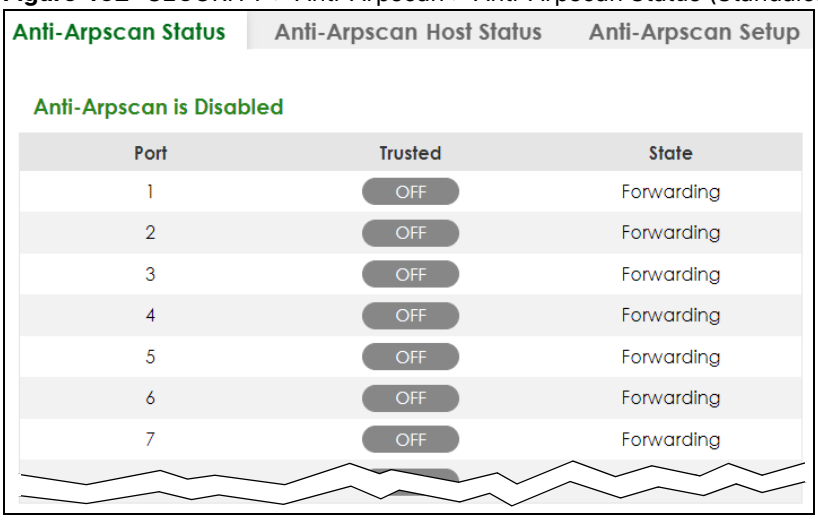
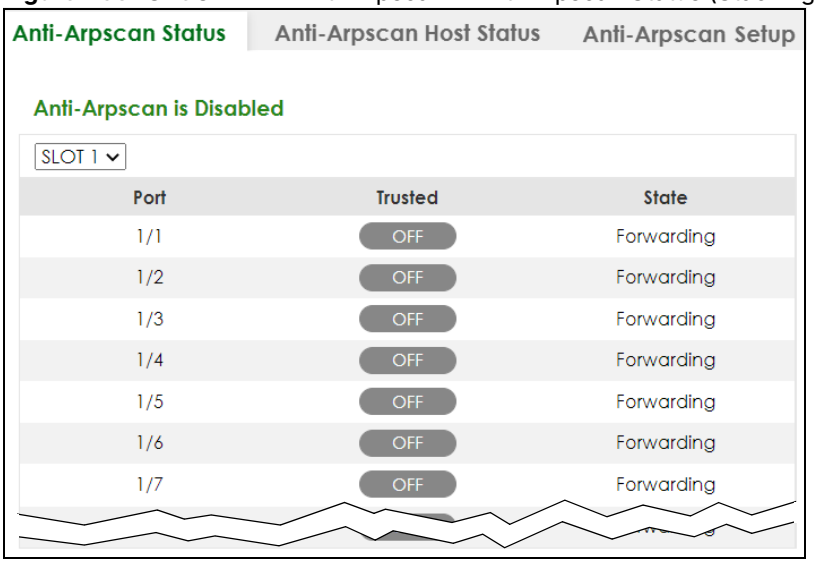


Figure 463 SECURITY > Anti-Arpscan > Anti-Arpscan Status (Stacking Mode)



The following table describes the fields in this screen.

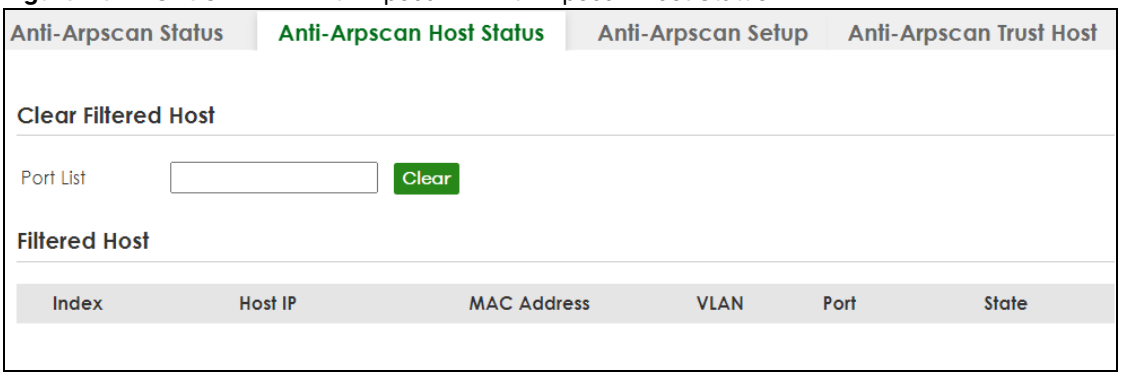
Table 331 SECURITY > Anti-Arpscan > Anti-Arpscan Status

LABEL	DESCRIPTION
Anti-Arpscan is....	This shows whether **Anti-arpscan** is enabled or disabled on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number of the Switch. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Trusted	This field displays whether the port is trusted or untrusted. **Anti-arpscan** is not performed on a trusted port.
State	This field displays whether the port can forward traffic normally (**Forwarding**) or is disabled (**Err-Disable**).

78.3 Anti-Arpscan Host Status

Use this screen to view blocked hosts and unblock ones connected to certain ports. To open this screen, click **SECURITY** > **Anti-Arpscan** > **Anti-Arpscan Host Status**.

Figure 464 SECURITY > Anti-Arpscan > Anti-Arpscan Host Status



The following table describes the fields in the above screen.

Table 332 SECURITY > Anti-Arpscan > Anti-Arpscan Host Status

LABEL	DESCRIPTION
Clear Filtered host A filtered host is a blocked IP address.	
Port List	Enter a port number or a series of port numbers separated by commas and spaces, and then click **Clear** to unblock all hosts connected to these ports.
Filtered host This table lists information on blocked hosts.	
Index	This displays the index number of an IP address (a host) that has been blocked.
Host IP	This displays the IP address of the blocked host.
MAC Address	This displays the MAC address of the blocked host.
VLAN	This displays the VLAN ID that shows which VLAN the blocked host is in.

Table 332 SECURITY > Anti-Arpscan > Anti-Arpscan Host Status (continued)

LABEL	DESCRIPTION
Port	This displays the port number to which the blocked host is connected.
State	This shows **Err-Disable** if the ARP-request rate from this host is over the threshold. Forwarding hosts are not displayed.

78.4 Anti-Arpscan Setup

Use this screen to enable **Anti-Arpscan,** set port and host thresholds as well as configure ports to be trusted or untrusted. To open this screen, click **SECURITY** > **Anti-Arpscan** > **Anti-Arpscan Setup**.

Figure 465 SECURITY > Anti-Arpscan > Anti-Arpscan Setup (Standalone Mode)

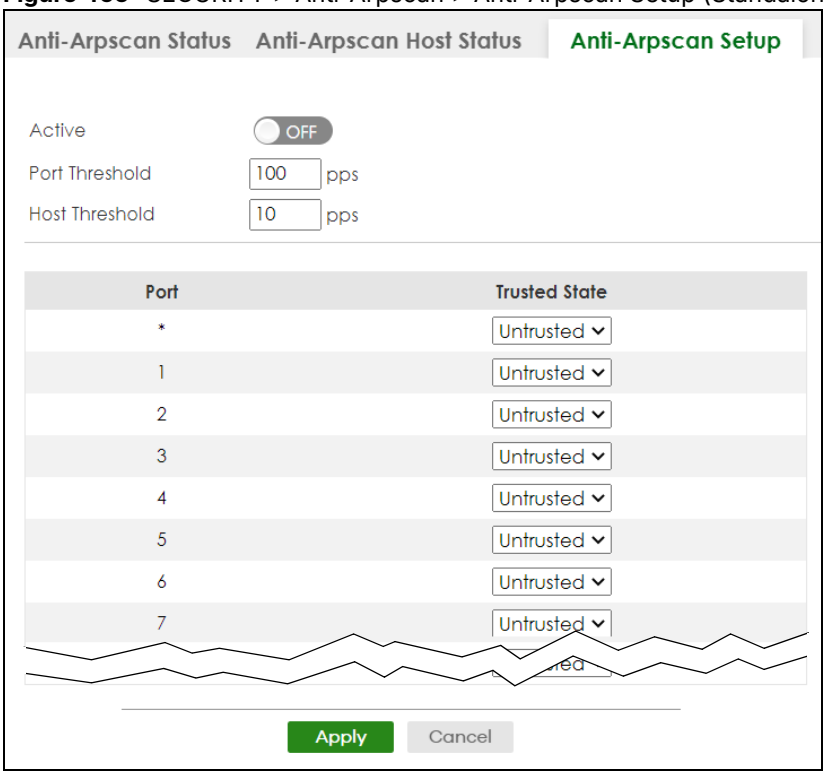
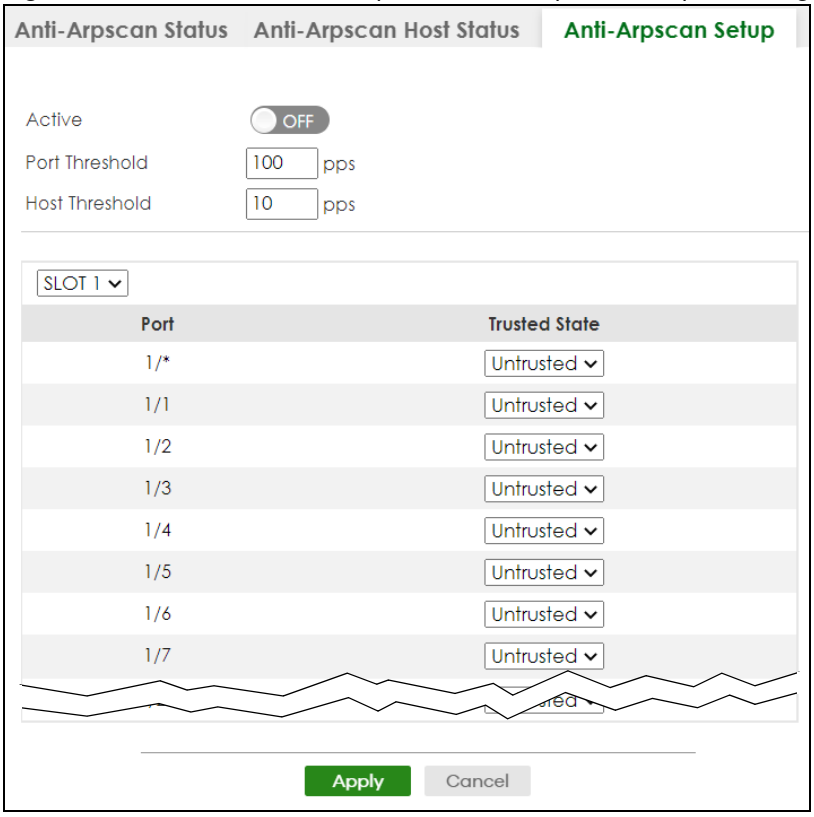


Figure 466 SECURITY > Anti-Arpscan > Anti-Arpscan Setup (Stacking Mode)



The following table describes the fields in the above screen.

Table 333 SECURITY > Anti-Arpscan > Anti-Arpscan Setup

LABEL	DESCRIPTION
Active	Enable the switch button to enable **Anti-arpscan** on the Switch.
Port Threshold	A port threshold is determined by the number of packets received per second on the port. If the received packet rate is over the threshold, then the port is put into an **Err-Disable** state. Type the maximum number of packets per second allowed on the port before it is blocked. Note: The allowed range is 2 to 255 packets received per second.
Host Threshold	A host threshold is determined by the number of ARP-request packets received per second. This is the global threshold rate for all hosts. If the rate of a host is over the threshold, then that host is blocked by using a MAC address filter. A blocked host is released automatically after the MAC aging time expires. Type the maximum number of ARP-request packets allowed by a host before it is blocked. Note: The allowed range is 2 to 100 ARP-request packets per second. Note: The port-based threshold must be larger than the host-based threshold or the host-based threshold will not be applied.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

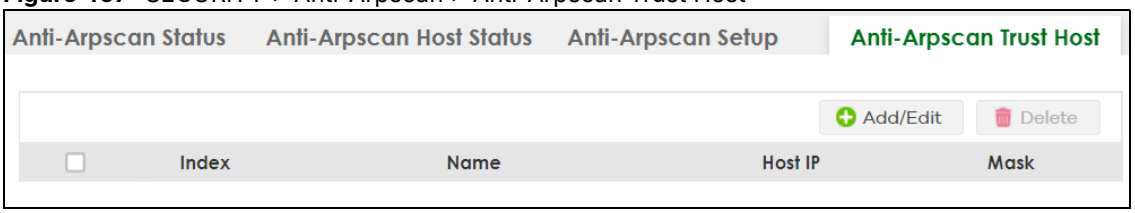
Table 333 SECURITY > Anti-Arpscan > Anti-Arpscan Setup (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Trusted State	Select **Untrusted** or **Trusted** for the associated port. **Anti-arpscan** is not performed on trusted hosts.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

78.5 Anti-Arpscan Trust Host

Use this screen to create or remove trusted hosts identified by IP address and subnet mask. **Anti-arpscan** is not performed on trusted hosts. To open this screen, click **SECURITY** > **Anti-Arpscan** > **Anti-Arpscan Trust Host**.

Figure 467 SECURITY > Anti-Arpscan > Anti-Arpscan Trust Host



The following table describes the fields in the above screen.

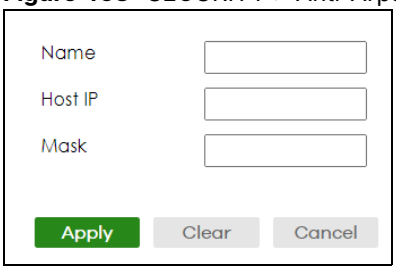
Table 334 SECURITY > Anti-Arpscan > Anti-Arpscan Trust Host

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each trusted host.
Name	This field displays the name of the trusted host.
Host IP	This field displays the IP address of the trusted host.
Mask	This field displays the subnet mask of the trusted host.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

78.5.1 Add/Edit Anti-Arpscan Trust Hosts

Use this screen to add/edit trusted hosts identified by IP address and subnet mask. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **Anti-Arpscan** > **Anti-Arpscan Trust Host** screen to view this screen.

Figure 468 SECURITY > Anti-Arpscan > Anti-Arpscan Trust Host > Add/Edit



The following table describes the fields in the above screen.

Table 335 SECURITY > Anti-Arpscan > Anti-Arpscan Trust Host > Add/Edit

LABEL	DESCRIPTION
Name	Type a descriptive name of up to 32 printable ASCII (except [?], [|], ['], ["], or [,]) characters to identify this host.
Host IP	Type the IP address of the host.
Mask	A trusted host may consist of a subnet of IP addresses. Type a subnet mask to create a single host or a subnet of hosts.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 79
BPDU Guard

79.1 BPDU Guard Overview

A BPDU (Bridge Protocol Data Units) is a data frame that contains information about STP. STP-aware switches exchange BPDUs periodically.

The BPDU guard feature allows you to prevent any new STP-aware switch from connecting to an existing network and causing STP topology changes in the network. If there is any BPDU detected on the ports on which BPDU guard is enabled, the Switch disables the ports automatically. You can then enable the ports manually in the **PORT** > **Port Setup** > **Port Setup** screen, or use the **SECURITY** > **Errdisable** > **Errdisable Recovery** screen (see Section 81.5 on page 625) to have the ports become active after a certain time interval.

79.1.1 What You Can Do

- Use the **BPDU Guard Status** screen (Section 79.2 on page 612) to view the BPDU guard status.
- Use the **BPDU Guard Setup** screen (Section 79.3 on page 613) to enable BPDU guard on the Switch.

79.2 BPDU Guard Status

Use this screen to view whether BPDU guard is enabled on the Switch and the port status. Click **SECURITY** > **BPDU Guard** > **BPDU Guard Status** to view the following screen.

Figure 469 SECURITY > BPDU Guard > BPDU Guard Status (Standalone Mode)

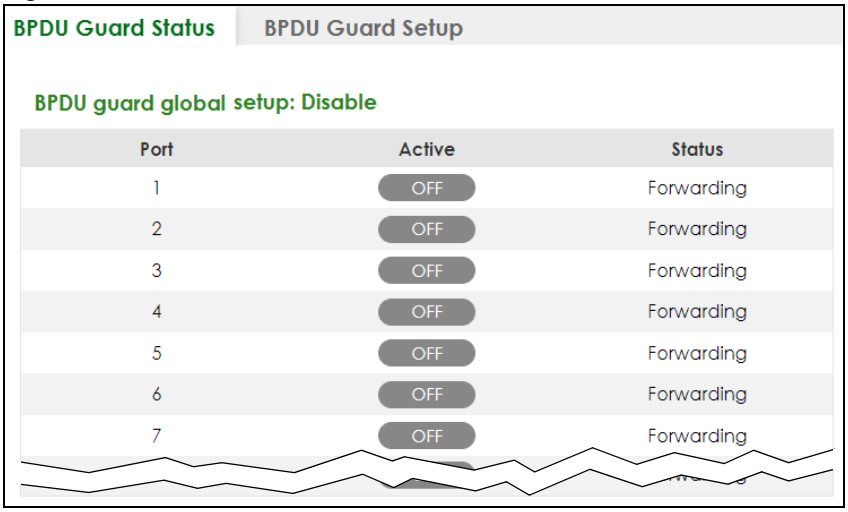
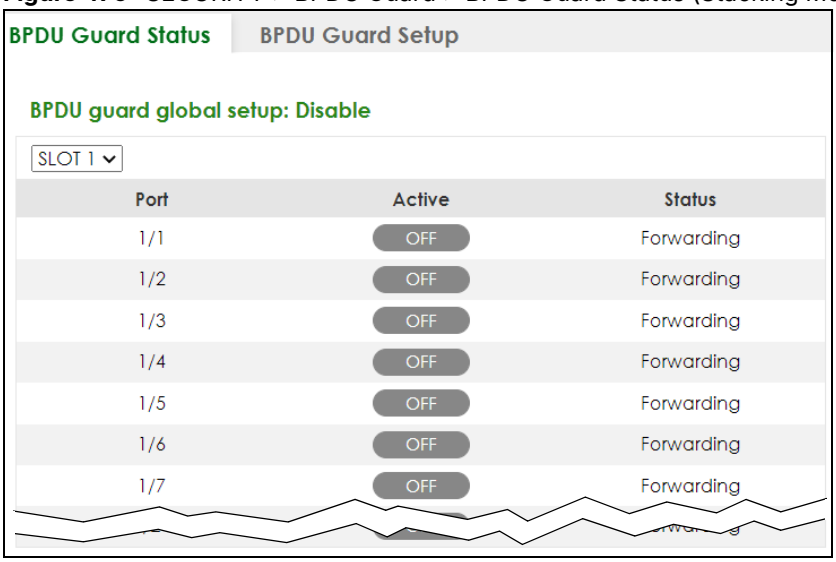


Figure 470 SECURITY > BPDU Guard > BPDU Guard Status (Stacking Mode)



The following table describes the fields in the above screen.

Table 336 SECURITY > BPDU Guard > BPDU Guard Status

LABEL	DESCRIPTION
BPDU guard global setup	This field displays whether BPDU guard is activated on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Active	This shows whether BPDU guard is activated on the port.
Status	This shows whether the port is shut down (**Err-disable**) or able to transmit packets (**Forwarding**).

79.3 BPDU Guard Setup

Use this screen to turn on the BPDU guard feature on the Switch and ports.

Click **SECURITY** > **BPDU Guard** > **BPDU Guard Setup** to display the configuration screen as shown.

Figure 471 SECURITY > BPDU Guard > BPDU Guard Setup (Standalone Mode)

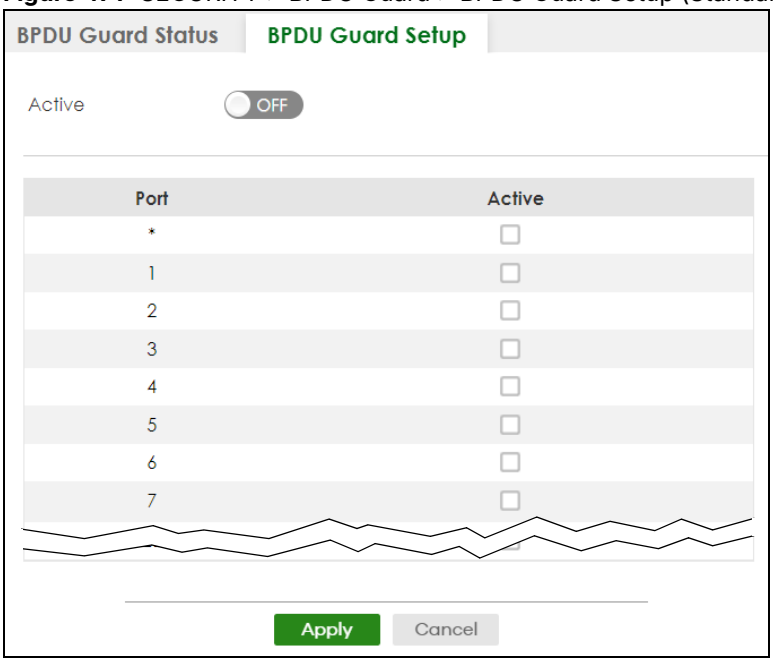
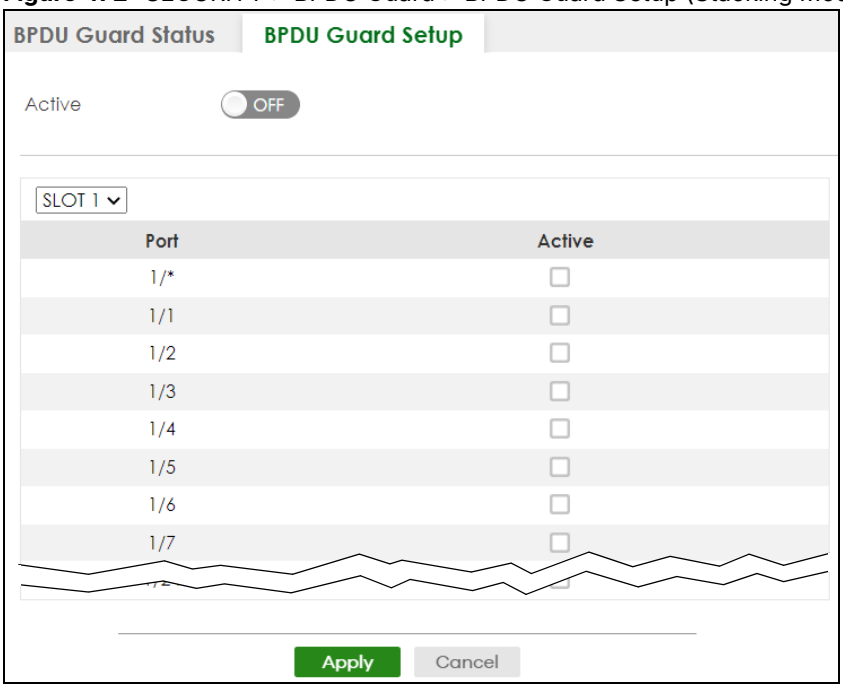


Figure 472 SECURITY > BPDU Guard > BPDU Guard Setup (Stacking Mode)



The following table describes the fields in the above screen.

Table 337 SECURITY > BPDU Guard > BPDU Guard Setup

LABEL	DESCRIPTION
Active	Enable the switch button to enable BPDU guard on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.

Table 337 SECURITY > BPDU Guard > BPDU Guard Setup (continued)

LABEL	DESCRIPTION
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the BPDU guard feature on this port. The Switch shuts down this port if there is any BPDU received on the port. Clear this checkbox to disable the BPDU guard feature.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 80
Storm Control

80.1 Storm Control Overview

This chapter introduces and shows you how to configure the storm control feature.

Storm control limits the number of broadcast, multicast and destination lookup failure (DLF) packets the Switch receives per second on the ports. When the maximum number of allowable broadcast, multicast and/or DLF packets is reached per second, the subsequent packets are discarded. Enable this feature to reduce broadcast, multicast and/or DLF packets in your network. You can specify limits for each packet type on each port.

80.1.1 What You Can Do

Use the **Storm Control** screen (Section 80.2 on page 616) to limit the number of broadcast, multicast and destination lookup failure (DLF) packets the Switch receives per second on the ports.

80.2 Storm Control Setup

Click **SECURITY** > **Storm Control** > **Storm Control** in the navigation panel to display the screen as shown next.

Figure 473 SECURITY > Storm Control > Storm Control (Standalone Mode)

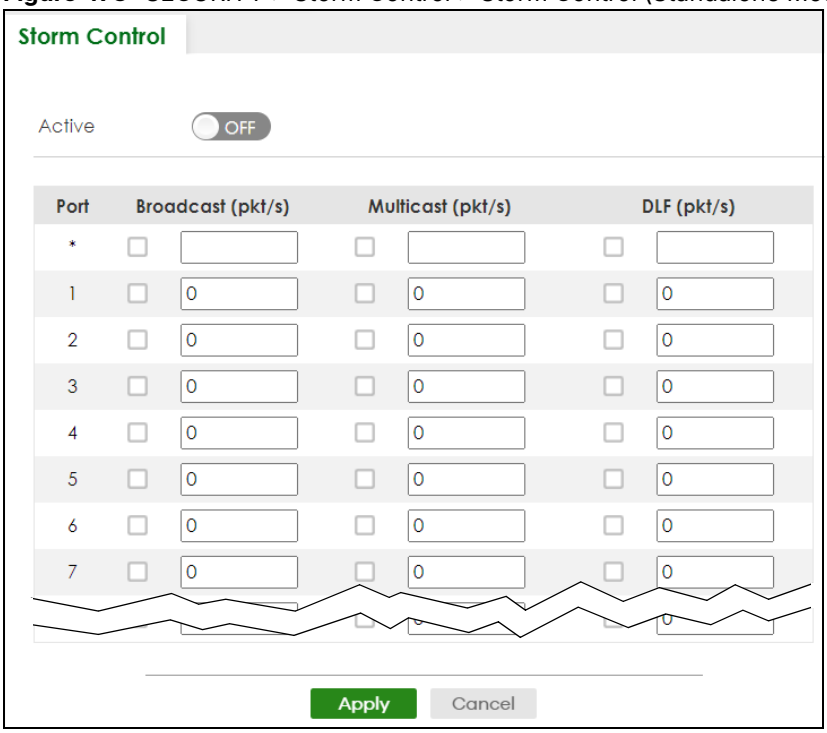
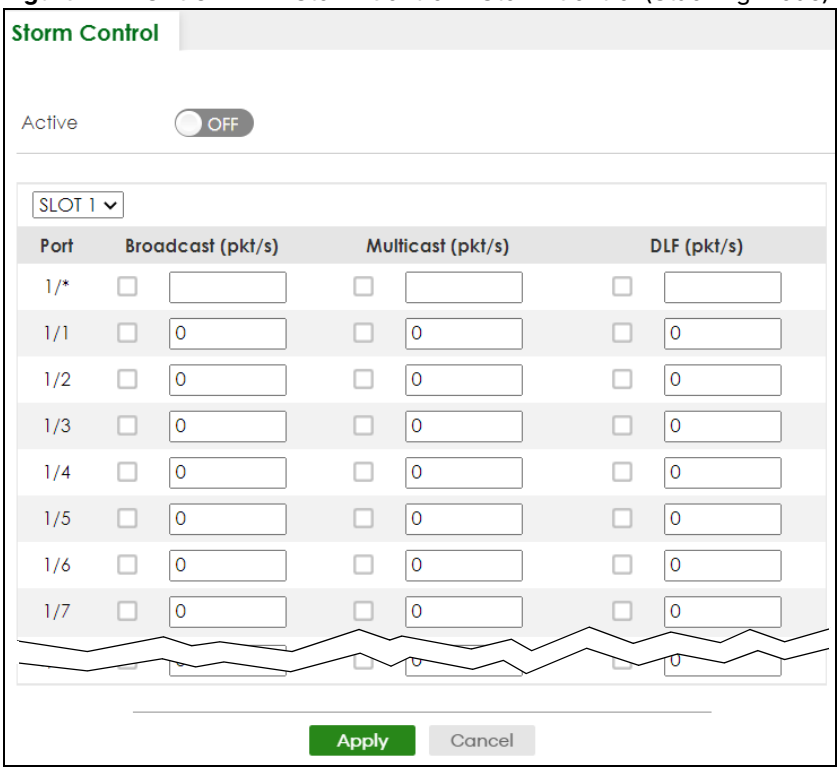


Figure 474 SECURITY > Storm Control > Storm Control (Stacking Mode)



The following table describes the labels in this screen.

Table 338 SECURITY > Storm Control > Storm Control

LABEL	DESCRIPTION
Active	Enable the switch button to enable traffic storm control on the Switch. Disable the switch button to disable this feature.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Broadcast (pkt/s)	Select this option to enable and specify how many broadcast packets the Switch accepts per second on the port. The Switch will generate a trap and/or log when the actual rate is higher than the specified threshold.
Multicast (pkt/s)	Select this option to enable and specify how many multicast packets the Switch accepts per second on the port. The Switch will generate a trap and/or log when the actual rate is higher than the specified threshold.
DLF (pkt/s)	Select this option and specify how many destination lookup failure (DLF) packets the port receives per second.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

CHAPTER 81
Error-Disable

81.1 Error-Disable Overview

This chapter shows you how to configure the rate limit for control packets on a port, and set the Switch to take an action (such as to shut down a port or stop sending packets) on a port when the Switch detects a pre-configured error. It also shows you how to configure the Switch to automatically undo the action after the error is gone.

81.1.1 CPU Protection Overview

Switches exchange protocol control packets in a network to get the latest networking information. If a switch receives large numbers of control packets, such as ARP, BPDU or IGMP packets, which are to be processed by the CPU, the CPU may become overloaded and be unable to handle regular tasks properly.

The CPU protection feature allows you to limit the rate of ARP, BPDU and IGMP packets to be delivered to the CPU on a port. This enhances the CPU efficiency and protects against potential DoS attacks or errors from other networks. You then can choose to drop control packets that exceed the specified rate limit or disable a port on which the packets are received.

81.1.2 Error-Disable Recovery Overview

Some features, such as loop guard or CPU protection, allow the Switch to shut down a port or discard specific packets on a port when an error is detected on the port. For example, if the Switch detects that packets sent out the ports loop back to the Switch, the Switch can shut down the ports automatically. After that, you need to enable the ports or allow the packets on a port manually through the Web Configurator or the commands. With error-disable recovery, you can set the disabled ports to become active or start receiving the packets again after the time interval you specify.

81.1.3 What You Can Do

- Use the **Errdisable Status** screen (Section 81.2 on page 620) to view whether the Switch detected that control packets exceeded the rate limit configured for a port or a port is disabled according to the feature requirements and what action you configure, and related information.
- Use the **CPU Protection** screen (Section 81.3 on page 622) to limit the maximum number of control packets (ARP, BPDU and/or IGMP) that the Switch can receive or transmit on a port.
- Use the **Errdisable Detect** screen (Section 81.4 on page 624) to have the Switch detect whether the control packets exceed the rate limit configured for a port and configure the action to take once the limit is exceeded.
- Use the **Errdisable Recovery** screen (Section 81.5 on page 625) to set the Switch to automatically undo an action after the error is gone.

81.2 Error-Disable Status

Use this screen to view whether the Switch detected that control packets exceeded the rate limit configured for a port or a port is disabled according to the feature requirements and what action you configure, and related information. Click **SECURITY** > **Errdisable** > **Errdisable Status** to display the screen as shown.

Figure 475 SECURITY > Errdisable > Errdisable Status (Standalone Mode)

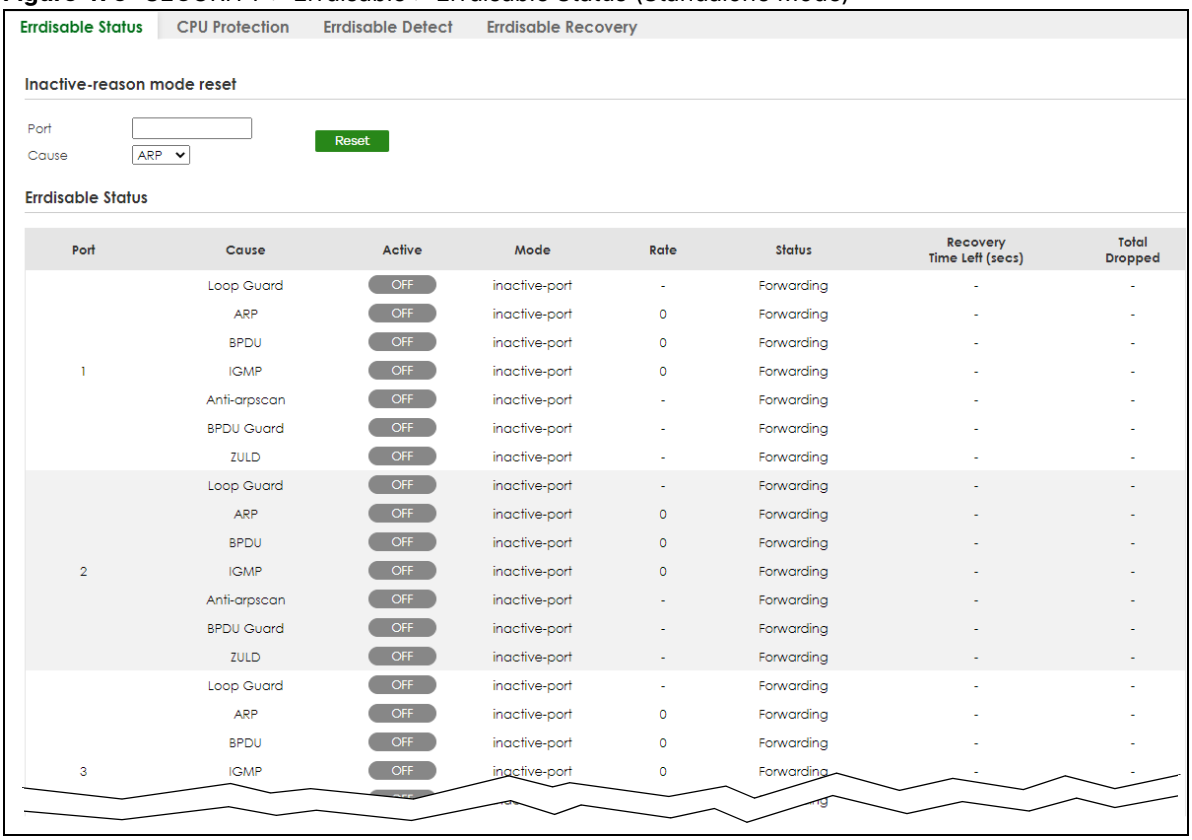
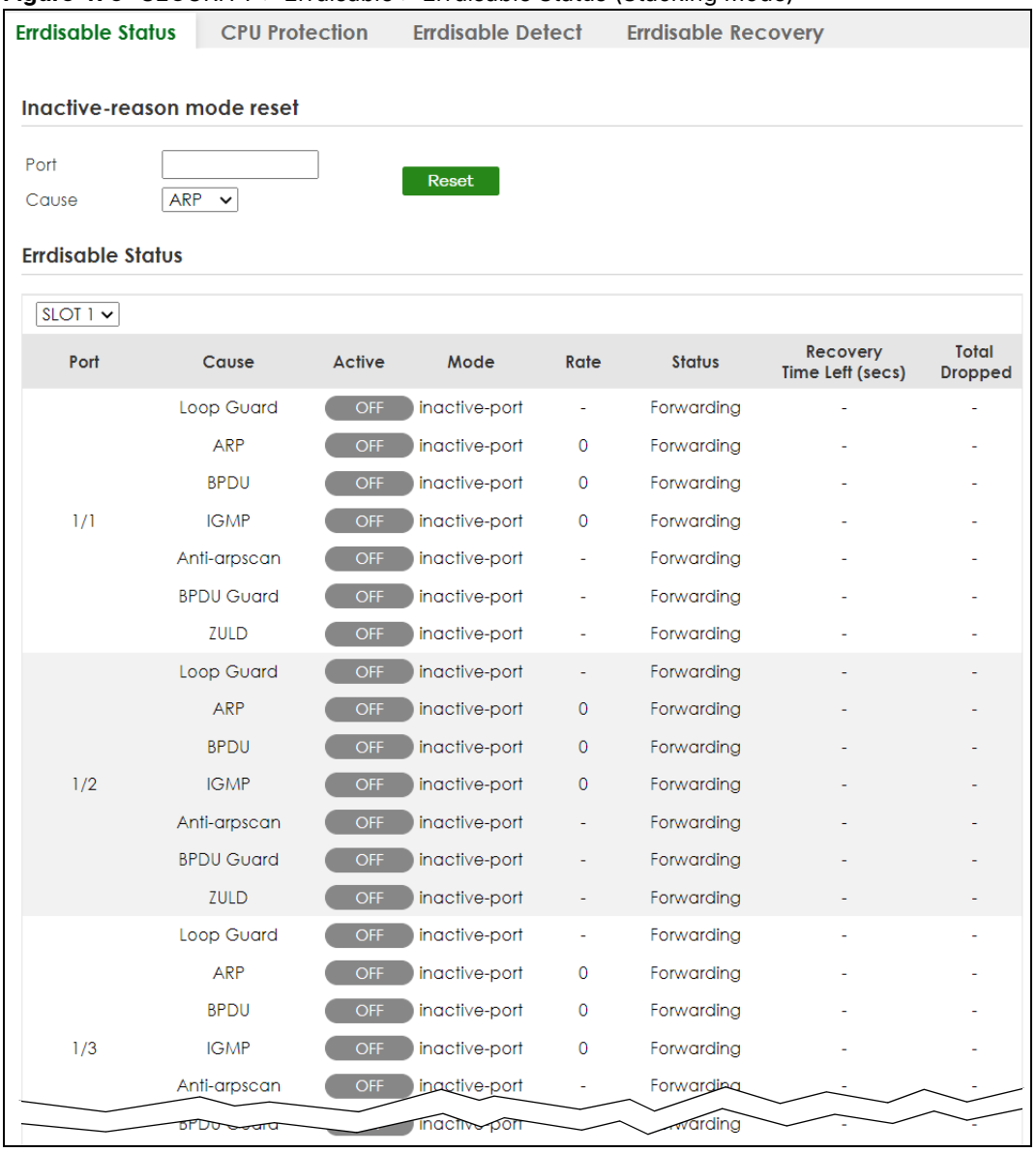


Figure 476 SECURITY > Errdisable > Errdisable Status (Stacking Mode)



The following table describes the labels in this screen.

Table 339 SECURITY > Errdisable > Errdisable Status

LABEL	DESCRIPTION
Inactive-reason mode reset	
Port	Enter the number of the ports (separated by a comma) on which you want to reset inactive-reason status. In Stacking mode, the first number represents the slot and the second the port number. Enter 1/1-1/24,2/23 for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.
Cause	Select the cause of inactive-reason mode you want to reset here.
Reset	Click to reset the specified ports to handle ARP, BPDU or IGMP packets instead of ignoring them, if the ports is in inactive-reason mode.
Errdisable Status	

Table 339 SECURITY > Errdisable > Errdisable Status (continued)

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
Cause	This displays the type of the control packet received on the port or the feature enabled on the port and causing the Switch to take the specified action.
Active	This field displays whether the control packets (ARP, BPDU, and/or IGMP) on the port is being detected or not. It also shows whether loop guard, anti-arp scanning, BPDU guard or ZULD is enabled on the port. You can configure these settings under **SECURITY** > **Errdisable** > **Errdisable Detect** and **SWITCHING** > **Loop Guard** screen.
Mode	This field shows the action that the Switch takes for the cause. • **inactive-port** – The Switch disables the port. • **inactive-reason** – The Switch drops all the specified control packets (such as BPDU) on the port. • **rate-limitation** – The Switch drops the additional control packets the ports has to handle in every one second.
Rate	This field displays how many control packets this port can receive or transmit per second. It can be adjusted in **CPU Protection**. **0** means no rate limit.
Status	This field displays the errdisable status. • **Forwarding**: The Switch is forwarding packets. Rate-limitation mode is always in **Forwarding** status. • **Err-disable**: The Switch disables the port on which the control packets are received (**inactive-port**) or drops specified control packets on the port (**inactive-reason**).
Recovery Time Left (secs)	This field displays the time (seconds) left before the ports becomes active of Errdisable Recovery.
Total Dropped	This field displays the total packet number dropped by this port where the packet rate exceeds the rate of mode rate-limitation.

81.3 CPU Protection Setup

Use this screen to limit the maximum number of control packets (ARP, BPDU and/or IGMP) that the Switch can receive or transmit on a port. Click **SECURITY** > **Errdisable** > **CPU Protection** to display the screen as shown.

Note: After you configure this screen, make sure you also enable error detection for the specific control packets in the **SECURITY** > **Errdisable** > **Errdisable Detect** screen.

Figure 477 SECURITY > Errdisable > CPU Protection (Standalone Mode)

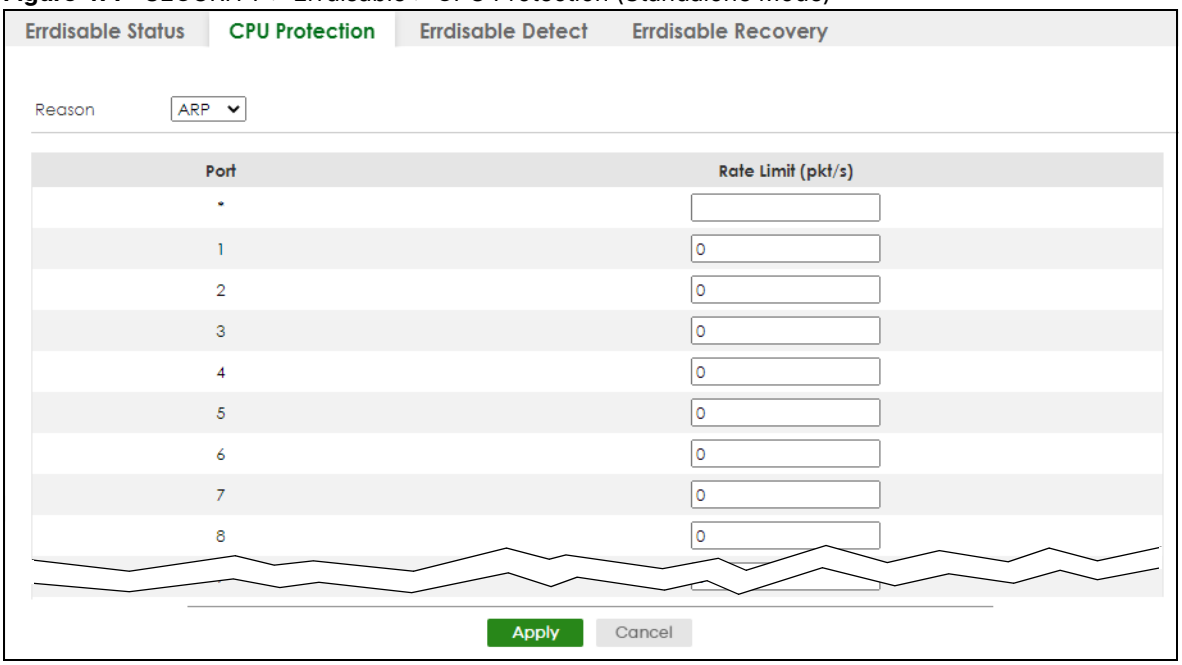
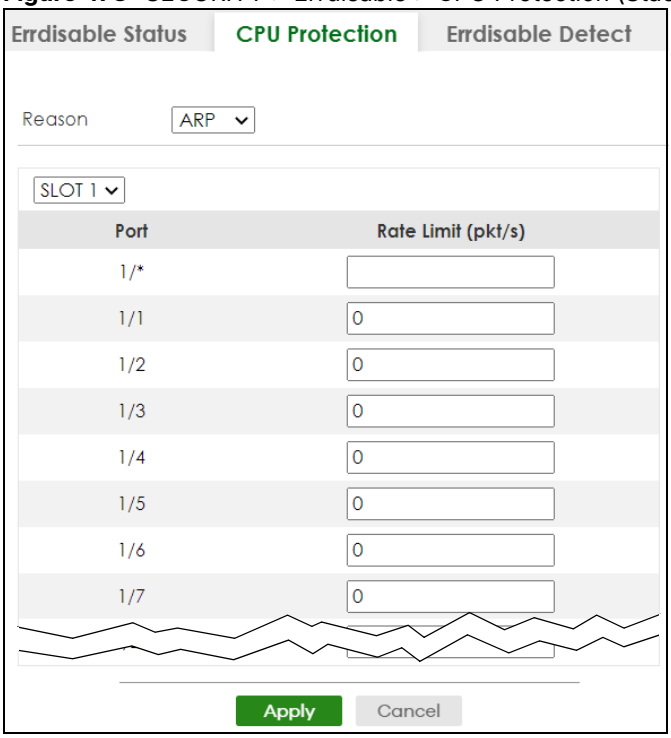


Figure 478 SECURITY > Errdisable > CPU Protection (Stacking Mode)



The following table describes the labels in this screen.

Table 340 SECURITY > Errdisable > CPU Protection

LABEL	DESCRIPTION
Reason	Select the type of control packet you want to configure here.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.

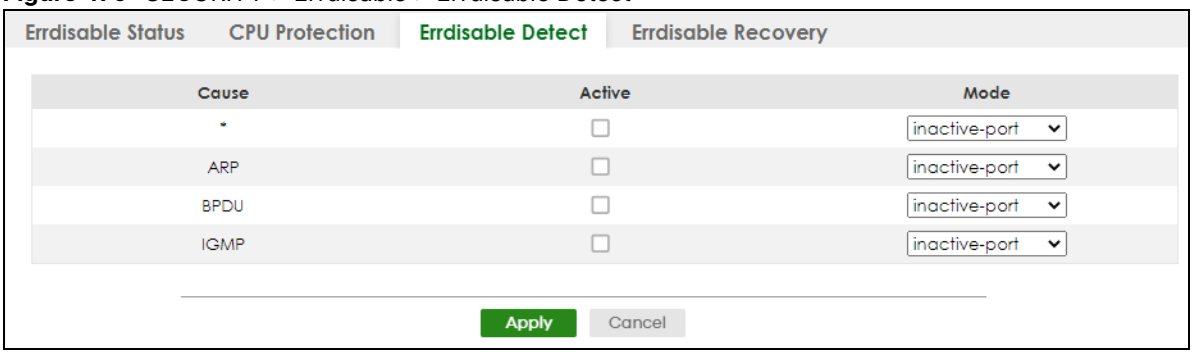
Table 340 SECURITY > Errdisable > CPU Protection (continued)

LABEL	DESCRIPTION
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments to each port if necessary. Changes in this row are copied to all the ports as soon as you make them.
Rate Limit (pkt/s)	Enter a number from 0 to 256 to specify how many control packets this port can receive or transmit per second. **0** means no rate limit. You can configure the action that the Switch takes when the limit is exceeded.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

81.4 Error-Disable Detect Setup

Use this screen to have the Switch detect whether the control packets exceed the rate limit configured for a port and configure the action to take once the limit is exceeded. Click **SECURITY** > **Errdisable** > **Errdisable Detect** to display the screen as shown.

Figure 479 SECURITY > Errdisable > Errdisable Detect



The following table describes the labels in this screen.

Table 341 SECURITY > Errdisable > Errdisable Detect

LABEL	DESCRIPTION
Cause	This field displays the types of control packet that may cause CPU overload.
*	Use this row to make the setting the same for all entries. Use this row first and then make adjustments to each entry if necessary. Changes in this row are copied to all the entries as soon as you make them.
Active	Select this option to have the Switch detect if the configured rate limit for a specific control packet is exceeded and take the action selected below.

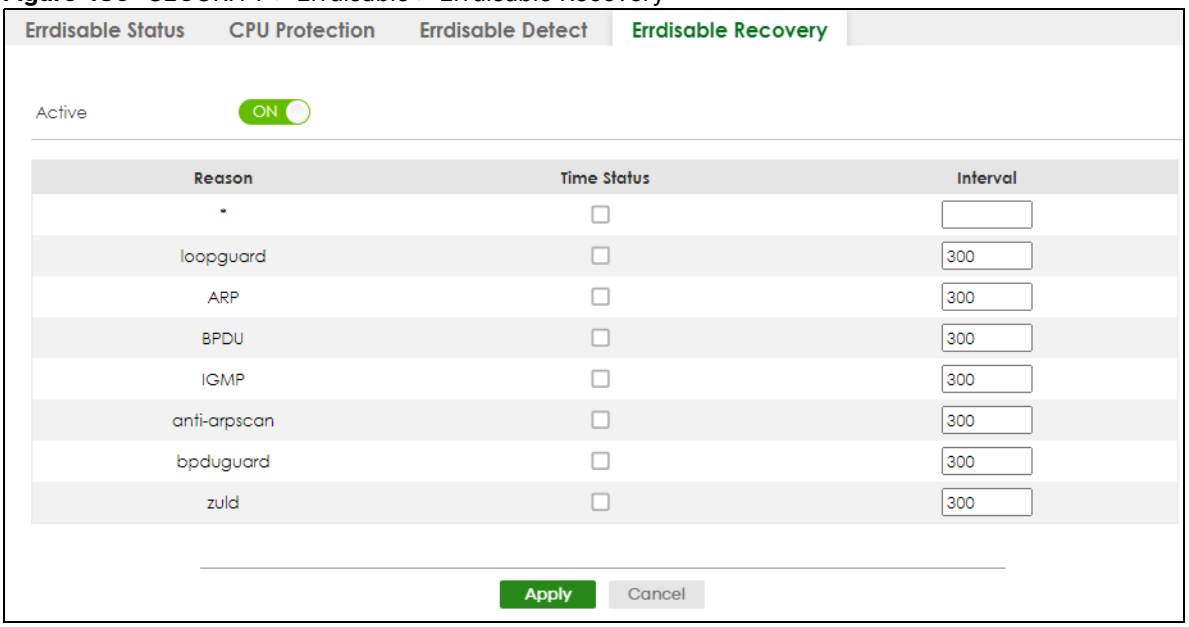
Table 341 SECURITY > Errdisable > Errdisable Detect (continued)

LABEL	DESCRIPTION
Mode	Select the action that the Switch takes when the number of control packets exceed the rate limit on a port, set in the **SECURITY** > **Errdisable** > **CPU Protection** screen. • **inactive-port** – The Switch disables the port on which the control packets are received. • **inactive-reason** – The Switch drops all the specified control packets (such as BPDU) on the port. • **rate-limitation** – The Switch drops the additional control packets the ports has to handle in every one second.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

81.5 Error-Disable Recovery Setup

Use this screen to configure the Switch to automatically undo an action after the error is gone. Click **SECURITY** > **Errdisable** > **Errdisable Recovery** to display the screen as shown.

Figure 480 SECURITY > Errdisable > Errdisable Recovery



The following table describes the labels in this screen.

Table 342 SECURITY > Errdisable > Errdisable Recovery

LABEL	DESCRIPTION
Active	Enable the switch button to turn on the error-disable recovery function on the Switch.
Reason	This field displays the supported features that allow the Switch to shut down a port or discard packets on a port according to the feature requirements and what action you configure.
*	Use this row to make the setting the same for all entries. Use this row first and then make adjustments to each entry if necessary. Changes in this row are copied to all the entries as soon as you make them.

Table 342 SECURITY > Errdisable > Errdisable Recovery (continued)

LABEL	DESCRIPTION
Time Status	Select this checkbox to allow the Switch to wait for the specified time interval to activate a port or allow specific packets on a port, after the error was gone. Clear the checkbox to turn off this rule.
Interval	Enter the number of seconds (from 30 to 2592000) for the time interval.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

CHAPTER 82
IP Source Guard

82.1 IP Source Guard Overview

IP source guard consists of the following features:

- DHCP snooping. Use this to filter unauthorized DHCP server packets on the network and to build a binding table dynamically.
- ARP inspection. Use this to filter unauthorized ARP packets on the network.
- Static IP bindings. Use this to create static bindings in the binding table.

The Switch builds the binding table by snooping DHCP packets (dynamic bindings) and from information provided manually by administrators (static bindings).

Binding Table

IP source guard uses a binding table to distinguish between authorized and unauthorized ARP packets in your network. A binding contains these key attributes:

- MAC address
- VLAN ID
- IP address
- Port number

The Switch builds the binding table by snooping DHCP packets (dynamic bindings) and from information provided manually by administrators (static bindings).

DHCP Snooping

The Switch only allows an authorized DHCP server on a trusted port to assign IP addresses. Unauthorized DHCP servers will not be able to assign IP addresses to network clients. When the Switch receives a DHCP server packet from an authorized DHCP server, it inspects the packet and records the DHCP information in a binding table. The binding records are used in ARP inspection to filter unauthorized ARP packets. See Section 83.1 on page 632 for more DHCP snooping information.

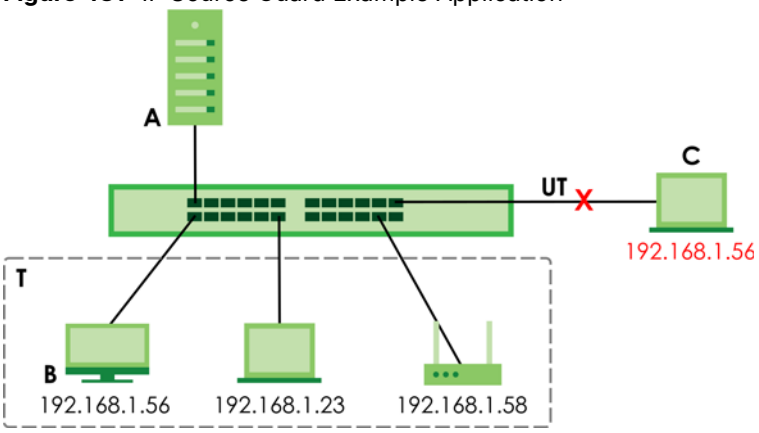
ARP Inspection

When the Switch receives an ARP packet, it looks up the appropriate MAC address, VLAN ID, IP address, and port number in the binding table. If there is a binding, the Switch forwards the packet. Otherwise, the Switch discards the packet.

If you want to use dynamic bindings to filter unauthorized ARP packets (typical implementation), you have to enable DHCP snooping before you enable ARP inspection.

The following figure demonstrates a scenario with DHCP snooping and ARP inspection enabled. In this scenario, we connect an authorized DHCP server (**A**) and the client devices on the ARP trusted ports (**T**). A client device (**B**) is assigned the IP address 192.168.1.56 by the authorized DHCP server (**A**). A malicious host (**C**) on an untrusted port (**UT**) puts a wrong MAC address with the IP address 192.168.1.56 in an ARP reply packet pretending to be client device (**B**) (192.168.1.56). The Switch snoops DHCP packets sent from the authorized DHCP server (**A**) and creates bindings in the binding table. When the Switch receives ARP packets from an untrusted port (**UT**), it compares the IP and MAC addresses with the existing bindings. Since the IP and MAC binding is different from the existing bindings, the Switch blocks the unauthorized ARP packets sent from the malicious host (**C**). The malicious host (**C**) therefore cannot disguise as client device (**B**) to build connections with other client devices on your network.

Figure 481 IP Source Guard Example Application



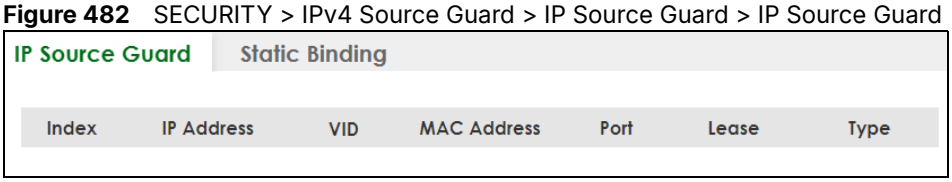
82.1.1 What You Can Do

- Use the **IP Source Guard** screen (Section 82.2 on page 628) to look at the current bindings for DHCP snooping and ARP inspection.
- Use the **Static Binding** screen (Section 82.3 on page 629) to manage static bindings for DHCP snooping and ARP inspection.

82.2 IPv4 Source Guard

Use this screen to look at the current bindings for DHCP snooping and ARP inspection. Bindings are used by ARP inspection to distinguish between authorized and unauthorized ARP packets in the network. The Switch learns the bindings by snooping DHCP packets (dynamic bindings) and from information provided manually by administrators (static bindings). To open this screen, click **SECURITY** > **IPv4 Source Guard** > **IP Source Guard** > **IP Source Guard**.

Figure 482 SECURITY > IPv4 Source Guard > IP Source Guard > IP Source Guard



The following table describes the labels in this screen.

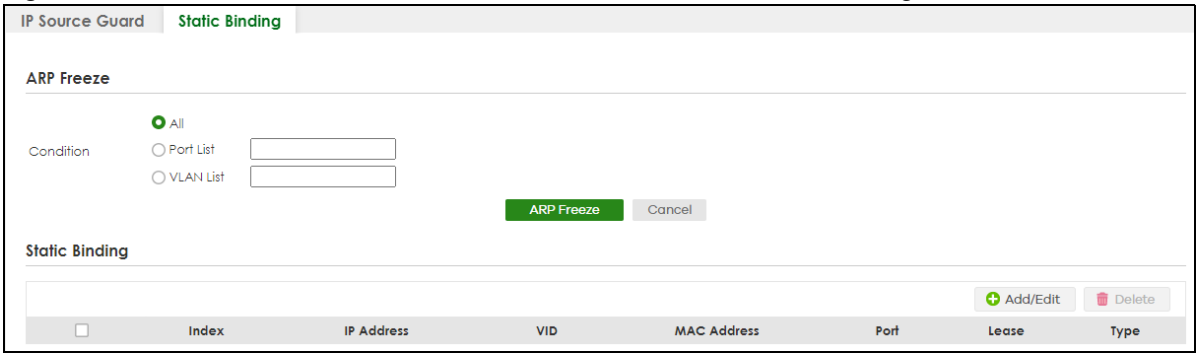
Table 343 SECURITY > IPv4 Source Guard > IP Source Guard > IP Source Guard

LABEL	DESCRIPTION
Index	This field displays a sequential number for each binding.
IP Address	This field displays the IP address assigned to the MAC address in the binding.
VID	This field displays the source VLAN ID in the binding.
MAC Address	This field displays the source MAC address in the binding.
Port	This field displays the port number in the binding. If this field is blank, the binding applies to all ports. In Stacking mode, the first number represents the slot ID and the second is the port number.
Lease	This field displays how many days, hours, minutes, and seconds the binding is valid; for example, **2d3h4m5s** means the binding is still valid for 2 days, 3 hours, 4 minutes, and 5 seconds. This field displays **infinity** if the binding is always valid (for example, a static binding).
Type	This field displays how the Switch learned the binding. **static**: This binding was learned from information provided manually by an administrator. **dhcp-snooping**: This binding was learned by snooping DHCP packets.

82.3 IPv4 Source Guard Static Binding

Use this screen to manage static bindings for DHCP snooping and ARP inspection. Static bindings are uniquely identified by the MAC address and VLAN ID. Each MAC address and VLAN ID can only be in one static binding. If you try to create a static binding with the same MAC address and VLAN ID as an existing static binding, the new static binding replaces the original one. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **IP Source Guard** > **Static Binding**.

Figure 483 SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding



The following table describes the labels in this screen.

Table 344 SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding

LABEL	DESCRIPTION
ARP Freeze ARP Freeze allows you to automatically create static bindings from the current ARP entries (either dynamically learned or static ARP entries) until the Switch's binding table is full. Note: The ARP learning mode should be set to **ARP-Request** in the **NETWORKING** > **ARP Setup** > **ARP Learning** screen before you use the ARP Freeze feature.	
Condition	**All** – Select this and click **ARP Freeze** to have the Switch automatically add all the current ARP entries to the static bindings table. **Port List** – Select this and enter the number of the ports (separated by a comma). You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7. In Stacking mode, the first number represents the slot ID and the second is the port number. Enter "1/1-1/24,2/23" for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example. ARP entries learned on the specified ports are added to the static bindings table after you click **ARP Freeze**. **VLAN List** – Select this and enter the ID number of the VLANs (separated by a comma). ARP entries for the specified VLANs are added to the static bindings table after you click **ARP Freeze**. Otherwise, click **Cancel**.
Static Binding	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each binding.
IP Address	This field displays the IP address assigned to the MAC address in the binding.
VID	This field displays the source VLAN ID in the binding.
MAC Address	This field displays the source MAC address in the binding.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number.
Lease	This field displays how long the binding is valid.
Type	This field displays how the Switch learned the binding. **Static**: This binding was learned from information provided manually by an administrator.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

82.3.1 Add/Edit IPv4 Source Guard Static Binding

Use this screen to manage static bindings for DHCP snooping and ARP inspection. Static bindings are uniquely identified by the MAC address and VLAN ID. Each MAC address and VLAN ID can only be in one static binding. If you try to create a static binding with the same MAC address and VLAN ID as an existing static binding, the new static binding replaces the original one. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **IPv4 Source Guard** > **IP Source Guard** > **Static Binding** screen to display this screen.

Figure 484 SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding > Add/Edit (Standalone Mode)

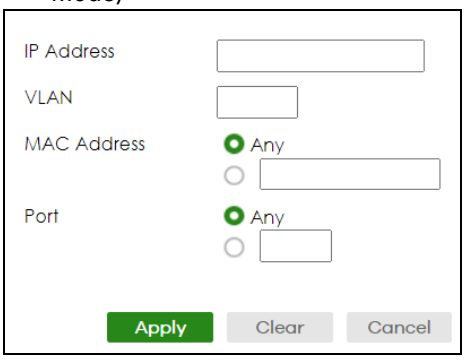
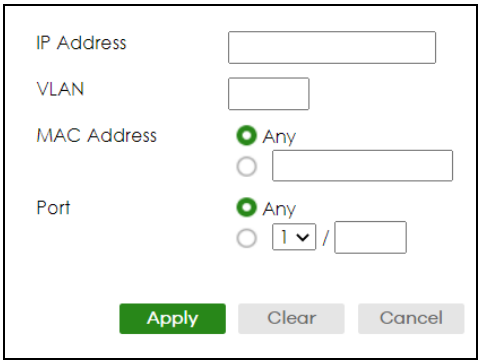


Figure 485 SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding > Add/Edit (Stacking Mode)



The following table describes the labels in this screen.

Table 345 SECURITY > IPv4 Source Guard > IP Source Guard > Static Binding > Add/Edit

LABEL	DESCRIPTION
IP Address	Enter the IP address assigned to the MAC address in the binding.
VLAN	Enter the source VLAN ID in the binding.
MAC Address	Enter the source MAC address in the binding. If this binding applies to all MAC addresses, select **Any**.
Port	Specify the ports in the binding. If this binding has one port, select the first radio button and enter the port number in the field to the right. In Stacking mode, the first field is the slot ID and the second field is the port number. If this binding applies to all ports, select **Any**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 83
DHCP Snooping

83.1 DHCP Snooping Overview

DHCP snooping filters unauthorized DHCP server packets. The Switch allows only the authorized DHCP server on a trusted port to assign IP addresses. Clients on your network will only receive DHCP packets from the authorized DHCP server.

The Switch also builds a DHCP snooping binding table dynamically by snooping DHCP packets (dynamic bindings). A DHCP snooping binding table contains the IP binding information the Switch learns from DHCP packets in your network. A binding contains these key attributes:

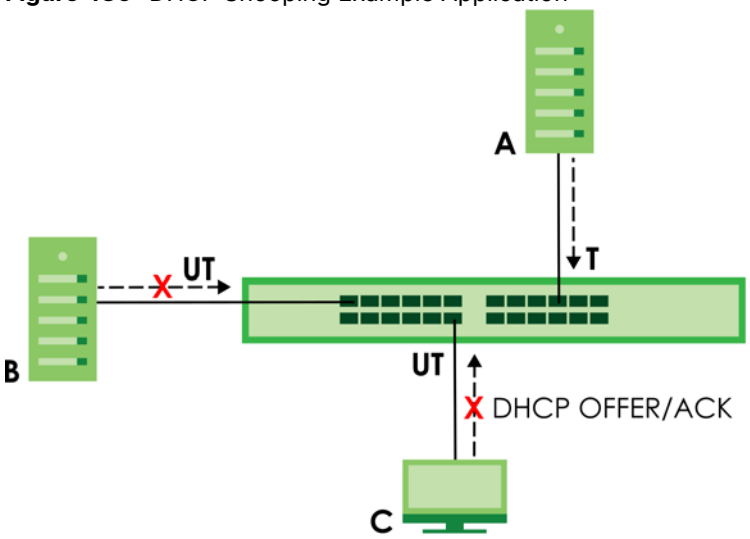
- MAC address
- VLAN ID
- IP address
- Port number

The following settings demonstrates DHCP snooping on the Switch.

- An authorized DHCP server (**A**) on a snooped VLAN from the trusted port (**T**)
- An unauthorized DHCP server (**B**) on a snooped VLAN from an untrusted port (**UT**)
- DHCP clients (**C**) on the untrusted ports (**UT**).

With DHCP snooping, the Switch blocks all DHCP server packets (**DHCP OFFER/ACK**) coming from the untrusted ports (**UT**). The Switch only forwards the DHCP server packets from the trusted port (**T**). This assures that DHCP clients on your network only receive IP addresses assigned by the authorized DHCP server (**A**).

Figure 486 DHCP Snooping Example Application



83.1.1 What You Can Do

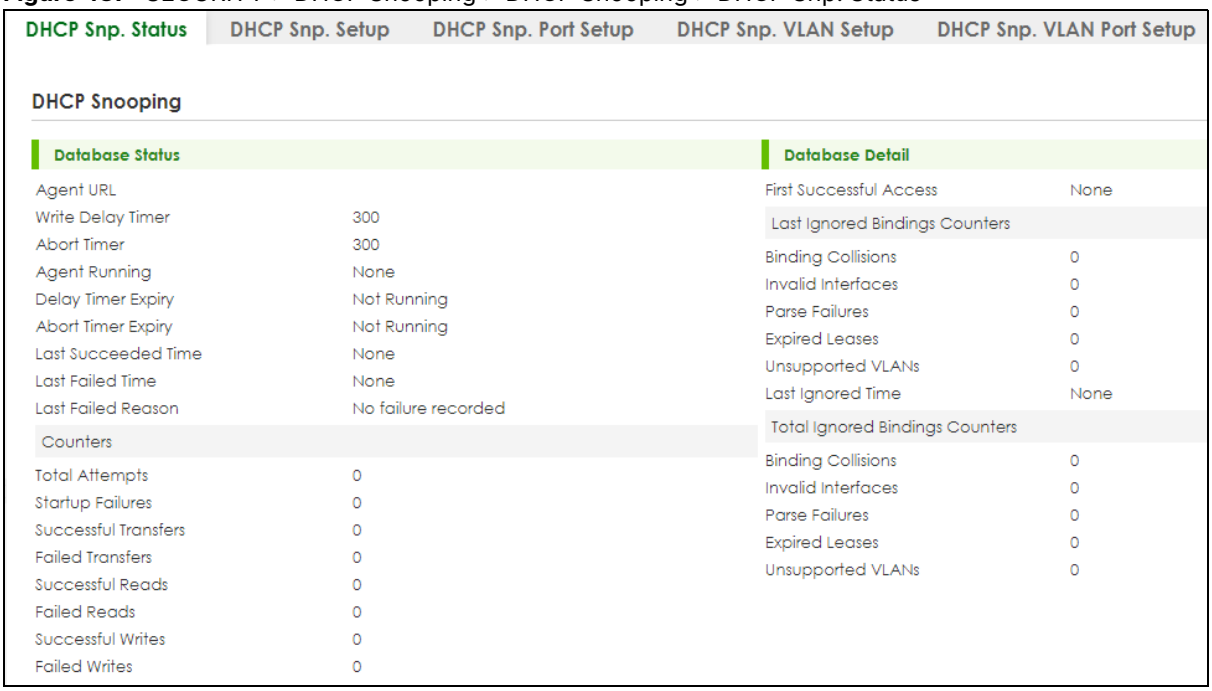
- Use the **DHCP Snooping Status** screen (Section 83.2 on page 633) to look at various statistics about the DHCP snooping database.
- Use this **DHCP Snooping Setup** screen (Section 83.3 on page 636) to enable DHCP snooping on the Switch (not on specific VLAN), specify the VLAN where the default DHCP server is located, and configure the DHCP snooping database.
- Use the **DHCP Snooping Port Setup** screen (Section 83.4 on page 637) to specify whether ports are trusted or untrusted ports for DHCP snooping.
- Use the **DHCP Snooping VLAN Setup** screen (Section 83.5 on page 639) to enable DHCP snooping on each VLAN and to specify whether or not the Switch adds DHCP relay agent option 82 information to DHCP requests that the Switch relays to a DHCP server for each VLAN.
- Use the **DHCP Snooping VLAN Port Setup** screen (Section 83.6 on page 640) to apply a different DHCP option 82 profile to certain ports in a VLAN.

83.2 DHCP Snooping Status

Use this screen to look at various statistics about the DHCP snooping database.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Status**.

Figure 487 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Status



The following table describes the labels in this screen.

Table 346 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Status

LABEL	DESCRIPTION
Database Status This section displays the current settings for the DHCP snooping database. You can configure them in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Setup** screen.	
Agent URL	This field displays the location of the DHCP snooping database.
Write Delay Timer	This field displays how long (in seconds) the Switch tries to complete a specific update in the DHCP snooping database before it gives up.
Abort Timer	This field displays how long (in seconds) the Switch waits to update the DHCP snooping database after the current bindings change.
Agent Running	This field displays the status of the current update or access of the DHCP snooping database. **None**: The Switch is not accessing the DHCP snooping database. **Read**: The Switch is loading dynamic bindings from the DHCP snooping database. **Write**: The Switch is updating the DHCP snooping database.
Delay Timer Expiry	This field displays how much longer (in seconds) the Switch tries to complete the current update before it gives up. It displays **Not Running** if the Switch is not updating the DHCP snooping database right now.
Abort Timer Expiry	This field displays when (in seconds) the Switch is going to update the DHCP snooping database again. It displays **Not Running** if the current bindings have not changed since the last update.
Last Succeeded Time	This field displays the last time the Switch updated the DHCP snooping database successfully.
Last Failed Time	This field displays the last time the Switch updated the DHCP snooping database unsuccessfully.
Last Failed Reason	This field displays the reason the Switch updated the DHCP snooping database unsuccessfully.

Table 346 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Status (continued)

LABEL	DESCRIPTION
Counters This section displays historical information about the number of times the Switch successfully or unsuccessfully read or updated the DHCP snooping database.	
Total Attempts	This field displays the number of times the Switch has tried to access the DHCP snooping database for any reason.
Startup Failures	This field displays the number of times the Switch could not create or read the DHCP snooping database when the Switch started up or a new URL is configured for the DHCP snooping database.
Successful Transfers	This field displays the number of times the Switch read bindings from or updated the bindings in the DHCP snooping database successfully.
Failed Transfers	This field displays the number of times the Switch was unable to read bindings from or update the bindings in the DHCP snooping database.
Successful Reads	This field displays the number of times the Switch read bindings from the DHCP snooping database successfully.
Failed Reads	This field displays the number of times the Switch was unable to read bindings from the DHCP snooping database.
Successful Writes	This field displays the number of times the Switch updated the bindings in the DHCP snooping database successfully.
Failed Writes	This field displays the number of times the Switch was unable to update the bindings in the DHCP snooping database.
Database Detail	
First Successful Access	This field displays the first time the Switch accessed the DHCP snooping database for any reason.
Last Ignored Bindings Counters This section displays the number of times and the reasons the Switch ignored bindings the last time it read bindings from the DHCP binding database. You can clear these counters by restarting the Switch.	
Binding Collisions	This field displays the number of bindings the Switch ignored because the Switch already had a binding with the same MAC address and VLAN ID.
Invalid Interfaces	This field displays the number of bindings the Switch ignored because the port number was a trusted interface or does not exist anymore.
Parse Failures	This field displays the number of bindings the Switch ignored because the Switch was unable to understand the binding in the DHCP binding database.
Expired Leases	This field displays the number of bindings the Switch ignored because the lease time had already expired.
Unsupported VLANs	This field displays the number of bindings the Switch ignored because the VLAN ID does not exist anymore.
Last Ignored Time	This field displays the last time the Switch ignored any bindings for any reason from the DHCP binding database.
Total Ignored Bindings Counters This section displays the reasons the Switch has ignored bindings any time it read bindings from the DHCP binding database. You can clear these counters by restarting the Switch.	
Binding Collisions	This field displays the number of bindings the Switch has ignored because the Switch already had a binding with the same MAC address and VLAN ID.
Invalid Interfaces	This field displays the number of bindings the Switch has ignored because the port number was a trusted interface or does not exist anymore.
Parse Failures	This field displays the number of bindings the Switch has ignored because the Switch was unable to understand the binding in the DHCP binding database.

Table 346 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Status (continued)

LABEL	DESCRIPTION
Expired Leases	This field displays the number of bindings the Switch has ignored because the lease time had already expired.
Unsupported VLANs	This field displays the number of bindings the Switch has ignored because the VLAN ID does not exist anymore.

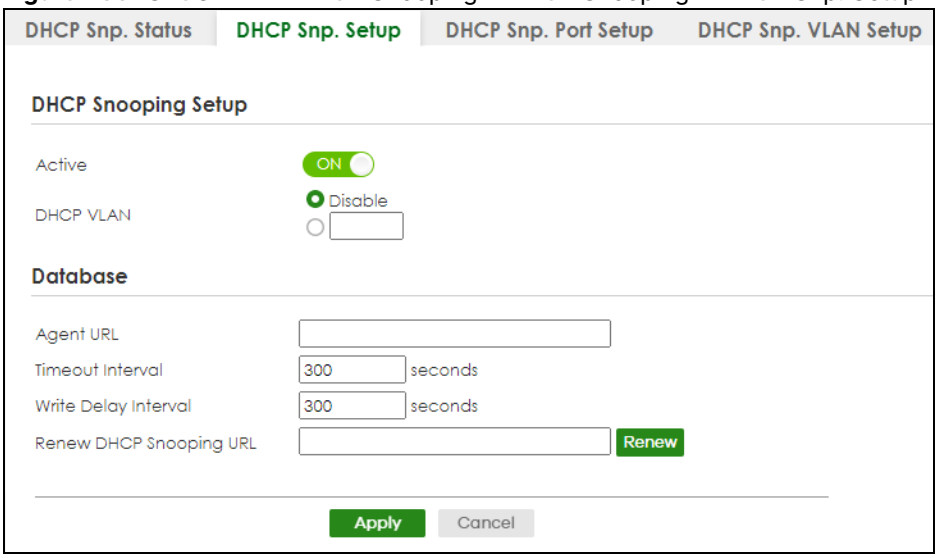
83.3 DHCP Snooping Setup

Use this screen to enable DHCP snooping on the Switch (not on specific VLAN), specify the VLAN where the default DHCP server is located, and configure the DHCP snooping database. The DHCP snooping database stores the current bindings on a secure, external TFTP server so that they are still available after a restart.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Setup**.

Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,].

Figure 488 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Setup



The following table describes the labels in this screen.

Table 347 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Setup

LABEL	DESCRIPTION
DHCP Snooping Setup	
Active	Enable the switch button to enable DHCP snooping on the Switch. You still have to enable DHCP snooping on specific VLAN and specify trusted ports. Note: If DHCP is enabled and there are no trusted ports, DHCP requests will not succeed.

Table 347 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Setup (continued)

LABEL	DESCRIPTION
DHCP VLAN	Select a VLAN ID if you want the Switch to forward DHCP packets to DHCP servers on a specific VLAN. Note: You have to enable DHCP snooping on the DHCP VLAN too. You can enable **Option 82 Profile** in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. VLAN Setup** screen to help the DHCP servers distinguish between DHCP requests from different VLAN. Select **Disable** if you do not want the Switch to forward DHCP packets to a specific VLAN.
Database If **Timeout Interval** is greater than **Write Delay Interval**, it is possible that the next update is scheduled to occur before the current update has finished successfully or timed out. In this case, the Switch waits to start the next update until it completes the current one.	
Agent URL	Enter the location of the DHCP snooping database. The location should be expressed like this: **tftp://{domain name or IP address}/directory, if applicable/file name**; for example, **tftp://192.168.10.1/database.txt**. You can enter up to 255 printable ASCII characters except [?], [|], ['], ["], or [,].
Timeout Interval	Enter how long (10 to 65535 seconds) the Switch tries to complete a specific update in the DHCP snooping database before it gives up.
Write Delay Interval	Enter how long (10 to 65535 seconds) the Switch waits to update the DHCP snooping database the first time the current bindings change after an update. Once the next update is scheduled, additional changes in current bindings are automatically included in the next update.
Renew DHCP Snooping URL	Enter the location of a DHCP snooping database, and click **Renew** if you want the Switch to load it. You can use this to load dynamic bindings from a different DHCP snooping database than the one specified in **Agent URL**. When the Switch loads dynamic bindings from a DHCP snooping database, it does not discard the current dynamic bindings first. If there is a conflict, the Switch keeps the dynamic binding in volatile memory and updates the **Binding Collisions** counter in the **DHCP Snooping Status** screen (Section 83.2 on page 633).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

83.4 DHCP Snooping Port Setup

Use this screen to specify whether ports are trusted or untrusted ports for DHCP snooping.

Note: If DHCP snooping is enabled but there are no trusted ports, DHCP requests cannot reach the DHCP server.

Note: The Switch will drop all DHCP requests if you enable DHCP snooping and there are no trusted ports.

You can also specify the maximum number for DHCP packets that each port (trusted or untrusted) can receive each second.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Port Setup**.

Figure 489 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Port Setup (Standalone Mode)

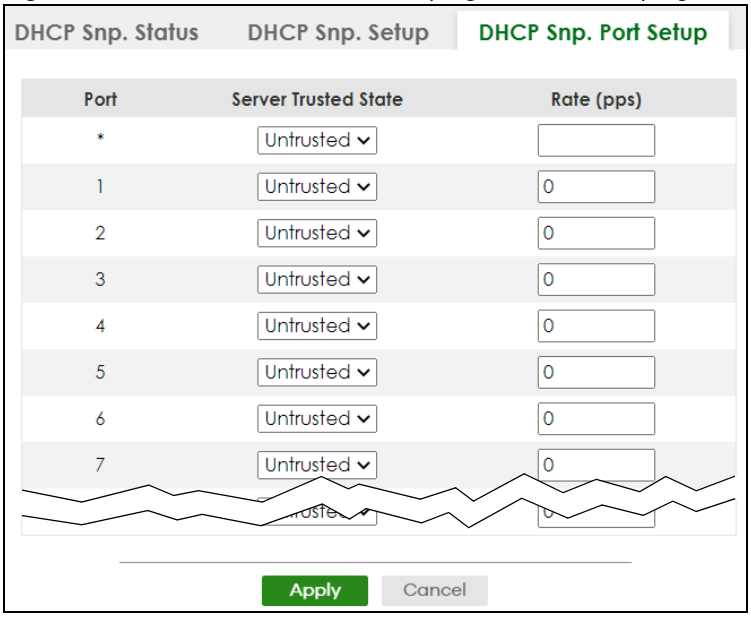
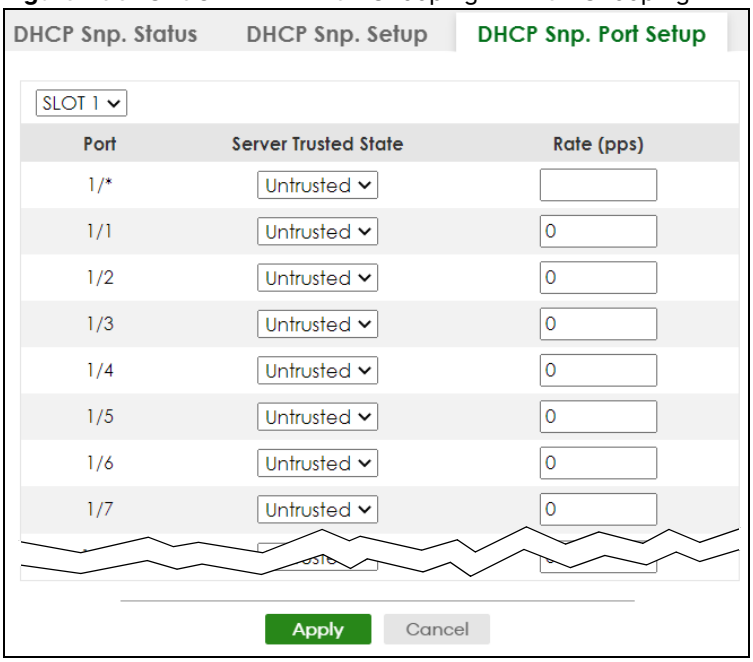


Figure 490 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Port Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 348 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Port Setup

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

Table 348 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. Port Setup (continued)

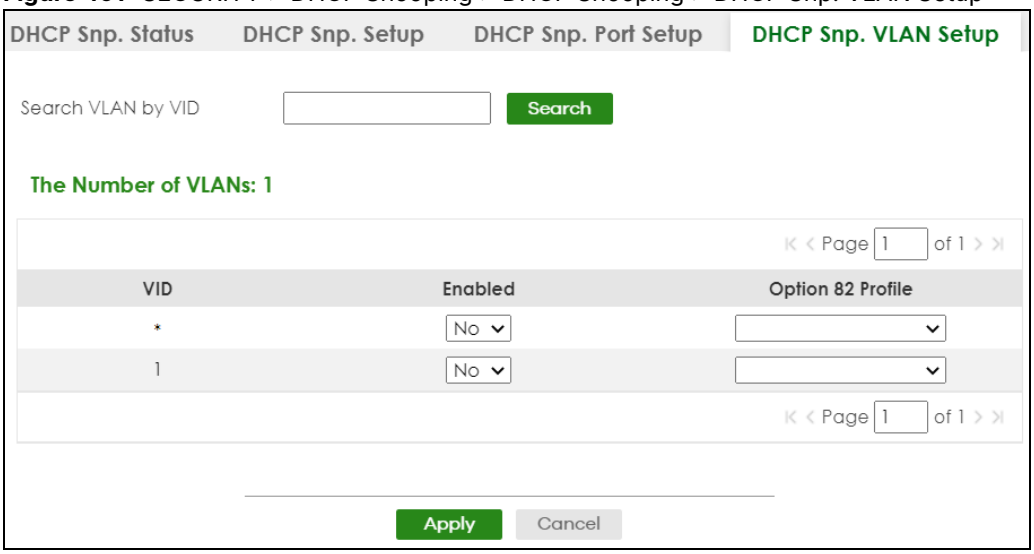
LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Server Trusted state	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). Trusted ports are connected to DHCP servers or other switches, and the Switch discards DHCP packets from trusted ports only if the rate at which DHCP packets arrive is too high. Untrusted ports are connected to subscribers, and the Switch discards DHCP packets from untrusted ports in the following situations: • The packet is a DHCP server packet (for example, OFFER, ACK, or NACK). • The source MAC address and source IP address in the packet do not match any of the current bindings. • The packet is a RELEASE or DECLINE packet, and the source MAC address and source port do not match any of the current bindings. • The rate at which DHCP packets arrive is too high.
Rate (pps)	Specify the maximum number for DHCP packets (1 – 2048) that the Switch receives from each port each second. The Switch discards any additional DHCP packets. Enter 0 to disable this limit, which is recommended for trusted ports.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

83.5 DHCP Snooping VLAN Setup

Use this screen to enable DHCP snooping on each VLAN and to specify whether or not the Switch adds DHCP relay agent option 82 information to DHCP requests that the Switch relays to a DHCP server for each VLAN.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. VLAN Setup**.

Figure 491 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Setup



The following table describes the labels in this screen.

Table 349 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Setup

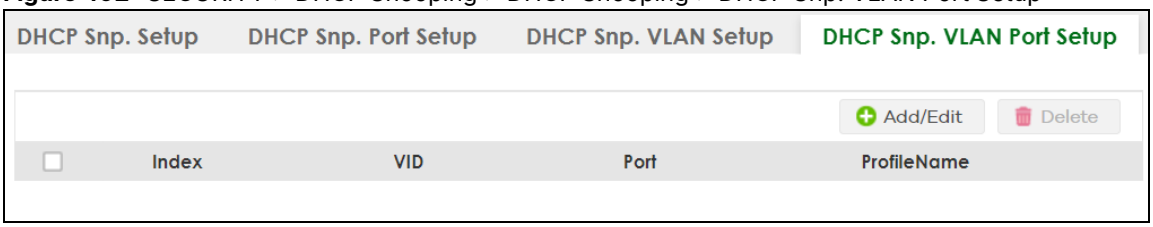
LABEL	DESCRIPTION
Search VLAN by VID	Enter the VLAN ID you want to manage. Use a comma (,) to separate individual VLANs or a hyphen (-) to indicates a range of VLANs. For example, “3,4” or “3-9”.
Search	Click this to display the specified range of VLANs in the section below.
The Number of VLANs	This displays the number of VLAN search results.
VID	This field displays the VLAN ID of each VLAN in the range specified above. If you configure the * VLAN, the settings are applied to all VLANs.
Enabled	Select **Yes** to enable DHCP snooping on the VLAN. You still have to enable DHCP snooping on the Switch and specify trusted ports. Note: The Switch will drop all DHCP requests if you enable DHCP snooping and there are no trusted ports.
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to all ports in the specified VLANs. The Switch adds the information (such as slot number, port number, VLAN ID and/or system name) specified in the profile to DHCP requests that it broadcasts to the DHCP VLAN, if specified, or VLAN. You can specify the DHCP VLAN in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Setup** screen.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

83.6 DHCP Snooping VLAN Port Setup

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.

To open this screen, click **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. VLAN Port Setup**.

Figure 492 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Port Setup



The following table describes the labels in this screen.

Table 350 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Port Setup

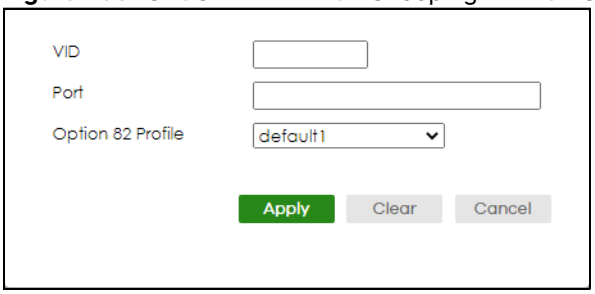
LABEL	DESCRIPTION
Index	This field displays a sequential number for each entry.
VID	This field displays the VLAN to which the ports belongs.
Port	This field displays the ports to which the Switch applies the settings. In Stacking mode, the first number represents the slot and the second the port number.
Profile Name	This field displays the DHCP option 82 profile that the Switch applies to the ports.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

83.6.1 Add/Edit DHCP Snooping VLAN Ports

Use this screen to apply a different DHCP option 82 profile to certain ports in a VLAN.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. VLAN Port Setup** screen to display this screen.

Figure 493 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Port Setup > Add/Edit



The following table describes the labels in this screen.

Table 351 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Port Setup > Add/Edit

LABEL	DESCRIPTION
VID	Enter the ID number of the VLAN you want to configure here.
Port	Enter the number of ports to which you want to apply the specified DHCP option 82 profile. You can enter multiple ports separated by (no space) comma (,) or hyphen (-) for a range. For example, enter "3-5" for ports 3, 4, and 5. Enter "3,5,7" for ports 3, 5, and 7. In Stacking mode, the first number represents the slot and the second the port number. Enter 1/1-1/24,2/23 for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.

Table 351 SECURITY > DHCP Snooping > DHCP Snooping > DHCP Snp. VLAN Port Setup > Add/Edit

LABEL	DESCRIPTION
Option 82 Profile	Select a pre-defined DHCP option 82 profile that the Switch applies to the specified ports in this VLAN. The Switch adds the information (such as slot number, port number, VLAN ID and/or system name) specified in the profile to DHCP requests that it broadcasts to the DHCP VLAN, if specified, or VLAN. You can specify the DHCP VLAN in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. Setup** screen. Note: The profile you select here has priority over the one you select in the **SECURITY** > **DHCP Snooping** > **DHCP Snooping** > **DHCP Snp. VLAN Setup** screen.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

83.7 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

83.7.1 DHCP Snooping Overview

Use DHCP snooping to filter unauthorized DHCP packets on the network and to build the binding table dynamically. This can prevent clients from getting IP addresses from unauthorized DHCP servers.

83.7.1.1 Trusted vs. Untrusted Ports

Every port is either a trusted port or an untrusted port for DHCP snooping. This setting is independent of the trusted or untrusted setting for ARP inspection. You can also specify the maximum number for DHCP packets that each port (trusted or untrusted) can receive each second.

Trusted ports are connected to DHCP servers or other switches. The Switch discards DHCP packets from trusted ports only if the rate at which DHCP packets arrive is too high. The Switch learns dynamic bindings from trusted ports.

Note: If DHCP is enabled and there are no trusted ports, DHCP requests will not succeed.

Untrusted ports are connected to subscribers. The Switch discards DHCP packets from untrusted ports in the following situations:

- The packet is a DHCP server packet (for example, OFFER, ACK, or NACK).
- The rate at which DHCP packets arrive is too high.

83.7.1.2 DHCP Snooping Database

The Switch stores the binding table in volatile memory. If the Switch restarts, it loads static bindings from permanent memory but loses the dynamic bindings, in which case the devices in the network have to send DHCP requests again. As a result, it is recommended you configure the DHCP snooping database.

The DHCP snooping database maintains the dynamic bindings for DHCP snooping and ARP inspection in a file on an external TFTP server. If you set up the DHCP snooping database, the Switch can reload the dynamic bindings from the DHCP snooping database after the Switch restarts.

You can configure the name and location of the file on the external TFTP server. The file has the following format:

Figure 494 DHCP Snooping Database File Format

```
<initial-checksum>
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
<binding-1> <checksum-1>
<binding-2> <checksum-1-2>
...
...
<binding-n> <checksum-1-2-..-n>
END
```

The <initial-checksum> helps distinguish between the bindings in the latest update and the bindings from previous updates. Each binding consists of 72 bytes, a space, and another checksum that is used to validate the binding when it is read. If the calculated checksum is not equal to the checksum in the file, that binding and all others after it are ignored.

83.7.1.3 DHCP Relay Option 82 Information

The Switch can add information to DHCP requests that it does not discard. This provides the DHCP server more information about the source of the requests. The Switch can add the following information:

- Slot ID (1 byte), port ID (1 byte), and source VLAN ID (2 bytes)
- System name (up to 32 bytes)

This information is stored in an Agent Information field in the option 82 field of the DHCP headers of client DHCP request frames.

When the DHCP server responds, the Switch removes the information in the Agent Information field before forwarding the response to the original source.

You can configure this setting for each source VLAN. This setting is independent of the DHCP relay settings.

83.7.1.4 Configuring DHCP Snooping

Follow these steps to configure DHCP snooping on the Switch.

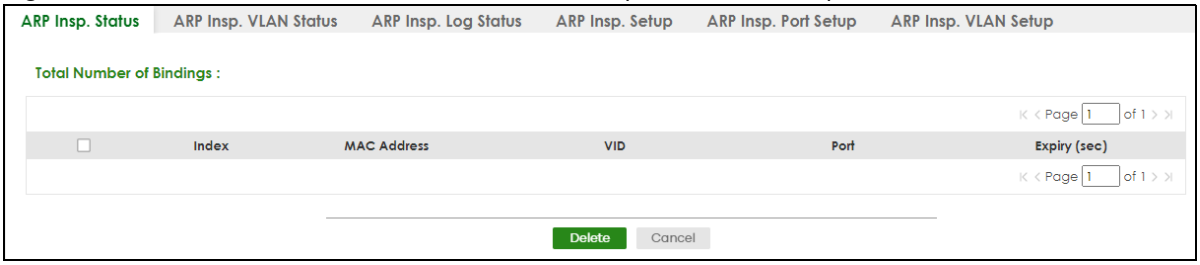
1. Enable DHCP snooping on the Switch.
2. Enable DHCP snooping on each VLAN, and configure DHCP relay option 82.
3. Configure trusted and untrusted ports, and specify the maximum number of DHCP packets that each port can receive per second.
4. Configure static bindings.

CHAPTER 84
ARP Inspection

84.1 ARP Inspection Status

Use this screen to look at the current list of MAC address filters that were created because the Switch identified an unauthorized ARP packet. When the Switch identifies an unauthorized ARP packet, it automatically creates a MAC address filter to block traffic from the source MAC address and source VLAN ID of the unauthorized ARP packet. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Status**.

Figure 495 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Status



The following table describes the labels in this screen.

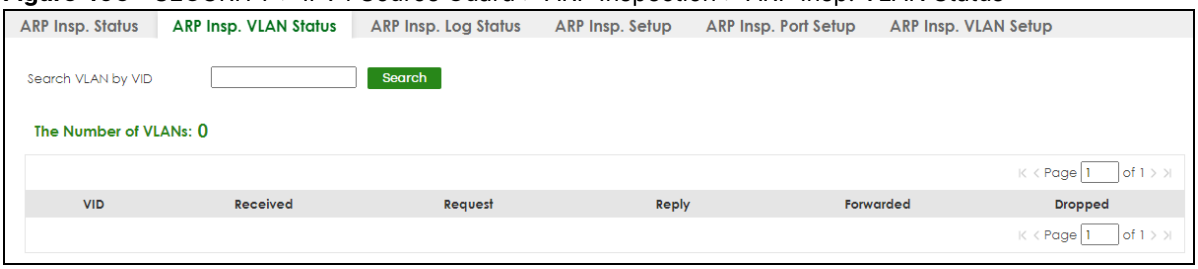
Table 352 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Status

LABEL	DESCRIPTION
Total Number of Bindings	This field displays the current number of MAC address filters that were created because the Switch identified unauthorized ARP packets.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each MAC address filter.
MAC Address	This field displays the source MAC address in the MAC address filter.
VID	This field displays the source VLAN ID in the MAC address filter.
Port	This field displays the source port of the discarded ARP packet. In Stacking mode, the first number represents the slot and the second the port number.
Expiry (sec)	This field displays how long (in seconds) the MAC address filter remains in the Switch. You can also delete the record manually (**Delete**).
Delete	Click this to remove the selected entries.
Cancel	Click this to clear the **Delete** checkboxes above.

84.2 ARP Inspection VLAN Status

Use this screen to look at various statistics about ARP packets in each VLAN. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. VLAN Status**.

Figure 496 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. VLAN Status



The following table describes the labels in this screen.

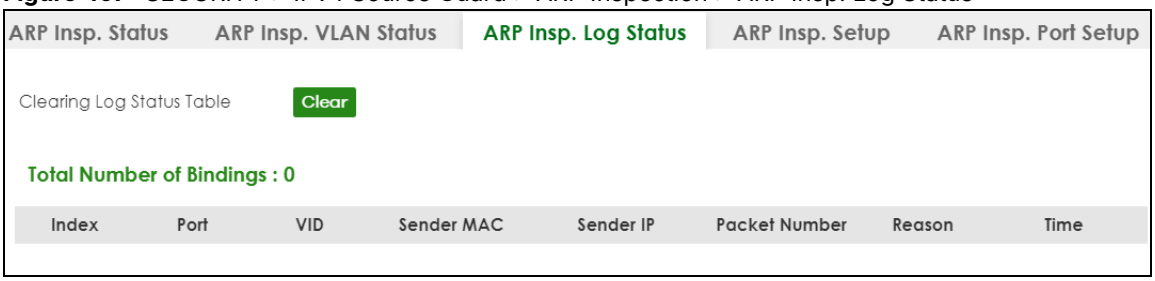
Table 353 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. VLAN Status

LABEL	DESCRIPTION
Search VLAN by VID	Specify the VLANs you want to view in the section below. Use a comma (,) to separate individual VLANs or a hyphen (-) to indicates a range of VLANs. For example, “3,4” or “3-9”.
Search	Click this to display the specified range of VLANs in the section below.
The Number of VLANs	This is the number of VLANs that match the searching criteria and display in the list below. The number displays when you use the **Search** button to look for certain VLANs. The default value is 0.
VID	This field displays the VLAN ID of each VLAN in the range specified above.
Received	This field displays the total number of ARP packets received from the VLAN since the Switch last restarted.
Request	This field displays the total number of ARP Request packets received from the VLAN since the Switch last restarted.
Reply	This field displays the total number of ARP Reply packets received from the VLAN since the Switch last restarted.
Forwarded	This field displays the total number of ARP packets the Switch forwarded for the VLAN since the Switch last restarted.
Dropped	This field displays the total number of ARP packets the Switch discarded for the VLAN since the Switch last restarted.

84.3 ARP Inspection Log Status

Use this screen to look at log messages that were generated by ARP packets and that have not been sent to the syslog server yet. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Log Status**.

Figure 497 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Log Status



The following table describes the labels in this screen.

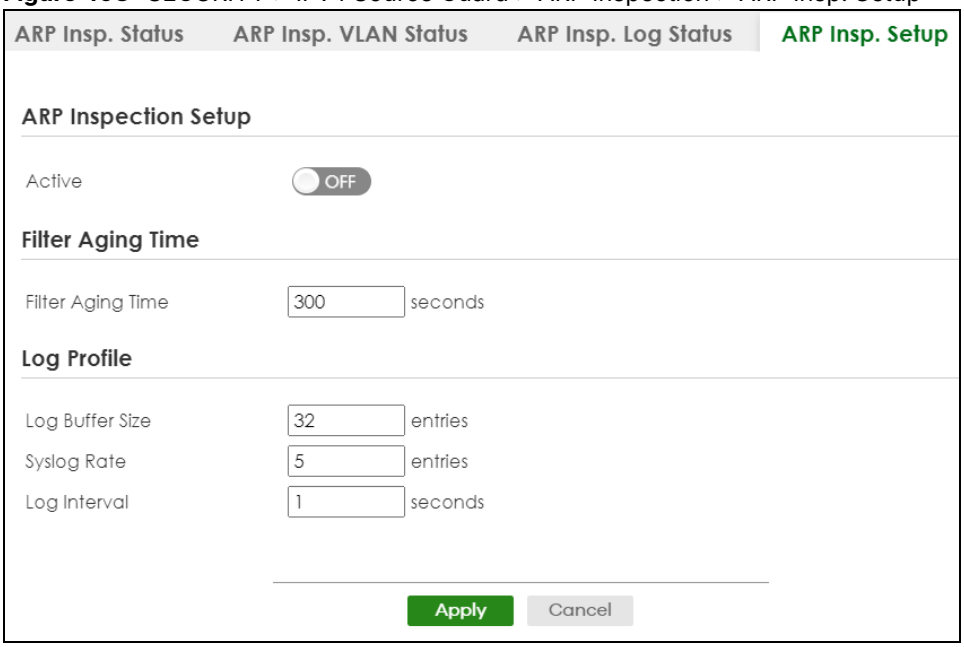
Table 354 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Log Status

LABEL	DESCRIPTION
Clearing Log Status Table	Click **Clear** to remove all the log messages that were generated by ARP packets and that have not been sent to the syslog server yet.
Total number of Bindings	This field displays the number of log messages that were generated by ARP packets and that have not been sent to the syslog server yet. If one or more log messages are dropped due to unavailable buffer, there is an entry called **overflow** with the current number of dropped log messages.
Index	This field displays a sequential number for each log message.
Port	This field displays the source port of the ARP packet. In Stacking mode, the first number represents the slot and the second the port number.
VID	This field displays the source VLAN ID of the ARP packet.
Sender MAC	This field displays the source MAC address of the ARP packet.
Sender IP	This field displays the source IP address of the ARP packet.
Packet Number	This field displays the number of ARP packets that were consolidated into this log message. The Switch consolidates identical log messages generated by ARP packets in the log consolidation interval into one log message. You can configure this interval in the **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Setup** screen.
Reason	This field displays the reason the log message was generated. **dhcp deny**: An ARP packet was discarded because it violated a dynamic binding with the same MAC address and VLAN ID. **static deny**: An ARP packet was discarded because it violated a static binding with the same MAC address and VLAN ID. **deny**: An ARP packet was discarded because there were no bindings with the same MAC address and VLAN ID. **dhcp permit**: An ARP packet was forwarded because it matched a dynamic binding. **static permit**: An ARP packet was forwarded because it matched a static binding. In the **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. VLAN Setup** screen, you can configure the Switch to generate log messages when ARP packets are discarded or forwarded based on the VLAN ID of the ARP packet.
Time	This field displays when the log message was generated.

84.4 ARP Inspection Setup

Use this screen to enable ARP inspection on the Switch. You can also configure the length of time the Switch stores records of discarded ARP packets and global settings for the ARP inspection log. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Setup**.

Figure 498 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Setup



The following table describes the labels in this screen.

Table 355 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Setup

LABEL	DESCRIPTION
ARP Inspection Setup	
Active	Enable the switch button to enable ARP inspection on the Switch. You still have to enable ARP inspection on specific VLAN and specify trusted ports.
Filter Aging Time	
Filter Aging Time	This setting has no effect on existing MAC address filters. Enter how long (1 to 2147483647 seconds) the MAC address filter remains in the Switch after the Switch identifies an unauthorized ARP packet. The Switch automatically deletes the MAC address filter afterwards. Type 0 if you want the MAC address filter to be permanent.
Log Profile	
Log Buffer Size	Enter the maximum number (1 to 1024) of log messages that were generated by ARP packets and have not been sent to the syslog server yet. Make sure this number is appropriate for the specified **Syslog Rate** and **Log Interval**. If the number of log messages in the Switch exceeds this number, the Switch stops recording log messages and simply starts counting the number of entries that were dropped due to unavailable buffer. Click **Clearing Log Status Table** in the **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Log Status** screen to clear the log and reset this counter.

Table 355 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Setup (continued)

LABEL	DESCRIPTION
Syslog Rate	Type the maximum number of syslog messages the Switch can send to the syslog server in one batch. This number is expressed as a rate because the batch frequency is determined by the **Log Interval**. You must configure the syslog server to use this. Enter 0 if you do not want the Switch to send log messages generated by ARP packets to the syslog server. The relationship between **Syslog Rate** and **Log Interval** is illustrated in the following examples: • Four invalid ARP packets per second, **Syslog Rate** is 5, **Log Interval** is 1: the Switch sends 4 syslog messages every second. • Six invalid ARP packets per second, **Syslog Rate** is 5, **Log Interval** is 2: the Switch sends 5 syslog messages every 2 seconds.
Log interval	Type how often (1 to 86400 seconds) the Switch sends a batch of syslog messages to the syslog server. Enter 0 if you want the Switch to send syslog messages immediately. See **Syslog Rate** for an example of the relationship between **Syslog Rate** and **Log Interval**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

84.5 ARP Inspection Port Setup

Use this screen to specify whether ports are trusted or untrusted ports for ARP inspection. You can also specify the maximum rate at which the Switch receives ARP packets on each untrusted port. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. Port Setup**.

Figure 499 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Port Setup (Standalone Mode)

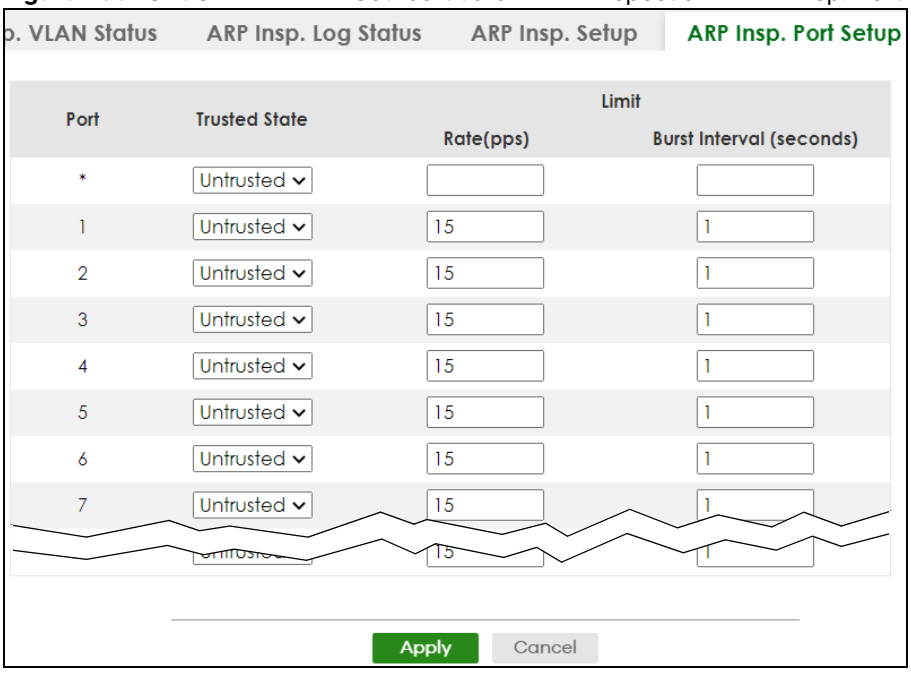
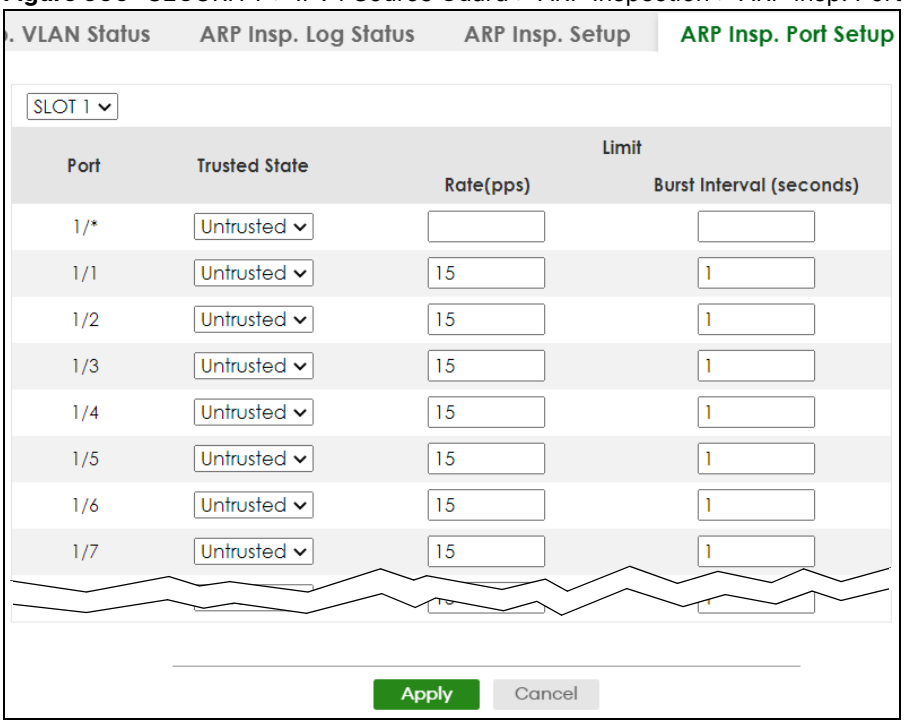


Figure 500 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Port Setup (Stacking Mode)



The following table describes the labels in this screen.

Table 356 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Port Setup

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Trusted State	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). The Switch does not discard ARP packets on trusted ports for any reason. The Switch discards ARP packets on untrusted ports in the following situations: • The sender's information in the ARP packet does not match any of the current bindings. • The rate at which ARP packets arrive is too high. You can specify the maximum rate at which ARP packets can arrive on untrusted ports.
Limit	Rate and Burst Interval settings have no effect on trusted ports.
Rate (pps)	Specify the maximum rate (1 – 2048 packets per second) at which the Switch receives ARP packets from each port. The Switch discards any additional ARP packets. Enter 0 to disable this limit.

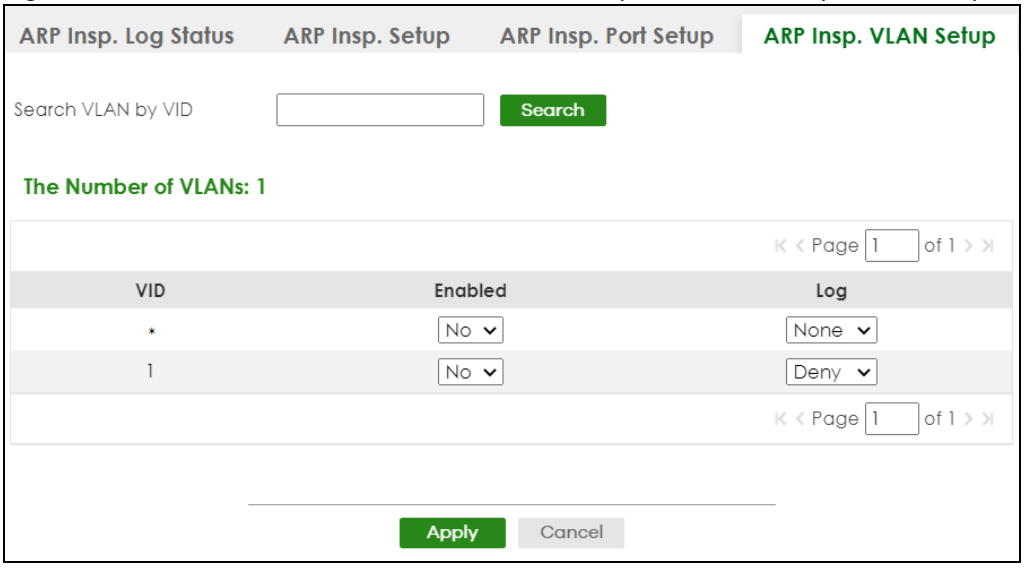
Table 356 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. Port Setup (continued)

LABEL	DESCRIPTION
Burst Interval (seconds)	The burst interval is the length of time over which the rate of ARP packets is monitored for each port. For example, if the Rate is 15 pps and the burst interval is 1 second, then the Switch accepts a maximum of 15 ARP packets in every one-second interval. If the burst interval is 5 seconds, then the Switch accepts a maximum of 75 ARP packets in every five-second interval. Enter the length (1 to 15 seconds) of the burst interval.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

84.6 ARP Inspection VLAN Setup

Use this screen to enable ARP inspection on each VLAN and to specify when the Switch generates log messages for receiving ARP packets from each VLAN. To open this screen, click **SECURITY** > **IPv4 Source Guard** > **ARP Inspection** > **ARP Insp. VLAN Setup**.

Figure 501 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. VLAN Setup



The following table describes the labels in this screen.

Table 357 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. VLAN Setup

LABEL	DESCRIPTION
Search VLAN by VID	Specify the VLANs you want to manage in the section below. Use a comma (,) to separate individual VLANs or a hyphen (-) to indicates a range of VLANs. For example, "3,4" or "3-9".
Search	Click this to display the specified range of VLANs in the section below.
The Number of VLANs	This display the number of ARP inspection VLAN search results.
VID	This field displays the VLAN ID of each VLAN in the range specified above. If you configure the * VLAN, the settings are applied to all VLANs.

Table 357 SECURITY > IPv4 Source Guard > ARP Inspection > ARP Insp. VLAN Setup (continued)

LABEL	DESCRIPTION
Enabled	Select **Yes** to enable ARP inspection on the VLAN. Select **No** to disable ARP inspection on the VLAN.
Log	Specify when the Switch generates log messages for receiving ARP packets from the VLAN. **None**: The Switch does not generate any log messages when it receives an ARP packet from the VLAN. **Deny**: The Switch generates log messages when it discards an ARP packet from the VLAN. **Permit**: The Switch generates log messages when it forwards an ARP packet from the VLAN. **All**: The Switch generates log messages every time it receives an ARP packet from the VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

84.7 IPv6 Source Guard

The purpose of IPv6 source guard is to distinguish between authorized and unauthorized users by using a binding table that validates the source of IPv6 traffic. The binding table can be manually created or be learned through Dynamic Host Configuration Protocol version 6 snooping (DHCPv6 snooping). IPv6 source guard can deny IPv6 traffic from an unknown source. The IPv6 source guard binding table includes:

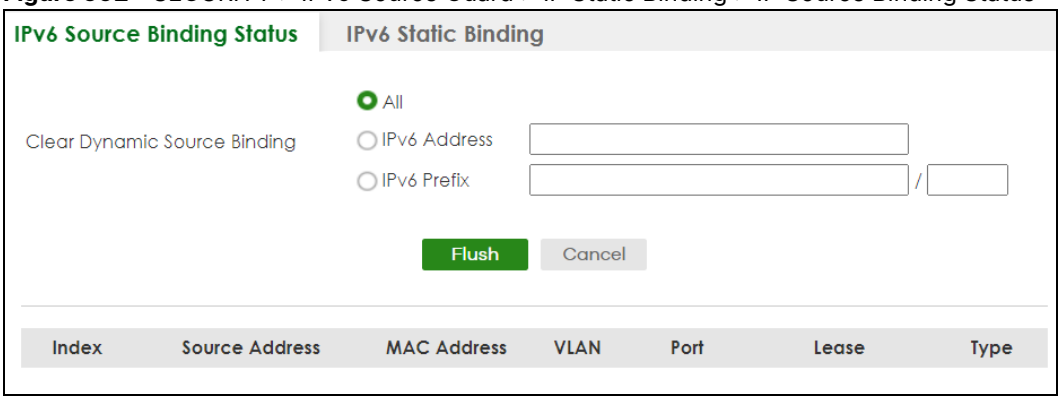
- IPv6 address
- IPv6 prefix
- VLAN ID
- Port number
- MAC address

Enable IPv6 source guard on a port for the Switch to check incoming IPv6 packets on that port. A packet is allowed when it matches any entry in the IPSG binding table. If a user tries to send IPv6 packets to the Switch that do not match an entry in the IPSG binding table, the Switch will drop these packets. The Switch forwards matching traffic normally. The IPv6 source guard related screens are available in standalone mode.

84.8 IPv6 Source Binding Status

Use this screen to look at the current IPv6 dynamic and static bindings and to remove dynamic bindings based on IPv6 address and/or IPv6 prefix. Bindings are used to distinguish between authorized and unauthorized packets in the network. The Switch learns the bindings by snooping DHCP packets (dynamic bindings) and from information provided manually by administrators (static bindings). To open this screen, click **SECURITY** > **IPv6 Source Guard** > **IP Static Binding** > **IP Source Binding Status**.

Figure 502 SECURITY > IPv6 Source Guard > IP Static Binding > IP Source Binding Status



The following table describes the labels in this screen.

Table 358 SECURITY > IPv6 Source Guard > IP Static Binding > IP Source Binding Status

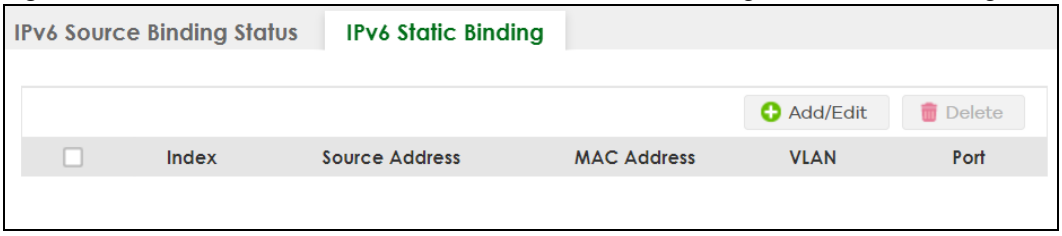
LABEL	DESCRIPTION
Clear Dynamic Source Binding	Specify how you want the Switch to remove dynamic IPv6 source binding entries when you click **Flush**. • Select **All** to remove all of the dynamic entries from the IPv6 source binding table. • Select **IPv6 Address** and enter an IPv6 address to remove the dynamic entries snooped with the specified IPv6 address. • Select **IPv6 Prefix** and enter a Prefix address to remove the dynamic entries snooped with the specified Prefix address.
Flush	Click this to remove dynamic IPv6 source binding entries according to your selections.
Cancel	Click this to reset the values above based or if not applicable, to clear the fields above.
Index	This field displays a sequential number for each binding.
Source Address	This field displays the source IP address in the binding. If the entry is blank, this field will not be checked in the binding.
MAC Address	This field displays the source MAC address in the binding. If the entry is blank, this field will not be checked in the binding.
VLAN	This field displays the source VLAN ID in the binding. If the entry is blank, this field will not be checked in the binding.
Port	This field displays the port number in the binding. If this field is blank, the binding applies to all ports.
Lease	This field displays how many days, hours, minutes, and seconds the binding is valid; for example, **2d3h4m5s** means the binding is still valid for 2 days, 3 hours, 4 minutes, and 5 seconds. This field displays **infinity** if the binding is always valid (for example, a static binding).
Type	This field displays how the Switch learned the binding. **S**: This static binding was learned from information provided manually by an administrator. **DH**: This dhcp-snooping binding was learned by snooping DHCP packets.

84.9 IPv6 Static Binding

Use this screen to view or configure an IPv6 source guard binding table entry and manage IPv6 static bindings. Static bindings are uniquely identified by the source IPv6 address / prefix. Each source IPv6 address / prefix can only be in one static binding. If you try to create a static binding with the same source

IPv6 address / prefix as an existing static binding, the new static binding replaces the original one. To open this screen, click **SECURITY > IPv6 Source Guard** > **IPv6 Static Binding** > **IPv6 Static Binding**.

Figure 503 SECURITY > IPv6 Source Guard > IPv6 Static Binding > IPv6 Static Binding



The following table describes the labels in this screen.

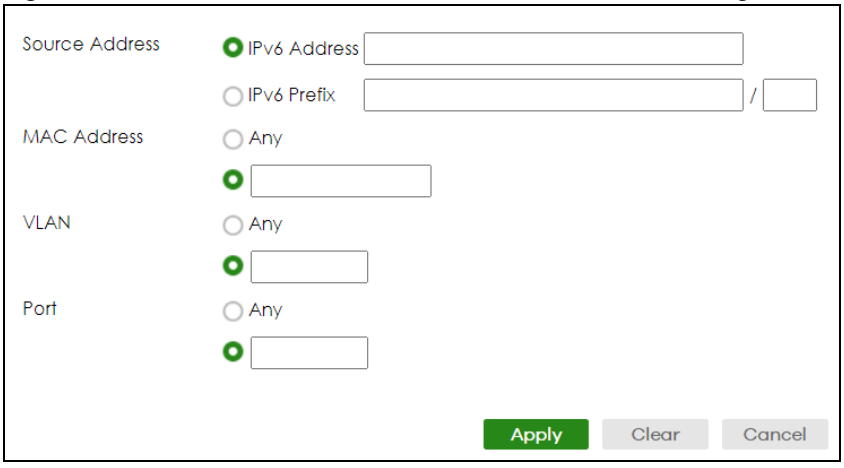
Table 359 SECURITY > IPv6 Source Guard > IPv6 Static Binding > IPv6 Static Binding

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each binding.
Source Address	This field displays the IPv6 address or IPv6 prefix and prefix length in the binding.
MAC Address	This field displays the source MAC address in the binding. If the entry is blank, this field will not be checked in the binding.
VLAN	This field displays the source VLAN ID in the binding. If the entry is blank, this field will not be checked in the binding.
Port	This field displays the port number in the binding. If this field is blank, the binding applies to all ports.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

84.9.1 Add/Edit IPv6 Static Binding

Use this screen to manually create an IPv6 source guard binding table entry and manage IPv6 static bindings. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **IPv6 Source Guard** > **IPv6 Static Binding** > **IPv6 Static Binding** screen to display this screen.

Figure 504 SECURITY > IPv6 Source Guard > IPv6 Static Binding > IPv6 Static Binding > Add/Edit



The following table describes the labels in this screen.

Table 360 SECURITY > IPv6 Source Guard > IPv6 Static Binding > IPv6 Static Binding > Add/Edit

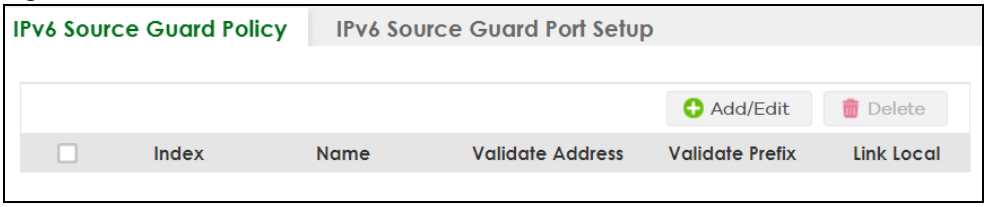
LABEL	DESCRIPTION
Source Address	Enter the **IPv6 Address** or **IPv6 Prefix** and prefix length in the binding.
MAC Address	Enter the source MAC address in the binding. If this binding does not check this field, select **Any**. Note: You cannot choose **Any** for all three of **MAC Address**, **VLAN** and **Port**. You must fill in at least one.
VLAN	Enter the source VLAN ID in the binding. If this binding does not check this field, select **Any**.
Port	Specify the ports in the binding. If this binding has one port, select the first radio button and enter the port number in the field to the right.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

84.10 IPv6 Source Guard Policy

Use this screen to have IPv6 source guard forward valid IPv6 addresses and/or IPv6 prefixes that are stored in the binding table and allow or block data traffic from all link-local addresses. To open this screen, click **SECURITY** > **IPv6 Source Guard** > **IPv6 Source Guard** > **IPv6 Source Guard Policy**.

- If you select **Validate Address** and not **Validate Prefix**, traffic for a binding entry that matches a IPv6 address and VLAN ID, port number, and MAC address will be forwarded. If this binding entry is a IPv6 prefix, the traffic will be denied.
- If you select **Validate Prefix** and not **Validate Address**, traffic for a binding entry that matches a IPv6 prefix and VLAN ID, port number, and MAC address will be forwarded. If this binding entry is a IPv6 address, the traffic will be denied.
- If you select both **Validate Prefix** and **Validate Address** then traffic matching either IPv6 address or prefix will be forwarded.

Figure 505 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Policy



The following table describes the labels in this screen.

Table 361 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Policy

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each policy.

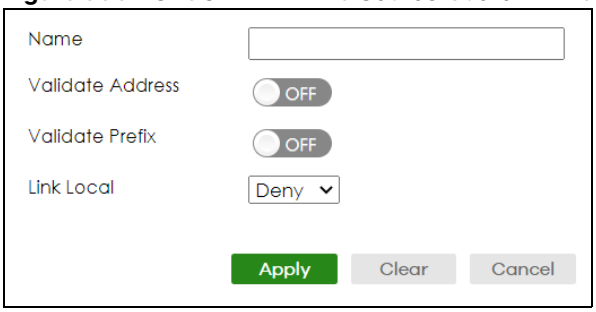
Table 361 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Policy (continued)

LABEL	DESCRIPTION
Name	This field displays the descriptive name for identification purposes for this IPv6 source guard policy.
Validate Address	This field displays the **Validate Address** status for this IPv6 source guard policy.
Validate Prefix	This field displays the **Validate Prefix** status for this IPv6 source guard policy.
Link Local	This field displays the **Link Local** traffic status for this IPv6 source guard policy.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

84.10.1 Add/Edit an IPv6 Source Guard Policy

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **IPv6 Source Guard** > **IPv6 Source Guard** > **IPv6 Source Guard Policy** screen to display this screen.

Figure 506 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Policy > Add/Edit



The following table describes the labels in this screen.

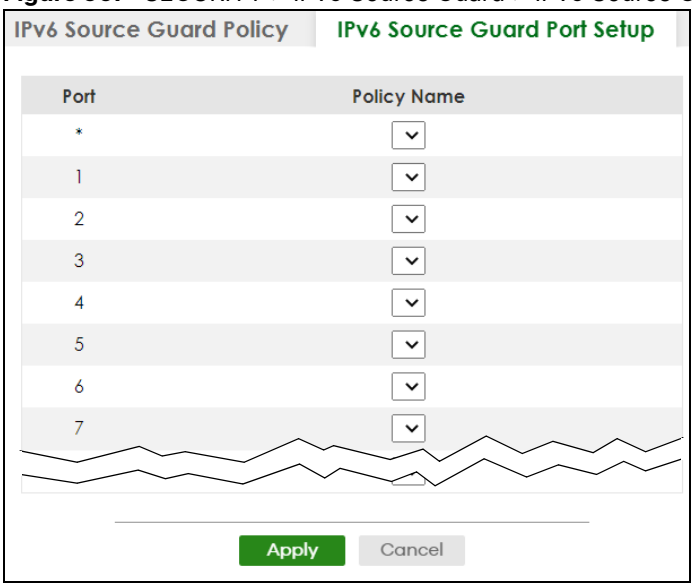
Table 362 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Policy > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for identification purposes for this IPv6 source guard policy. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Validate Address	Select **Validate Address** to have IPv6 source guard forward valid addresses that are stored in the binding table.
Validate Prefix	Select **Validate Prefix** to have IPv6 source guard forward valid prefixes that are stored in the binding table.
Link Local	Select **Permit** to allow data traffic from all link-local addresses; otherwise leave the setting at **Deny**. A link-local address is an IPv6 unicast address that can be automatically configured on any interface using the link-local prefix FE80::/10 and the interface identifier in the modified EUI-64 format.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

84.11 IPv6 Source Guard Port Setup

Use this screen to apply configured IPv6 source guard policies to ports you specify. Use port * to apply a policy to all ports. To open this screen, click **SECURITY** > **IPv6 Source Guard** > **IPv6 Source Guard** > **IPv6 Source Guard Port Setup**.

Figure 507 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Port Setup



The following table describes the labels in this screen.

Table 363 SECURITY > IPv6 Source Guard > IPv6 Source Guard > IPv6 Source Guard Port Setup

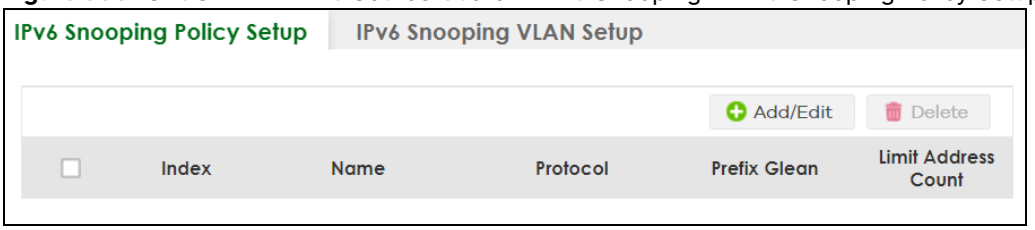
LABEL	DESCRIPTION
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Policy Name	Select an IPv6 source guard policy that the Switch will apply to this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

84.12 IPv6 Snooping Policy Setup

Use this screen to view and dynamically create an IPv6 source guard binding table using a DHCPv6 snooping policy. A DHCPv6 snooping policy lets the Switch sniff DHCPv6 packets sent from a DHCPv6 server to a DHCPv6 client when it is assigning an IPv6 address. When a DHCPv6 client successfully gets a valid IPv6 address, DHCPv6 snooping builds the binding table dynamically. To open this screen, click **SECURITY** > **IPv6 Source Guard** > **IPv6 Snooping** > **IPv6 Snooping Policy Setup**.

Note: If you do not select **Protocol** and **Prefix Glean**, then the Switch cannot perform DHCPv6 snooping.

Figure 508 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping Policy Setup



The following table describes the labels in this screen.

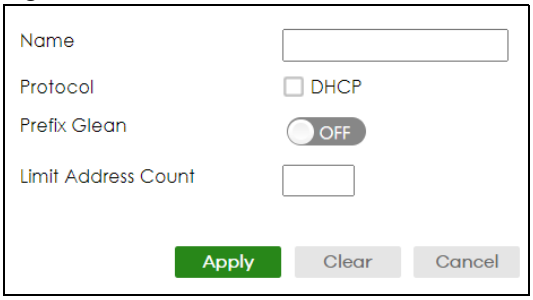
Table 364 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping Policy Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each IPv6 snooping policy.
Name	This field displays the descriptive name for identification purposes for this IPv6 source guard policy.
Protocol	This field displays the protocols learned from DHCPv6 sniffed packets.
Prefix Glean	This field displays the IPv6 prefixes learned from DHCPv6 sniffed packets.
Limit Address Count	This field displays the number of IPv6 addresses and prefixes learned using the IPv6 snooping policy.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

84.12.1 Add/Edit a IPv6 Snooping Policy

Use this screen to dynamically create an IPv6 source guard binding table using a DHCPv6 snooping policy. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **IPv6 Source Guard** > **IPv6 Snooping** > **IPv6 Snooping Policy Setup** screen to display this screen.

Figure 509 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping Policy Setup > Add/Edit



The following table describes the labels in this screen.

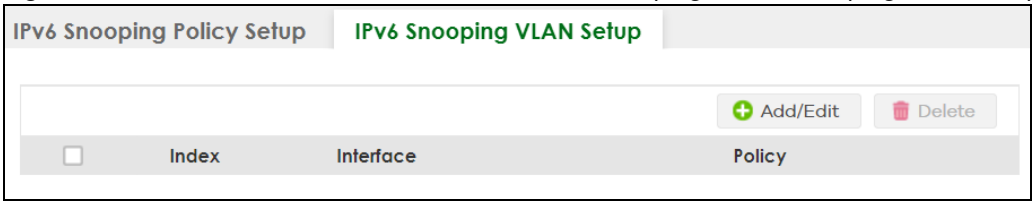
Table 365 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping Policy Setup > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name for identification purposes for this IPv6 snooping policy. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Protocol	Select **DHCP** to let the Switch sniff DHCPv6 packets sent from a DHCPv6 server to a DHCPv6 client.
Prefix Glean	Enable the switch button to learn the IPv6 prefix and length from DHCPv6 sniffed packets.
Limit Address Count	This is the number of IPv6 addresses and prefixes learned using the IPv6 snooping policy. Note: The maximum limit address count is the maximum size of the IPv6 source guard binding table. See the product data sheet for the latest specifications.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

84.13 IPv6 Snooping VLAN Setup

Use this screen to enable a DHCPv6 snooping policy on a specific VLAN interface. To open this screen, click **SECURITY** > **IPv6 Source Guard** > **IPv6 Snooping** > **IPv6 Snooping VLAN Setup**.

Figure 510 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping VLAN Setup



The following table describes the labels in this screen.

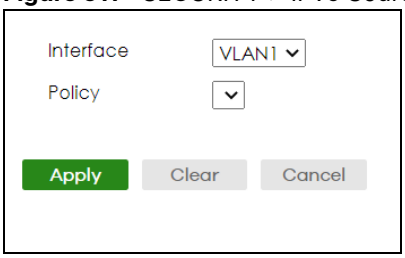
Table 366 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snooping VLAN Setup

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays a sequential number for each binding.
Interface	This field displays the VLAN interface.
Policy	This field displays the DHCPv6 snooping policy.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

84.13.1 Add/Edit an IPv6 Snooping VLAN

Use this screen to add/edit a DHCPv6 snooping policy on a specific VLAN interface. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **IPv6 Source Guard** > **IPv6 Snooping** > **IPv6 Snp. VLAN Setup** screen to display this screen.

Figure 511 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snp. VLAN Setup > Add/Edit



The following table describes the labels in this screen.

Table 367 SECURITY > IPv6 Source Guard > IPv6 Snooping > IPv6 Snp. VLAN Setup > Add/Edit

LABEL	DESCRIPTION
Interface	Select the VLAN interface to apply the selected DHCPv6 snooping policy.
Policy	Select the IPv6 snooping policy to apply to this VLAN interface.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

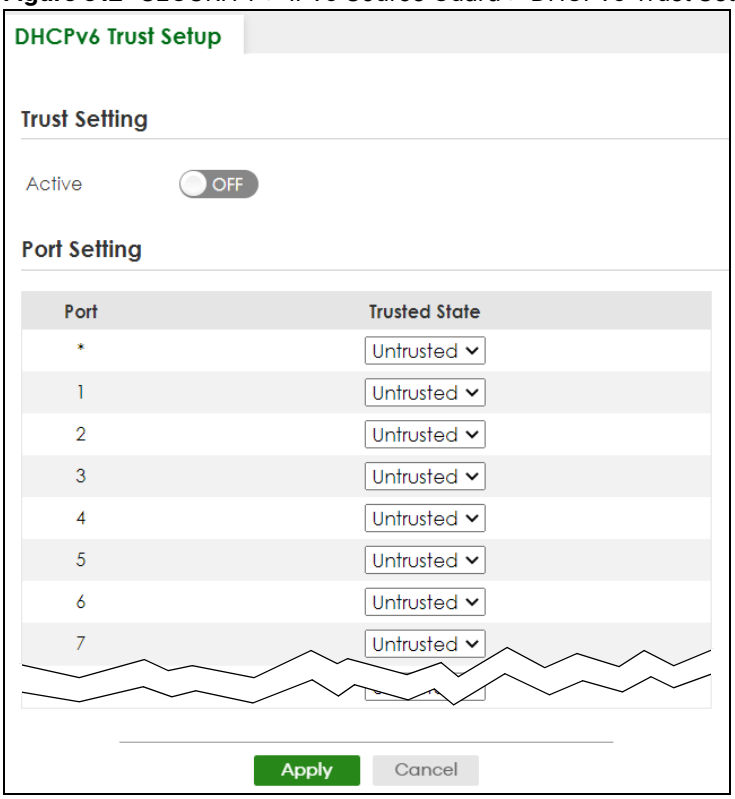
84.14 IPv6 DHCP Trust Setup

Use this screen to specify which ports are trusted for DHCPv6 snooping. To open this screen, click **SECURITY** > **IPv6 Source Guard** > **DHCPv6 Trust Setup**.

Note: DHCPv6 solicit packets are sent from a DHCPv6 client to a DHCPv6 server. Reply packets from a DHCPv6 server connected to an untrusted port are discarded.

Use port * to have all ports be **Untrusted** or **Trusted**.

Figure 512 SECURITY > IPv6 Source Guard > DHCPv6 Trust Setup



The following table describes the labels in this screen.

Table 368 SECURITY > IPv6 Source Guard > DHCPv6 Trust Setup

LABEL	DESCRIPTION
Trust Setting	
Active	Enable the switch button to specify whether ports are trusted or untrusted ports for DHCP snooping. If you do not select this then **IPv6 DHCP Trust** is not used and all ports are automatically trusted.
Port Setting	
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Trusted State	Select whether this port is a trusted port (**Trusted**) or an untrusted port (**Untrusted**). Trusted ports are connected to DHCPv6 servers or other switches. Untrusted ports are connected to subscribers, and the Switch discards DHCPv6 packets from untrusted ports in the following situations: • The packet is a DHCPv6 server packet (for example, ADVERTISE, REPLY, or RELAY-REPLY). • The source MAC address and source IP address in the packet do not match any of the current bindings.

Table 368 SECURITY > IPv6 Source Guard > DHCPv6 Trust Setup (continued)

LABEL	DESCRIPTION
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click this to reset the values in this screen to their last-saved values.

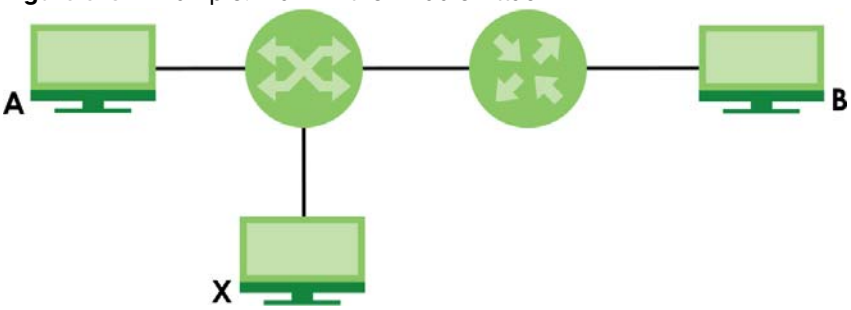
84.15 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

84.15.1 ARP Inspection Overview

Use ARP inspection to filter unauthorized ARP packets on the network. This can prevent many kinds of man-in-the-middle attacks, such as the one in the following example.

Figure 513 Example: Man-in-the-middle Attack



In this example, computer **B** tries to establish a connection with computer **A**. Computer **X** is in the same broadcast domain as computer **A** and intercepts the ARP request for computer **A**. Then, computer **X** does the following:

- It pretends to be computer **A** and responds to computer **B**.
- It pretends to be computer **B** and sends a message to computer **A**.

As a result, all the communication between computer **A** and computer **B** passes through computer **X**. Computer **X** can read and alter the information passed between them.

84.15.1.1 ARP Inspection and MAC Address Filters

When the Switch identifies an unauthorized ARP packet, it automatically creates a MAC address filter to block traffic from the source MAC address and source VLAN ID of the unauthorized ARP packet. You can configure how long the MAC address filter remains in the Switch.

These MAC address filters are different than regular MAC address filters.

- They are stored only in volatile memory.
- They do not use the same space in memory that regular MAC address filters use.
- They appear only in the **ARP Inspection** screens and commands, not in the **MAC Address Filter** screens and commands.

84.15.1.2 Trusted vs. Untrusted Ports

Every port is either a trusted port or an untrusted port for ARP inspection. This setting is independent of the trusted or untrusted setting for DHCP snooping. You can also specify the maximum rate at which the Switch receives ARP packets on untrusted ports.

The Switch does not discard ARP packets on trusted ports for any reason.

The Switch discards ARP packets on untrusted ports in the following situations:

- The sender's information in the ARP packet does not match any of the current bindings.
- The rate at which ARP packets arrive is too high.

84.15.1.3 Syslog

The Switch can send syslog messages to the specified syslog server when it forwards or discards ARP packets. The Switch can consolidate log messages and send log messages in batches to make this mechanism more efficient.

84.15.1.4 Configuring ARP Inspection

Follow these steps to configure ARP inspection on the Switch.

1. Configure DHCP snooping.

   Note: It is recommended you enable DHCP snooping at least one day before you enable ARP inspection so that the Switch has enough time to build the binding table.

2. Enable ARP inspection on each VLAN.

3. Configure trusted and untrusted ports, and specify the maximum number of ARP packets that each port can receive per second.

CHAPTER 85
Port Authentication

85.1 Port Authentication Overview

This chapter describes the IEEE 802.1x, MAC, Guest VLAN, and Compound authentication methods.

Port authentication is a way to validate access to ports on the Switch to clients based on an external authentication server. The Switch supports the following methods for port authentication:

- **IEEE 802.1x** – An authentication server validates access to a port based on a user name and password provided by the user. A user that fails an authentication server can still access the port, but traffic from the user is forwarded to the guest VLAN port.
- **MAC Authentication** – An authentication server validates access to a port based on the MAC address and password of the client.
- **Guest VLAN** – In either mode, if authentication fails the Switch can still allow the client to access the network on a **Guest VLAN**.
- **Compound Authentication** – An authentication server validates access to a port based on combination of IEEE 802.1x and MAC Authentication. There are two modes:
  - **Loose**: The client authenticates using either IEEE 802.1x authentication or MAC Authentication.
  - **Strict**: The client authenticates using both IEEE 802.1x authentication and MAC Authentication.

Note: All types of authentication use the RADIUS (Remote Authentication Dial In User Service, RFC 2138, 2139) protocol to validate users. You must configure a RADIUS server before enabling port authentication.

Note: If you enable IEEE 802.1x authentication and MAC authentication on the same port, the Switch performs IEEE 802.1x authentication and MAC authentication. If a user fails to authenticate either through the IEEE 802.1x or MAC authentication method, then access to the port is denied.

Note: IEEE 802.1x is not supported by all user operating systems. For details on compatibility, see your operating system documentation. If your operating system does not support 802.1x, you must install 802.1x client software.

85.1.1 What You Can Do

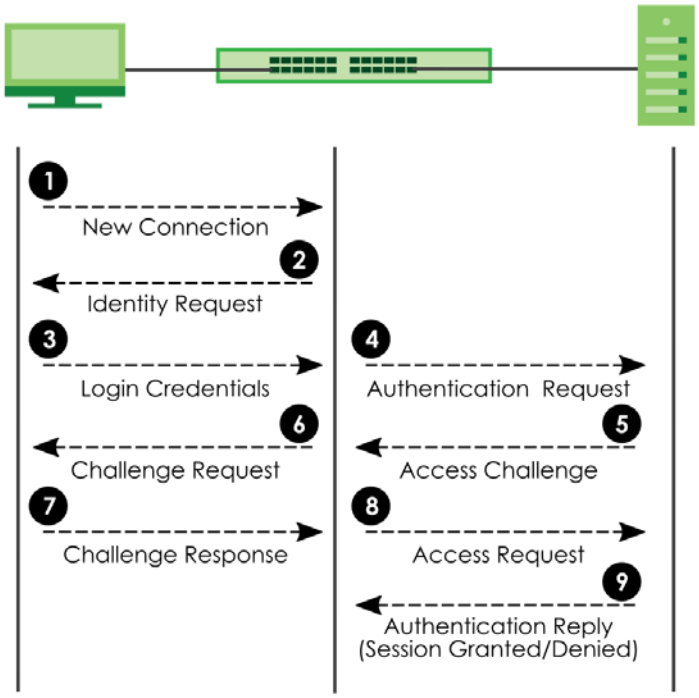
- Use the **802.1x** screen (Section 85.2 on page 665) to activate IEEE 802.1x security.
- Use the **MAC Authentication** screen (Section 85.3 on page 667) to activate MAC authentication.
- Use the **Guest VLAN** screen (Section 85.4 on page 670) to enable and assign a guest VLAN to a port.
- Use the **Compound Authentication** screen (Section 85.5 on page 673) to allow network access for clients that pass either IEEE 802.1x authentication OR MAC authentication, or pass both IEEE 802.1x authentication AND MAC authentication.

85.1.2 What You Need to Know

IEEE 802.1x Authentication

The following figure illustrates how a client connecting to a IEEE 802.1x authentication enabled port goes through a validation process. The Switch prompts the client for login information in the form of a user name and password after the client responds to its identity request. When the client provides the login credentials, the Switch sends an authentication request to a RADIUS server. The RADIUS server validates whether this client is allowed access to the port.

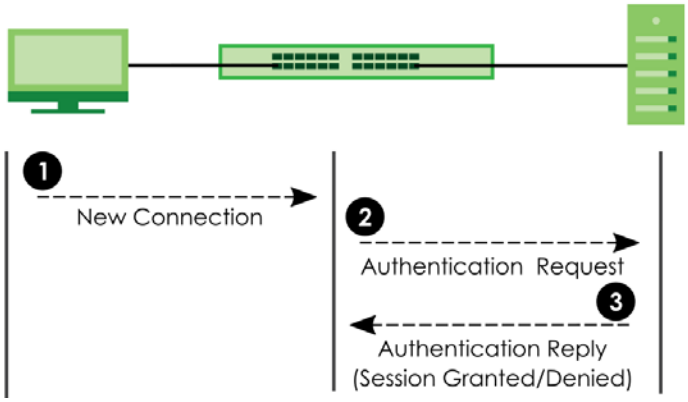
Figure 514 IEEE 802.1x Authentication Process



85.1.3 MAC Authentication

MAC authentication works in a very similar way to IEEE 802.1x authentication. The main difference is that the Switch does not prompt the client for login credentials. The login credentials are based on the source MAC address of the client connecting to a port on the Switch along with a password configured specifically for MAC authentication on the Switch.

Figure 515 MAC Authentication Process



Note: To enable port authentication, first activate the port authentication methods (both on the Switch and the ports), then configure the RADIUS server settings in the **SECURITY** > **AAA** > **RADIUS Server Setup** > **RADIUS Server Setup** screen.

85.2 Activate IEEE 802.1x Security

Use this screen to activate IEEE 802.1x security. Click **SECURITY** > **Port Authentication** > **802.1x** > **802.1x** to display the configuration screen as shown.

Figure 516 SECURITY > Port Authentication > 802.1x > 802.1x (Standalone Mode)

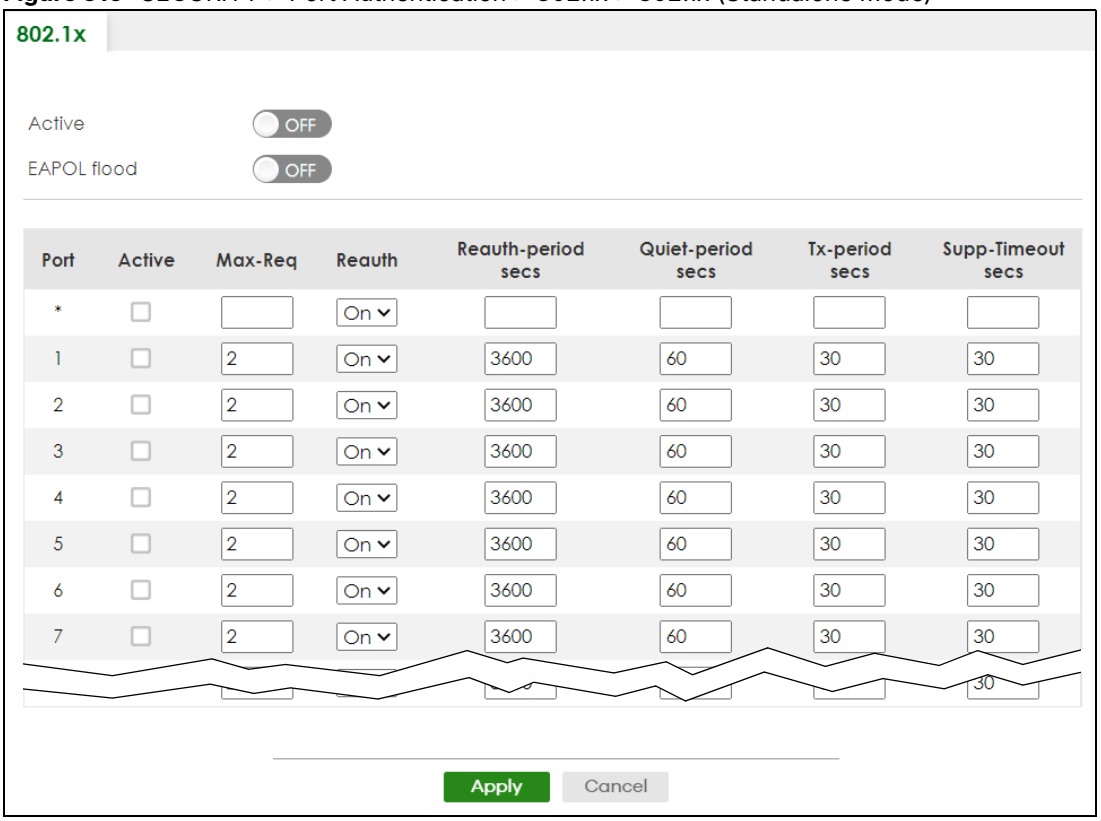
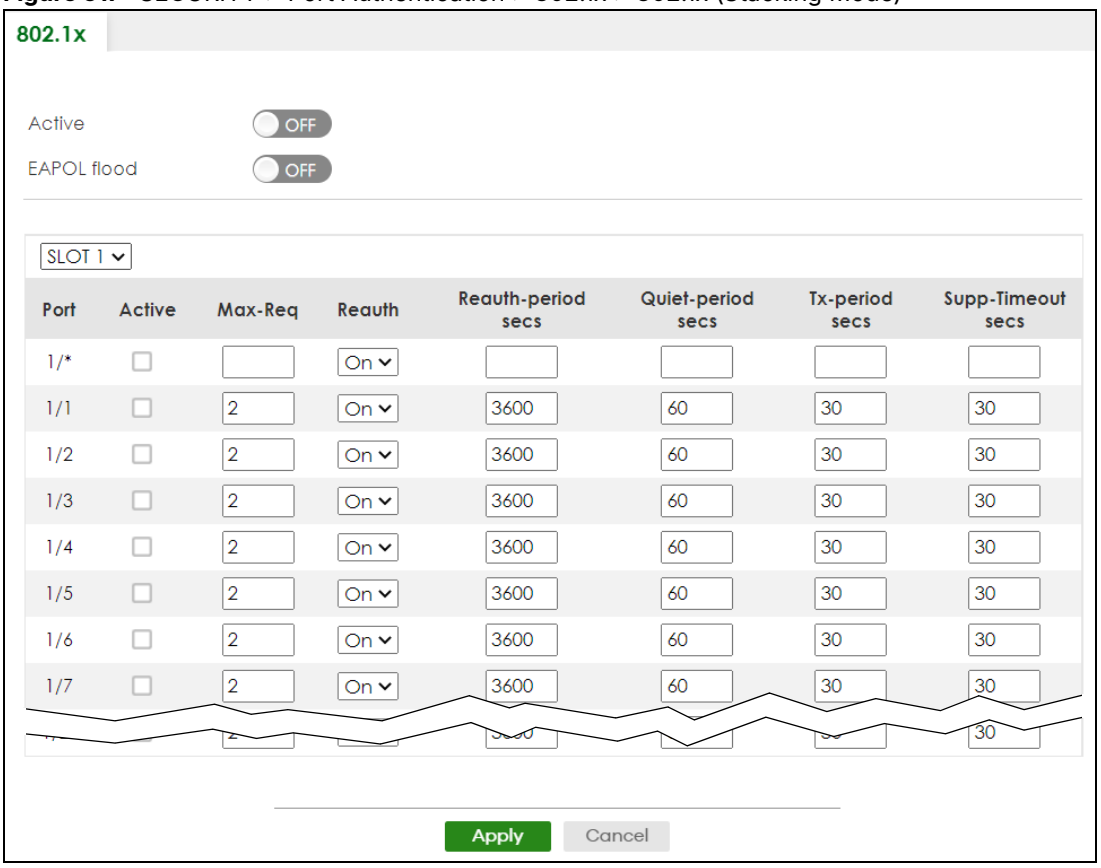


Figure 517 SECURITY > Port Authentication > 802.1x > 802.1x (Stacking Mode)



The following table describes the labels in this screen.

Table 369 SECURITY > Port Authentication > 802.1x > 802.1x

LABEL	DESCRIPTION
Active	Enable the switch button to permit 802.1x authentication on the Switch. Note: You must first enable 802.1x authentication on the Switch before configuring it on each port.
EAPOL flood	Enable the switch button to flood EAPOL packets to all ports in the same VLAN. EAP over LAN (EAPOL) is a port authentication protocol used in IEEE 802.1x. It is used to encapsulate and transmit EAP packets between the supplicant (a client device that requests access to the network resources or services) and authenticator (the Switch) directly over the LAN. Note: **EAPOL flood** will not take effect when 802.1x authentication is enabled.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 369 SECURITY > Port Authentication > 802.1x > 802.1x (continued)

LABEL	DESCRIPTION
Active	Select this to permit 802.1x authentication on this port. You must first allow 802.1x authentication on the Switch before configuring it on each port.
Max-Req	Specify the number of times the Switch tries to authenticate clients before sending unresponsive ports to the Guest VLAN. This is set to 2 by default. That is, the Switch attempts to authenticate a client twice. If the client does not respond to the first authentication request, the Switch tries again. If the client still does not respond to the second request, the Switch sends the client to the Guest VLAN. The client needs to send a new request to be authenticated by the Switch again.
Reauth	Specify if a subscriber has to periodically re-enter his or her user name and password to stay connected to the port.
Reauth-period secs	Specify the length of time required to pass before a client has to re-enter his or her user name and password to stay connected to the port.
Quiet-period secs	Specify the number of seconds the port remains in the HELD state and rejects further authentication requests from the connected client after a failed authentication exchange.
Tx-period secs	Specify the number of seconds the Switch waits for client's response before re-sending an identity request to the client.
Supp-Timeout secs	Specify the number of seconds the Switch waits for client's response to a challenge request before sending another request.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

85.3 Activate MAC Authentication

Use this screen to activate MAC authentication. Click **SECURITY** > **Port Authentication** > **MAC Authentication** > **MAC Authentication** to display the configuration screen as shown.

Figure 518 SECURITY > Port Authentication > MAC Authentication > MAC Authentication (Standalone Mode)

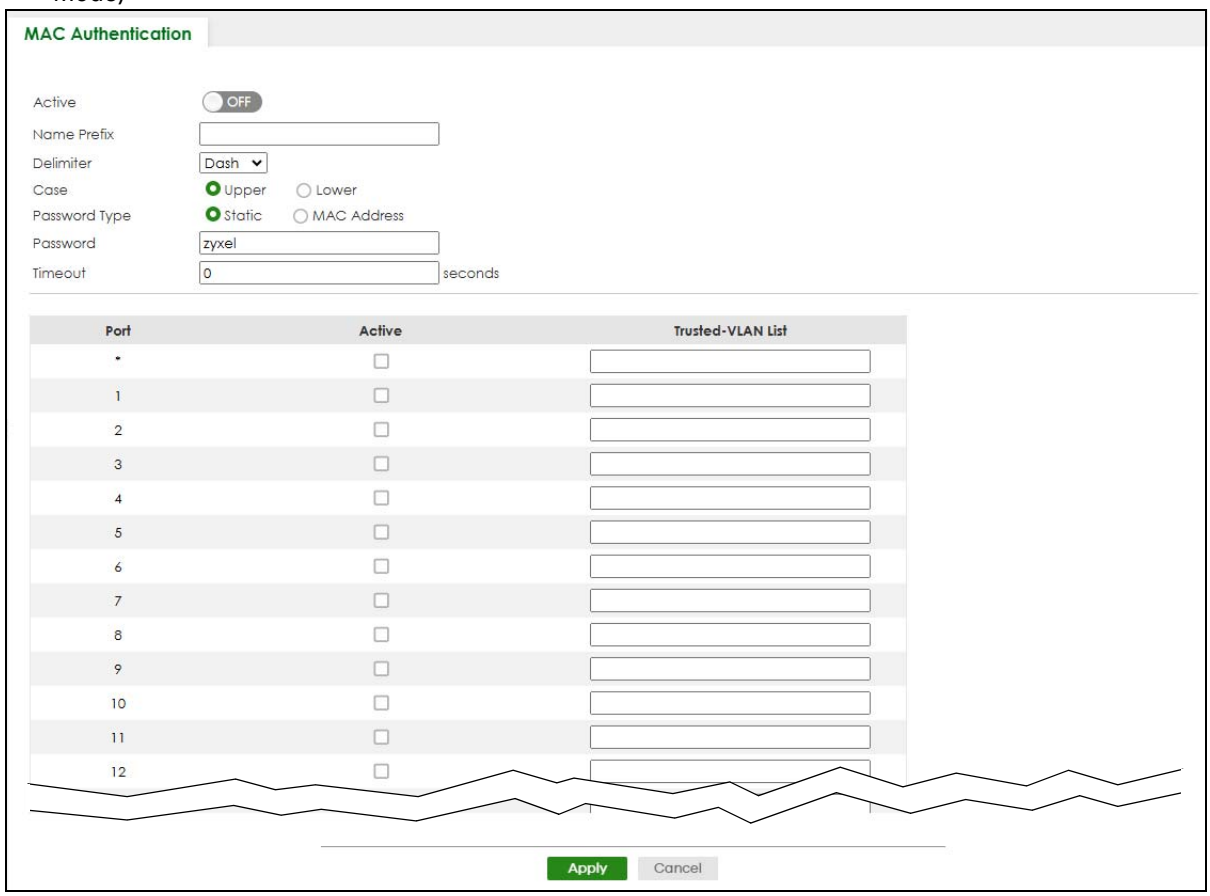
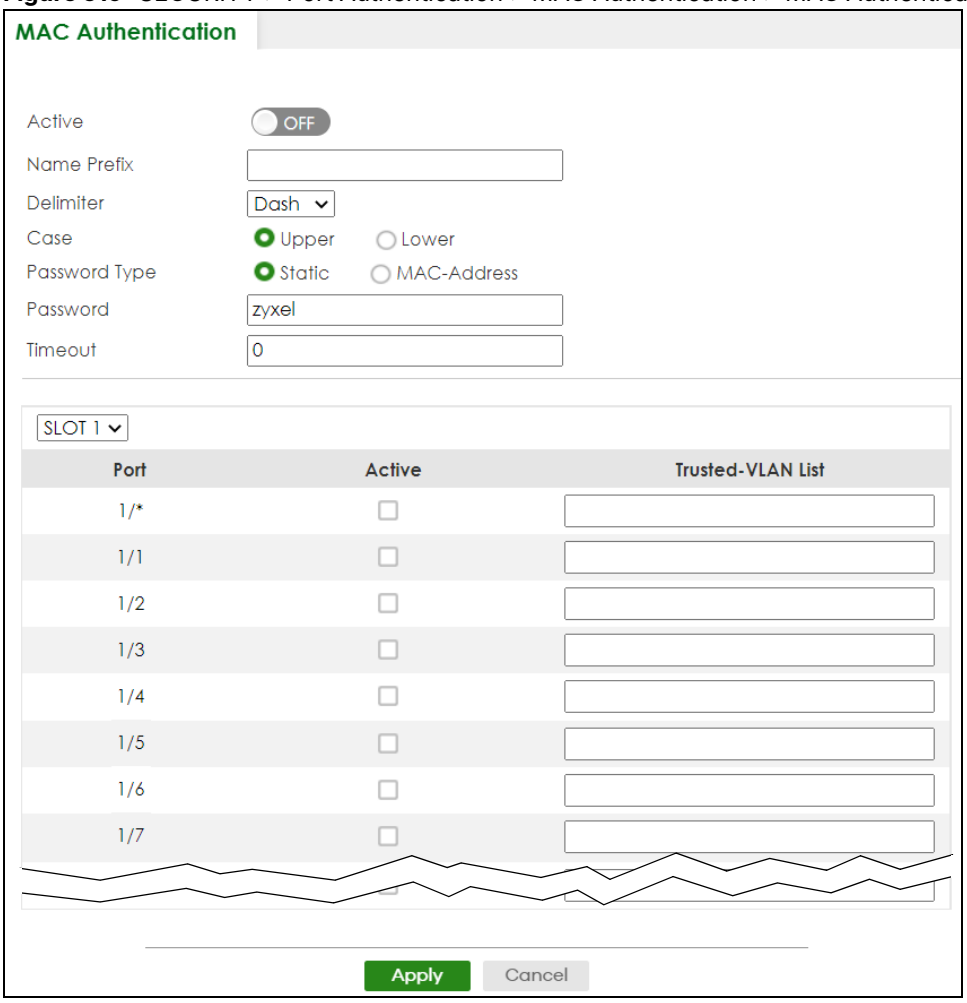


Figure 519 SECURITY > Port Authentication > MAC Authentication > MAC Authentication (Stacking Mode)



The following table describes the labels in this screen.

Table 370 SECURITY > Port Authentication > MAC Authentication > MAC Authentication

LABEL	DESCRIPTION
Active	Enable the switch button to permit MAC authentication on the Switch. Note: You must first enable MAC authentication on the Switch before configuring it on each port.
Name Prefix	Type the prefix that is appended to all MAC addresses sent to the RADIUS server for authentication. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], [,]. If you leave this field blank, then only the MAC address of the client is forwarded to the RADIUS server.
Delimiter	Select the delimiter the RADIUS server uses to separate the pairs in MAC addresses used as the account user name (and password). You can select **Dash** (–), **Colon** (:), or **None** to use no delimiters at all in the MAC address.
Case	Select the case (**Upper** or **Lower**) the RADIUS server requires for letters in MAC addresses used as the account user name (and password).
Password Type	Select **Static** to have the Switch send the password you specify below or **MAC-Address** to use the client MAC address as the password.

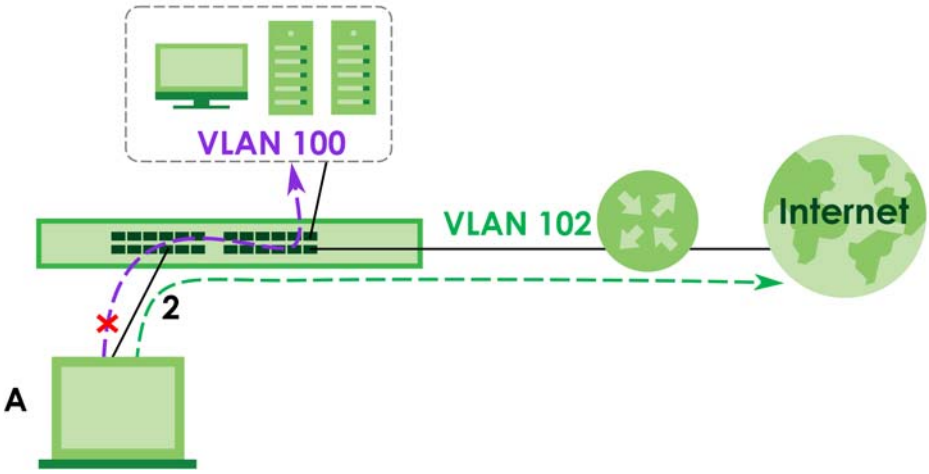
Table 370 SECURITY > Port Authentication > MAC Authentication > MAC Authentication (continued)

LABEL	DESCRIPTION
Password	Type the password the Switch sends along with the MAC address of a client for authentication with the RADIUS server. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Timeout	Specify the amount of time (in seconds) before the Switch allows a client MAC address that fails authentication to try and authenticate again. Maximum time is 3000 seconds. When a client fails MAC authentication, its MAC address is learned by the MAC address table with a status of denied. The timeout period you specify here is the time the MAC address entry stays in the MAC address table until it is cleared. If you specify 0 for the timeout value, the Switch uses the **Aging Time** configured in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen. Note: If the **Aging Time** in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen is set to a lower value, then it supersedes this setting.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Use this row to make the setting the same for all ports. Use this row first and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to permit MAC authentication on this port. You must first allow MAC authentication on the Switch before configuring it on each port.
Trusted-VLAN List	Enter the ID numbers of the trusted VLANs (separated by a comma). If a client's VLAN ID is specified here, the client can access the port and the connected networks without MAC authentication.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

85.4 Guest VLAN

When 802.1x or MAC Authentication is enabled on the Switch and its ports, clients that do not have the correct credentials are blocked from using the ports. You can configure your Switch to have one VLAN that acts as a guest VLAN. If you enable the guest VLAN (**102** in the example) on a port (**2** in the example), the user (**A** in the example) that is not IEEE 802.1x capable or fails to enter the correct user name and password can still access the port, but traffic from the user is forwarded to the guest VLAN. That is, unauthenticated users can have access to limited network resources in the same guest VLAN, such as the Internet. The access granted to the Guest VLAN depends on how the network administrator configures switches or routers with the guest network feature.

Figure 520 Guest VLAN Example



Use this screen to enable and assign a guest VLAN to a port. Click **SECURITY** > **Port Authentication** > **Guest VLAN** > **Guest VLAN** to display the configuration screen as shown.

Figure 521 SECURITY > Port Authentication > Guest VLAN > Guest VLAN (Standalone Mode)

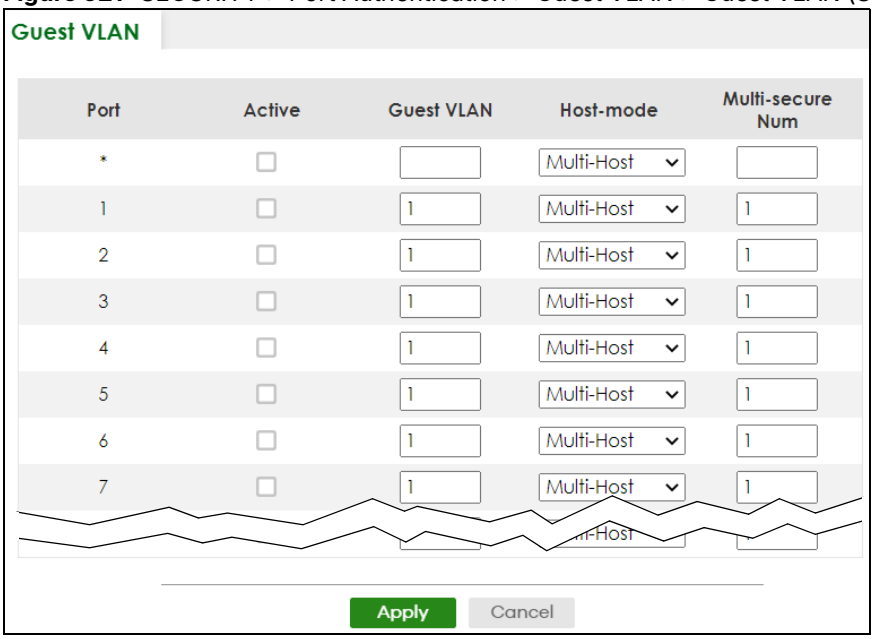
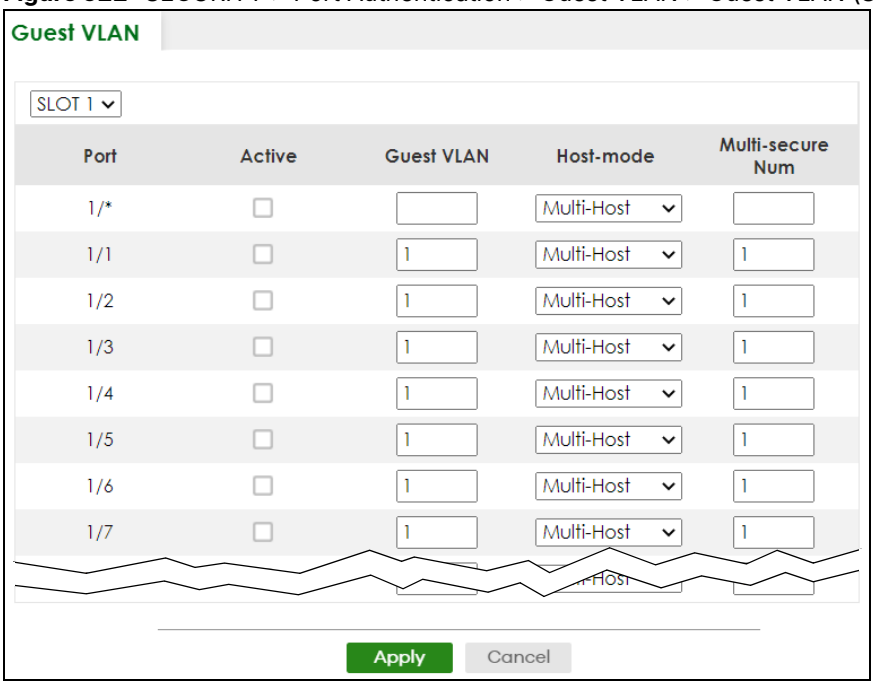


Figure 522 SECURITY > Port Authentication > Guest VLAN > Guest VLAN (Stacking Mode)



The following table describes the labels in this screen.

Table 371 SECURITY > Port Authentication > Guest VLAN > Guest VLAN

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the guest VLAN feature on this port. Clients that fail authentication are placed in the guest VLAN and can receive limited services.
Guest VLAN	A guest VLAN is a pre-configured VLAN on the Switch that allows non-authenticated users to access limited network resources through the Switch. You must also enable IEEE 802.1x authentication on the Switch and the associated ports. Enter the number that identifies the guest VLAN. Make sure this is a VLAN recognized in your network.
Host-mode	Specify how the Switch authenticates users when more than one user connect to the port (using a hub). Select **Multi-Host** to authenticate only the first user that connects to this port. If the first user enters the correct credential, any other users are allowed to access the port without authentication. If the first user fails to enter the correct credential, they are all put in the guest VLAN. Once the first user who did authentication logs out or disconnects from the port, the rest of the users are blocked until a user does the authentication process again. Select **Multi-Secure** to authenticate each user that connects to this port.

Table 371 SECURITY > Port Authentication > Guest VLAN > Guest VLAN (continued)

LABEL	DESCRIPTION
Multi-secure Num	If you set **Host-mode** to **Multi-Secure**, specify the maximum number of users (between 1 and 5) that the Switch will authenticate on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

85.5 Compound Authentication

Use this screen to allow network access for clients that:

- pass either IEEE 802.1x authentication OR MAC authentication, or
- pass both IEEE 802.1x authentication AND MAC authentication.

The authentication modes are:

- In IEEE 802.1x authentication, the Switch prompts the client for login information in the form of a user name and password. When the client provides the login credentials, the Switch sends an authentication request to a RADIUS server. The RADIUS server validates whether this client is allowed access to the port. Use the **SECURITY** > **AAA** > **RADIUS Server Setup** > **RADIUS Server Setup** screen to configure the RADIUS server.
- In MAC authentication, the login credentials are based on the source MAC address of the client connecting to a port on the Switch along with a password configured specifically for MAC authentication on the Switch.

Click **SECURITY** > **Port Authentication** > **Compound Authentication Mode** > **Compound Authentication Mode** to display the configuration screen as shown.

Figure 523 SECURITY > Port Authentication > Compound Authentication Mode > Compound Authentication Mode (Standalone Mode)

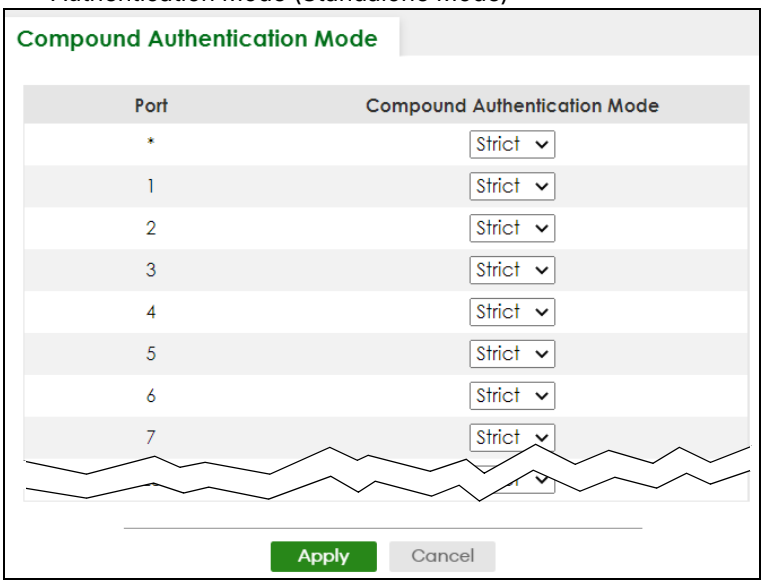
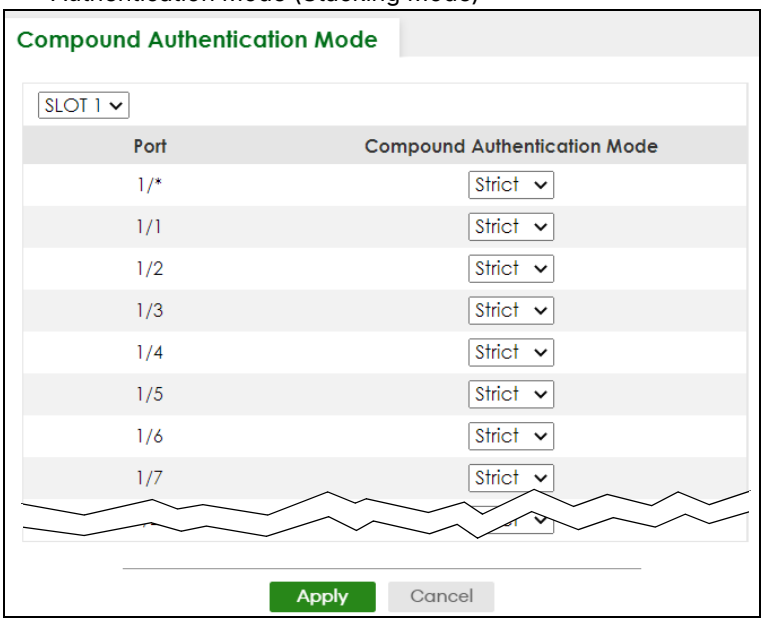


Figure 524 SECURITY > Port Authentication > Compound Authentication Mode > Compound Authentication Mode (Stacking Mode)



The following table describes the labels in this screen.

Table 372 SECURITY > Port Authentication > Compound Authentication Mode > Compound Authentication Mode

LABEL	DESCRIPTION
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Compound Authentication Mode	Specify how the Switch authenticates clients for network access. Select **Strict** to allow network access to clients only when clients passes IEEE 802.1x authentication AND MAC authentication at the same time. Select **Loose** to allow network access to clients when clients passes IEEE 802.1x authentication OR MAC authentication.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

85.6 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

85.6.1 IEEE 802.1x

The IEEE 802.1x is a standard for authentication as well as providing additional accounting and control features. It can be implemented both on wired and wireless networks. It is supported by Windows XP and a number of network devices. Some advantages of IEEE 802.1x are:

- User based identification
- Support for RADIUS (Remote Authentication Dial In User Service, RFC 2138, 2139) for centralized user profile and accounting management on a network RADIUS server.
- Support for EAP (Extensible Authentication Protocol, RFC 2486) that allows additional authentication methods to be deployed with no changes to the switch or the wired clients.

85.6.2 RADIUS

RADIUS is based on a client-server model that supports authentication, authorization and accounting. The RADIUS server handles the following tasks:

- Authentication

Determines the identity of the users.

- Authorization

Determines the network services available to authenticated users once they are connected to the network.

- Accounting

Keeps track of the actions that are perform on the switch, such as login events.

RADIUS is a simple package exchange in which your switch acts as a message relay between the wired client and the network RADIUS server.

85.6.2.1 Types of RADIUS Messages

The following types of RADIUS messages are exchanged between the switch and the RADIUS server for user authentication:

- Access-Request

Sent by a switch requesting authentication.

- Access-Reject

Sent by a RADIUS server rejecting access.

- Access-Accept

Sent by a RADIUS server allowing access.

- Access-Challenge

Sent by a RADIUS server requesting more information in order to allow access. The switch sends a proper response from the user and then sends another Access-Request message.

The following types of RADIUS messages are exchanged between the switch and the RADIUS server for user accounting:

- Accounting-Request

Sent by the switch requesting accounting.

- Accounting-Response

Sent by the RADIUS server to indicate that it has started or stopped accounting.

The switch and the RADIUS server use a shared secret key, which is a password, they both know to authenticate the communications between them, and ensure network security. A shared key is not sent over the network.

The switch forwards the RADIUS requests of a client to the RADIUS server. The login password information exchanged is sent over the network and encrypted to protect the network from unauthorized access.

85.6.3 EAP (Extensible Authentication Protocol) Authentication

This section discusses some popular authentication types: EAP-MD5, EAP-TLS, EAP-TTLS, PEAP and LEAP. Your wired LAN device may not support all authentication types.

EAP (Extensible Authentication Protocol) is an authentication protocol that runs on top of the IEEE 802.1x transport mechanism in order to support multiple types of user authentication. By using EAP to interact with an EAP-compatible RADIUS server, a switch helps a wired station and a RADIUS server perform authentication.

The type of authentication you use depends on the RADIUS server and an intermediary switch that supports IEEE 802.1x.

For EAP-TLS authentication type, you must first have a wired connection to the network and obtain the certificates from a certificate authority (CA). A certificate (also called digital IDs) can be used to authenticate users and a CA issues certificates and guarantees the identity of each certificate owner.

- EAP-MD5 (Message-Digest Algorithm 5)

MD5 authentication is the simplest one-way authentication method. The authentication server sends a challenge to the wired client. The wired client 'proves' that it knows the password by encrypting the password with the challenge and sends back the information. Password is not sent in plain text.

However, MD5 authentication has some weaknesses. Since the authentication server needs to get the plain text passwords, the passwords must be stored. Thus someone other than the authentication server may access the password file. In addition, it is possible to impersonate an authentication server as MD5 authentication method does not perform mutual authentication. Finally, MD5 authentication method does not support data encryption with dynamic session key. You must configure WEP encryption keys for data encryption.

- EAP-TLS (Transport Layer Security)

With EAP-TLS, digital certifications are needed by both the server and the wired clients for mutual authentication. The server presents a certificate to the client. After validating the identity of the server, the client sends a different certificate to the server. The exchange of certificates is done in the open before a secured tunnel is created. This makes user identity vulnerable to passive attacks. A digital certificate is an

electronic ID card that authenticates the sender's identity. However, to implement EAPTLS, you need a Certificate Authority (CA) to handle certificates, which imposes a management overhead.

- EAP-TTLS (Tunneled Transport Layer Service)

EAP-TTLS is an extension of the EAP-TLS authentication that uses certificates for only the server-side authentications to establish a secure connection. Client authentication is then done by sending user name and password through the secure connection, thus client identity is protected. For client authentication, EAP-TTLS supports EAP methods and legacy authentication methods such as PAP, CHAP, MS-CHAP and MS-CHAP v2.

- PEAP (Protected EAP)

Like EAP-TTLS, server-side certificate authentication is used to establish a secure connection, then use simple user name and password methods through the secured connection to authenticate the clients, thus hiding client identity. However, PEAP only supports EAP methods, such as EAP-MD5, EAP-MSCHAPv2 and EAP-GTC (EAP-Generic Token Card), for client authentication. EAP-GTC is implemented only by Cisco.

- LEAP

LEAP (Lightweight Extensible Authentication Protocol) is a Cisco implementation of IEEE 802.1x.

85.6.4 EAPOL (EAP over LAN)

EAPOL is a port authentication protocol used in IEEE 802.1x. It encapsulates and sends EAP packets from the LAN. EAPOL exchanges the following messages between a wired client and switch.

- EAPOL-Start

A wired client will send this message to a switch to let it know the wired client is ready.

- EAPOL-Key

The switch will send an encryption key to the wired client. It will be allowed access to the network when both of the switch and wired client have the correct encryption keys.

- EAP-Packet

Both of the wired client and the switch will send this message to complete the authentication process.

- EAPOL-Logoff

This message will be sent when the wired client wants to be disconnected from the network.

- EAPOL-Encapsulated-ASF-Alert

This message is sent If the authentication process is not completed yet, and alerts needs to be forwarded.

CHAPTER 86
Port Security

86.1 Port Security Overview

This chapter shows you how to set up port security.

86.2 About Port Security

Port security allows only packets with dynamically learned MAC addresses and/or configured static MAC addresses to pass through a port on the Switch.

For maximum port security, enable this feature, disable MAC address learning and configure static MAC addresses for a port. It is not recommended you disable port security together with MAC address learning as this will result in many broadcasts. By default, MAC address learning is still enabled even though the port security is not activated.

86.3 Port Security Setup

Click **SECURITY** > **Port Security** > **Port Security** in the navigation panel to display the screen as shown.

Figure 525 SECURITY > Port Security > Port Security (Standalone Mode)

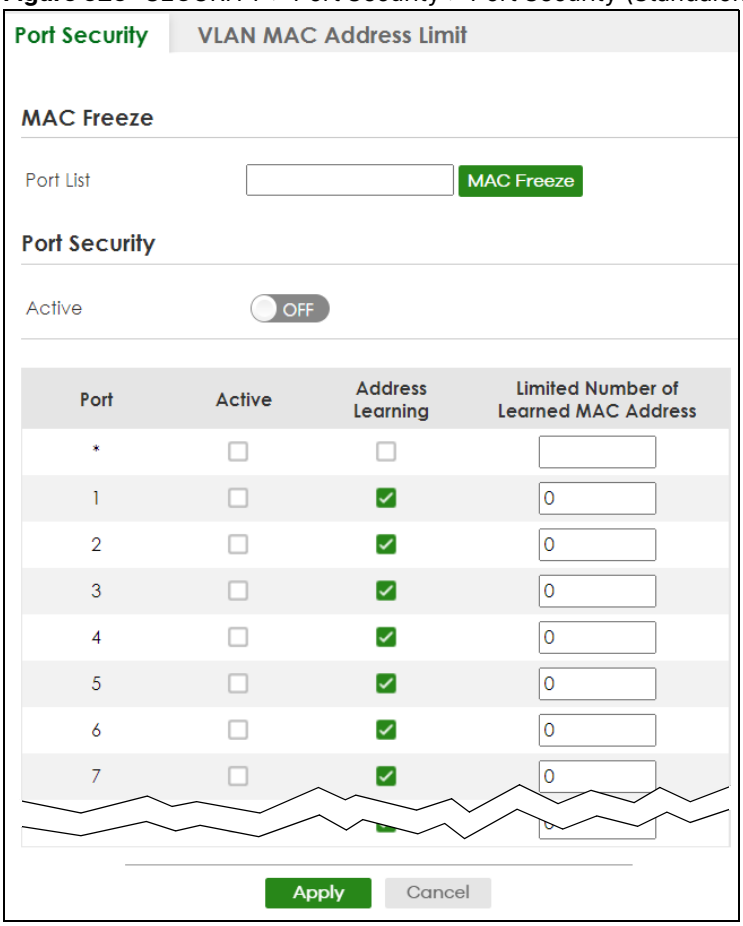
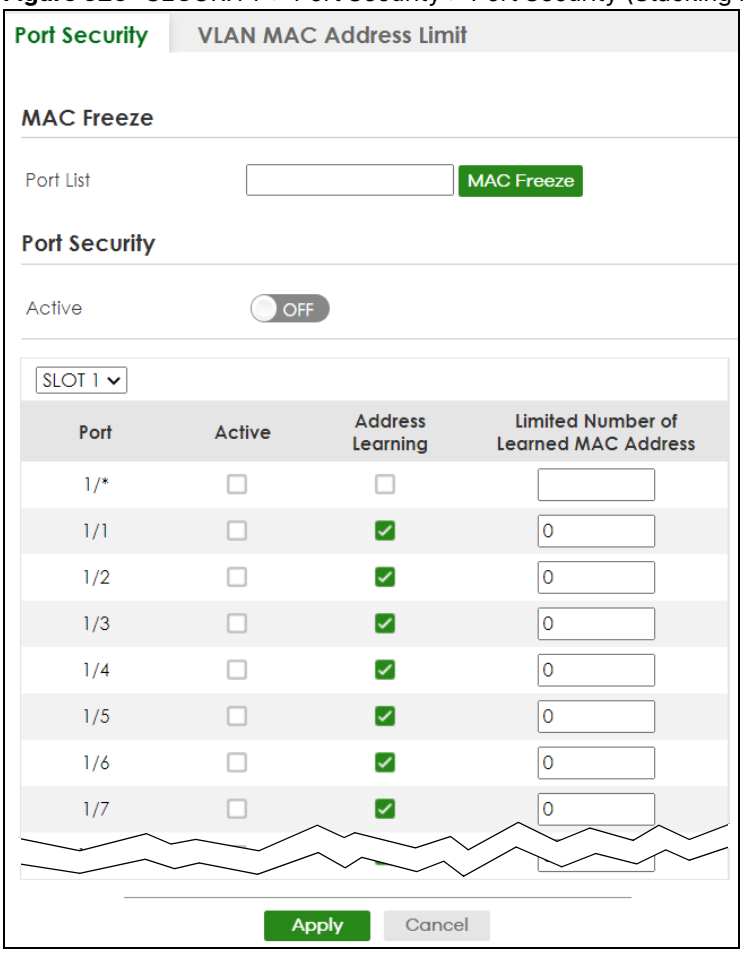


Figure 526 SECURITY > Port Security > Port Security (Stacking Mode)



The following table describes the labels in this screen.

Table 373 SECURITY > Port Security > Port Security

LABEL	DESCRIPTION
Port List	Enter the number of the ports (separated by a comma) on which you want to enable port security and disable MAC address learning. After you click **MAC Freeze**, all previously learned MAC addresses on the specified ports will become static MAC addresses and display in the **SWITCHING** > **Static MAC Forwarding** screen. Note: In Stacking mode, the first number represents the slot and the second the port number. Enter 1/1-1/24,2/23 for ports 1 to 24 for the Switch in slot 1 and port 23 for the Switch in slot 2, for example.
MAC Freeze	Click **MAC Freeze** to have the Switch automatically select the **Active** checkboxes and clear the **Address Learning** checkboxes only for the ports specified in the **Port List**.
Port Security	
Active	Enable the switch button to enable port security on the Switch.
SLOT	This field appears only in Stacking mode. Click the drop-down list to choose the slot number of the Switch in a stack.
Port	This field displays the port number. In Stacking mode, the first number represents the slot ID and the second is the port number. Please note that the default stacking ports (the last four ports of your Switch) cannot be configured. They are reserved for stacking only.

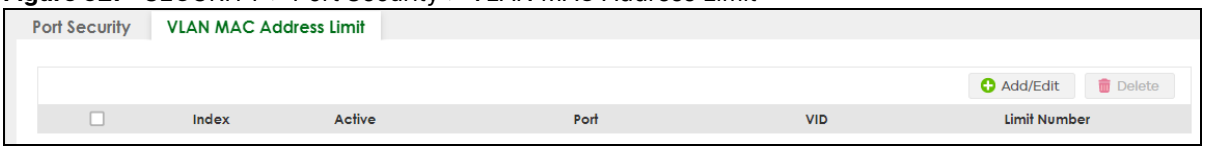
Table 373 SECURITY > Port Security > Port Security (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the port security feature on this port. The Switch forwards packets whose MAC addresses is in the MAC address table on this port. Packets with no matching MAC addresses are dropped. Clear this checkbox to disable the port security feature. The Switch forwards all packets on this port.
Address Learning	MAC address learning reduces outgoing broadcast traffic. For MAC address learning to occur on a port, the port itself must be active with address learning enabled.
Limited Number of Learned MAC Address	Use this field to limit the number of (dynamic) MAC addresses that may be learned on a port. For example, if you set this field to "5" on port 2, then only the devices with these five learned MAC addresses may access port 2 at any one time. A sixth device must wait until one of the five learned MAC addresses ages out. MAC address aging out time can be set in the **SYSTEM** > **Switch Setup** screen. “0” means this feature is disabled. Note: The valid range follows the size of the MAC address table of the Switch Series. This information can be found on the Switch Series Datasheet or Release Note.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

86.4 VLAN MAC Address Limit

Use this screen to set the MAC address learning limit on per-port and per-VLAN basis. Click SECURITY > Port Security > VLAN MAC Address Limit in the navigation panel to display the screen as shown.

Figure 527 SECURITY > Port Security > VLAN MAC Address Limit



The following table describes the labels in this screen.

Table 374 SECURITY > Port Security > VLAN MAC Address Limit

LABEL	DESCRIPTION
	Select an entry’s checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the index number of the rule.
Active	This field displays whether the rule is activated or not.
Port	This field displays the number of the port to which this rule is applied.
VID	This is the VLAN ID number to which the port belongs.
Limit Number	This is the maximum number of MAC addresses which a port can learn in a VLAN.

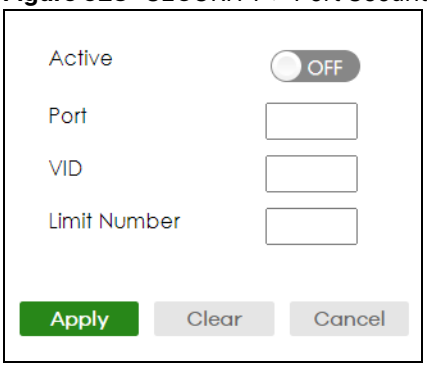
Table 374 SECURITY > Port Security > VLAN MAC Address Limit (continued)

LABEL	DESCRIPTION
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

86.4.1 VLAN MAC Address Limit

Use this screen to add/edit the MAC address learning limit on per-port and per-VLAN basis. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SECURITY** > **Port Security** > **VLAN MAC Address Limit** screen to display this screen.

Figure 528 SECURITY > Port Security > VLAN MAC Address Limit > Add/Edit



The following table describes the labels in this screen.

Table 375 SECURITY > Port Security > VLAN MAC Address Limit > Add/Edit

LABEL	DESCRIPTION
Port	Enter the number of the port to which this rule is applied.
VID	Enter the VLAN identification number.
Limit Number	Use this field to limit the number of (dynamic) MAC addresses that may be learned on a port in a specified VLAN. For example, if you set this field to "5" on port 2, then only the devices with these 5 learned MAC addresses may access port 2 at any one time. A sixth device would have to wait until one of the 5 learned MAC addresses aged out. MAC address aging out time can be set in the **SYSTEM** > **Switch Setup** screen. The valid range is from “0” to “32K”. “0” means this feature is disabled.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

CHAPTER 87
MAINTENANCE

87.1 Overview

This chapter explains how to configure the screens that let you maintain the firmware and configuration files.

87.1.1 What You Can Do

- Use the **Certificates** screen (Section 87.2 on page 684) to see the **Certificates** screen and import the Switch's CA-signed certificates.
- Use the **Cluster Management** screens (Section 87.5 on page 689) to manage the switches within a cluster and view cluster status.
- Use the **Restore Configuration** screen (Section 87.8 on page 694) to upload a stored device configuration file.
- Use the **Backup Configuration** screen (Section 87.9 on page 695) to save your configurations for later use.
- Use the **Auto Configuration** screen (Section 87.10 on page 695) to overwrite the running configuration stored in the Switch’s RAM.
- Use the **Erase Running-Configuration** screen (Section 87.11 on page 697) to reset the configuration to the Zyxel default configuration settings.
- Use the **Save Configuration** screen (Section 87.12 on page 698) to save the current configuration settings to a specific configuration file on the Switch.
- Use the **Configure Clone** screen (Section 87.13 on page 698) to copy the basic and advanced settings from a source port to a destination port or ports.
- Use the **Diagnostic** screen (Section 87.14 on page 700) to ping IP addresses, run a traceroute, perform port tests or show the Switch’s location between devices.
- Use the **Firmware Upgrade** screen (Section 87.15 on page 704) to upload the latest firmware.
- Use the **Reboot System** screen (Section 87.16 on page 706) to restart the Switch without physically turning the power off and load a specific configuration file.
- Use the **Service Register** screen (Section 87.17 on page 708) to display the status of your service registration.
- Use the **SSH Authorized Keys** screen (Section 87.18 on page 709) to authenticate secure SSH connections between a client computer and the Switch (also called the server) without needing a password to connect to the Switch.
- Use the **SSH Host Keys** screen (Section 87.19 on page 716) to regenerate the Switch's SSH host key. You may want to do this to change the factory default SSH host key.
- Use the **Tech-Support** screen (Section 87.20 on page 717) to create reports for customer support if there are problems with the Switch.

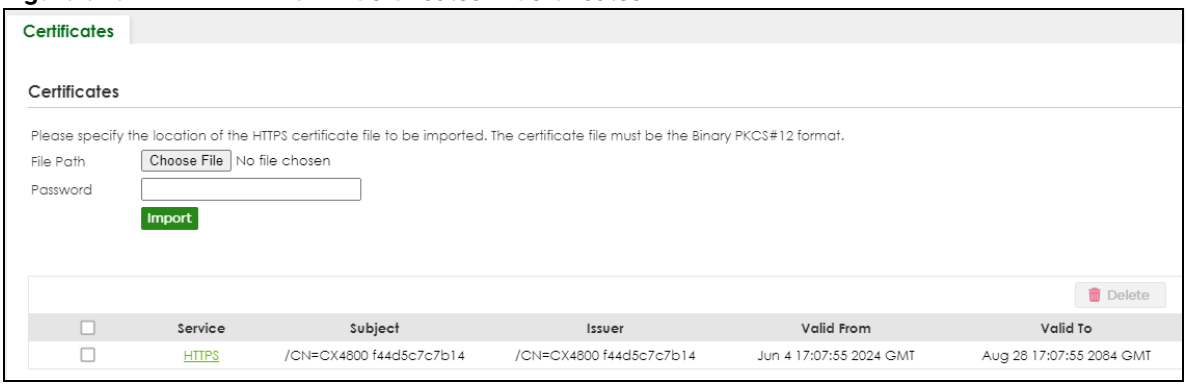
87.2 Certificates

The Switch can use HTTPS certificates that are verified by a third party to create secure HTTPS connections between your computer and the Switch. This way, you may securely access the Switch using the Web Configurator. See Introduction to HTTPS for more information about HTTPS.

Certificates are based on public-private key pairs. A certificate contains the certificate owner's identity and public key. Certificates provide a way to exchange public keys for use in authentication.

Click **MAINTENANCE** > **Certificates** > **Certificates** to open the following screen. Use this screen to import the Switch's CA-signed certificates.

Figure 529 MAINTENANCE > Certificates > Certificates



The following table describes the labels in this screen.

Table 376 MAINTENANCE > Certificates > Certificates

LABEL	DESCRIPTION
File Path	Click **Choose File** or **Browse** to find the certificate file you want to upload.
Password	Enter the certificate file's password that was created when the PKCS #12 file was exported. The password consists of up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Import	Click this button to save the certificate that you have enrolled from a certification authority from your computer to the Switch.
Synchronize Certificate	Note: This part only appears in Stacking mode.
Active	Enable this option to allow the master Switch in Stacking mode to synchronize CA-signed certificates to all stacking members and save it to their non-volatile memory. Or, delete the stacking members' CA-signed certificate if a CA-signed certificate does not exist in the master Switch. Otherwise, disable this option.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
	Select an entry's checkbox to select a specific entry.
Service	This field displays the service type that this certificate is for.
Subject	This field displays identifying information about the certificate's owner, such as CN (Common Name), OU (Organizational Unit or department), O (Organization or company) and C (Country). It is recommended that each certificate have unique subject information.

Table 376 MAINTENANCE > Certificates > Certificates (continued)

LABEL	DESCRIPTION
Issuer	This field displays identifying information about the certificate's issuing certification authority, such as a common name, organizational unit or department, organization or company and country.
Valid From	This field displays the date that the certificate becomes applicable.
Valid To	This field displays the date that the certificate expires.
Delete	Click this button to delete the certificate (or certification request). You cannot delete a certificate that one or more features is configured to use.

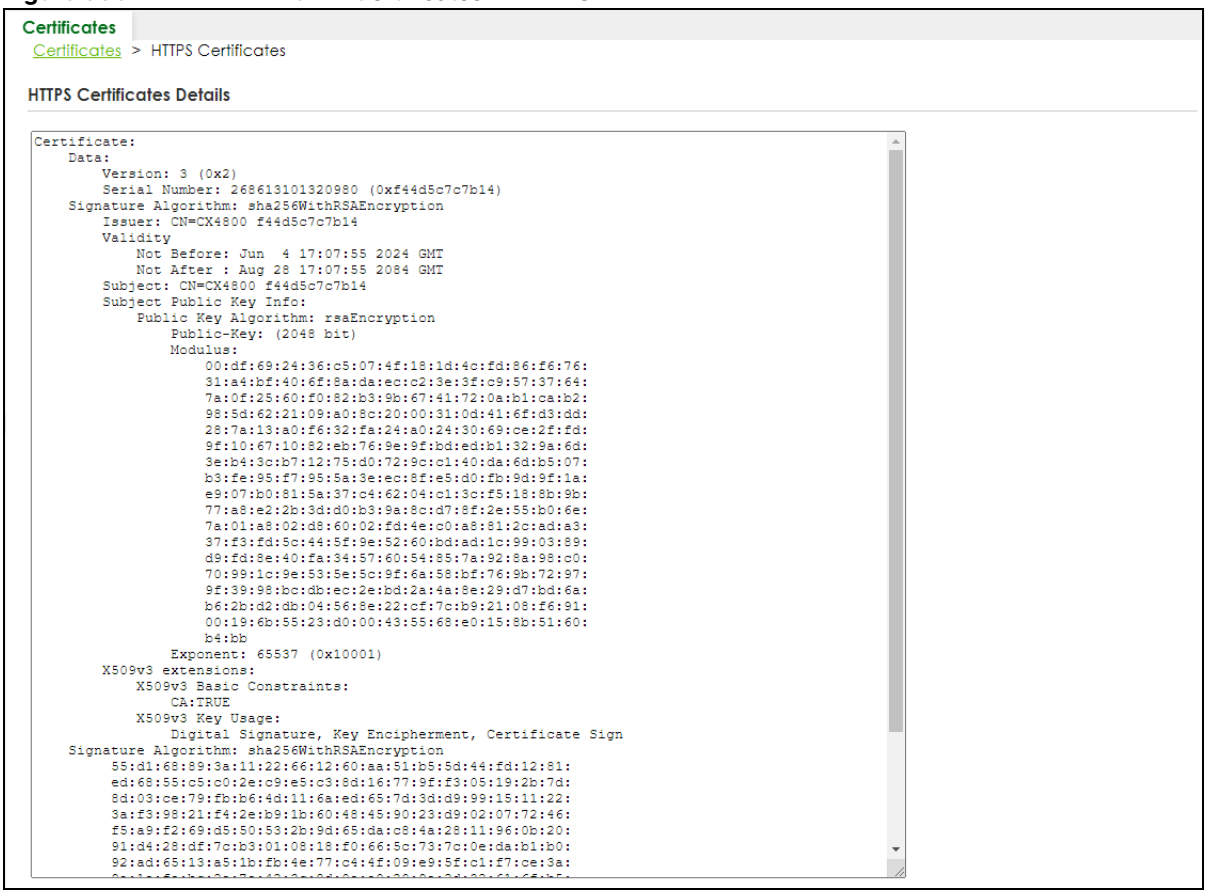
87.2.1 Install Certificates

After buying the certificates from a trusted third-party Certificate Authorities (CA), (for example, DigiCert), install the certificates. See Importing a Certificate for more information.

87.2.2 HTTPS Certificates

Use this screen to view the HTTPS certificate details. Click a hyperlink in the **Service** column in the **MAINTENANCE** > **Certificates** > **Certificates** screen to open the following screen.

Figure 530 MAINTENANCE > Certificates > HTTPS



87.3 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

87.3.1 FTP Command Line

This section shows some examples of uploading to or downloading files from the Switch using FTP commands. First, understand the filename conventions.

87.3.2 Filename Conventions

The configuration file (also known as the romfile or ROM) contains the Zyxel factory default configuration settings in the screens such as password, Switch setup, IP Setup, and so on. Once you have customized the Switch's settings, they can be saved back to your computer under a filename of your choosing.

ZyNOS (Zyxel Network Operating System sometimes referred to as the "ras" file) is the system firmware and has a "bin" filename extension.

Table 377 Filename Conventions

FILE TYPE	INTERNAL NAME	EXTERNAL NAME	DESCRIPTION
Configuration File	config1 config2	*.cfg	This is the configuration filename on the Switch. Uploading the config file replaces the specified configuration file system, including your Switch configurations, system-related data (including the default password), the error log and the trace log.
Firmware	ras	*.bin	This is the generic name for the ZyNOS firmware on the Switch.

FaOS (sometimes referred to as the "ras" file) is the system firmware and has a "bin" filename extension.

Table 378 Filename Conventions

FILE TYPE	INTERNAL NAME	EXTERNAL NAME	DESCRIPTION
Configuration File	config1 config2	*.cfg	This is the configuration filename on the Switch. Uploading the config file replaces the specified configuration file system, including your Switch configurations, system-related data (including the default password), the error log and the trace log.
Firmware	ras	*.bin	This is the generic name for the FaOS firmware on the Switch.

You can store up to two images, or firmware files of the same device model, on the Switch. Only one image is used at a time.

- Run the `boot image <1|2>` command to specify which image is updated when firmware is loaded using the Web Configurator and to specify which image is loaded when the Switch starts up.
- You can also use FTP commands to upload firmware to any image.

The Switch supports dual firmware images, `ras-0` and `ras-1`. You can switch from one to the other by using the `boot image <index>` command, where `<index>` is 1 (ras-0) or 2 (ras-1). See the CLI Reference

Guide for more information about using commands. The system does not reboot after it switches from one image to the other.

87.3.2.1 Example FTP Commands

```
ftp> put firmware.bin ras-0
```

This is a sample FTP session showing the transfer of the computer file "firmware.bin" to the Switch's **Firmware 1**.

```
ftp> get config1 config1.cfg
```

This is a sample FTP session saving the Switch's configuration file 1 (**Config1**) to a file called "config1.cfg" on your computer.

If your (T)FTP client does not allow you to have a destination filename different than the source, you will need to rename them as the Switch only recognizes "config" and "ras". Be sure you keep unaltered copies of both files for later use.

Be sure to upload the correct model firmware as uploading the wrong model firmware may damage your device.

87.3.3 FTP Command Line Procedure

1. Launch the FTP client on your computer.
2. Enter `open`, followed by a space and the IP address of your Switch.
3. Press [ENTER] when prompted for a user name.
4. Enter your password as requested (see the bottom label on the Switch for the default).
5. Enter `bin` to set transfer mode to binary.
6. Use `put` to transfer files from the computer to the Switch, for example, `put firmware.bin ras` transfers the firmware on your computer (firmware.bin) to the Switch and renames it to "ras". Similarly, `put config.cfg config1` transfers the configuration file on your computer (config.cfg) to the Switch and renames it to "config1". Likewise `get config1 config.cfg` transfers the configuration file on the Switch to your computer and renames it to "config.cfg".
7. Enter `quit` to exit the ftp prompt.

87.3.4 GUI-based FTP Clients

The following table describes some of the commands that you may see in GUI-based FTP clients.

Table 379 General Commands for GUI-based FTP Clients

COMMAND	DESCRIPTION
Host Address	Enter the address of the host server.
Login Type	Anonymous. This is when a user I.D. and password is automatically supplied to the server for anonymous access. Anonymous logins will work only if your ISP or service administrator has enabled this option. Normal. The server requires a unique User ID and Password to login.
Transfer Type	Transfer files in either single-byte printable characters (plain text format) or in binary mode. Configuration and firmware files should be transferred in binary mode.
Initial Remote Directory	Specify the default remote directory (path).
Initial Local Directory	Specify the default local directory (path).

87.3.5 FTP Restrictions

FTP will not work when:

- FTP service is disabled in the **SECURITY** > **Access Control** > **Service Access Control** > **Service Access Control** screen.
- The IP addresses in the **SECURITY** > **Access Control** > **Remote Management** > **Remote Management** screen does not match the client IP address. If it does not match, the Switch will disconnect the FTP session immediately.

87.4 Cluster Management Overview

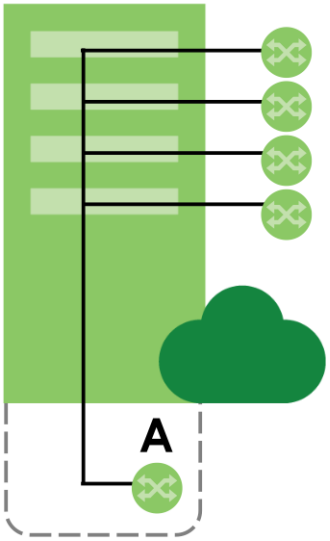
Cluster Management allows you to manage switches through one Switch, called the cluster manager. The switches must be directly connected and be in the same VLAN group so as to be able to communicate with one another.

Table 380 Zyxel Clustering Management Specifications

Maximum number of cluster members	24
Cluster Member Models	Must be compatible with Zyxel cluster management implementation.
Cluster Manager	The Switch through which you manage the cluster member switches.
Cluster Members	The switches being managed by the cluster manager Switch.

In the following example, switch **A** in the basement is the cluster manager and the other switches on the upper floors of the building are cluster members.

Figure 531 Clustering Application Example



87.4.1 What You Can Do

- Use the **Cluster Management Status** screen (Section 87.5 on page 689) to view the role of the Switch within the cluster and to access a cluster member Switch's Web Configurator.
- Use the **Cluster Management Setup** screen (Section 87.6 on page 690) to configure clustering management.

87.5 Cluster Management Status

Use this screen to view the role of the Switch within the cluster and to access a cluster member Switch's Web Configurator.

Click **MAINTENANCE** > **Cluster Management** > **Cluster Management Status** in the navigation panel to display the following screen.

Note: A cluster can only have one manager.

Figure 532 MAINTENANCE > Cluster Management > Cluster Management Status

The following table describes the labels in this screen.

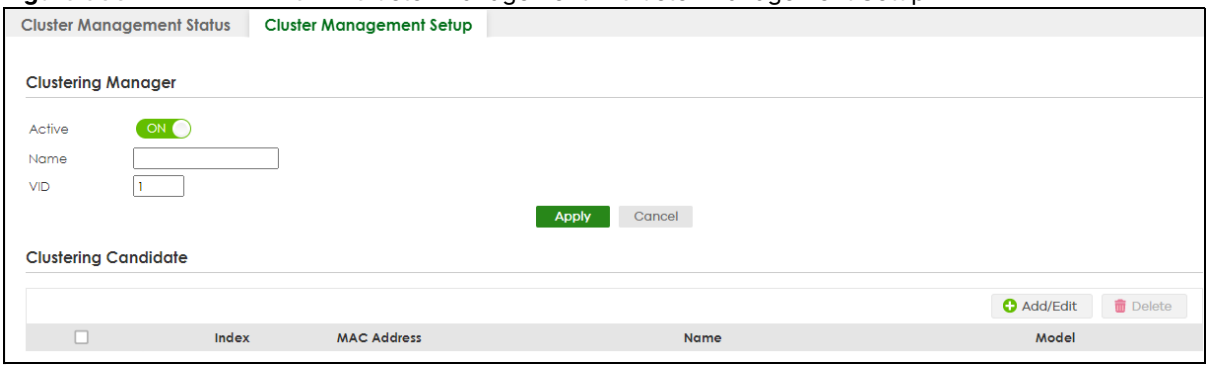
Table 381 MAINTENANCE > Cluster Management > Cluster Management Status

LABEL	DESCRIPTION
Status	This field displays the role of this Switch within the cluster. **Manager** **Member** (you see this if you access this screen in the cluster member Switch directly and not through the cluster manager) **None** (neither a manager nor a member of a cluster)
Manager	This field displays the cluster manager Switch's hardware MAC address.
The Number Of Member	This field displays the number of switches that make up this cluster. The following fields describe the cluster member switches.
Index	You can manage cluster member switches through the cluster manager Switch. Each number in the **Index** column is a hyperlink leading to the cluster member Switch's Web Configurator.
MAC Address	This is the cluster member Switch's hardware MAC address.
Name	This is the cluster member Switch's **System Name**.
Model	This field displays the model name.
Status	This field displays: **Online** (the cluster member Switch is accessible) **Error** (for example the cluster member Switch password was changed or the Switch was set as the manager and so left the member list, and so on) **Offline** (the Switch is disconnected – **Offline** shows approximately 1.5 minutes after the link between cluster member and manager goes down)

87.6 Clustering Management Setup

Use this screen to configure clustering management. Click **MAINTENANCE** > **Cluster Management** > **Cluster Management Setup** to display the next screen.

Figure 533 MAINTENANCE > Cluster Management > Cluster Management Setup



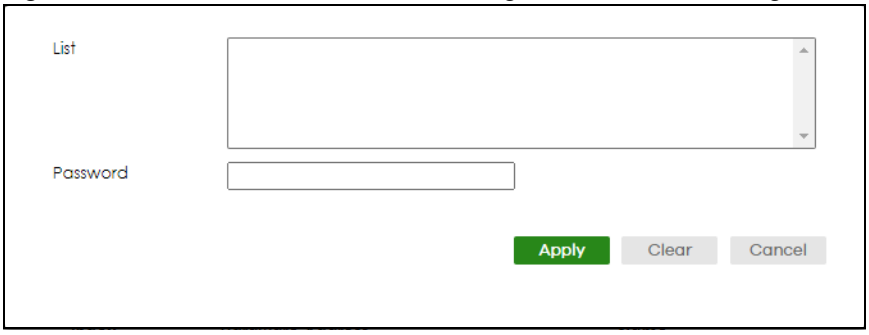
The following table describes the labels in this screen.

Table 382 MAINTENANCE > Cluster Management > Cluster Management Setup

LABEL	DESCRIPTION
Clustering Manager	The following fields relate to configuring the cluster manager.
Active	Enable the switch button to have this Switch become the cluster manager switch. A cluster can only have one manager. Other (directly connected) switches that are set to be cluster managers will not be visible in the **Clustering Candidates** list. If a Switch that was previously a cluster member is later set to become a cluster manager, then its **Status** is displayed as **Error** in the **Cluster Management Status** screen and a warning icon (⚠) appears in the member summary list below.
Name	Type a name to identify the **Clustering Manager.** You may use up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]. (spaces are allowed).
VID	This is the VLAN ID and is only applicable if the Switch is set to **802.1Q** VLAN. All switches must be directly connected and in the same VLAN group to belong to the same cluster. Switches that are not in the same VLAN group are not visible in the **Clustering Candidates** list. This field is ignored if the **Clustering Manager** is using **Port-based** VLAN.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Clustering Candidate	The next summary table shows the information for the clustering members configured.
Add/Edit	Click this button to create or configure a clustering candidate.
Delete	Click this button to remove the clustering candidate.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of a cluster member switch.
MAC Address	This is the cluster member switch's hardware MAC address.
Name	This is the cluster member switch's **System Name**.
Model	This is the cluster member switch's model name.

Click the **Add/Edit** button to open the **Add/Edit** screen. Use this screen to configure a clustering candidate for the Switch.

Figure 534 MAINTENANCE > Cluster Management > Cluster Management Setup > Add/Edit



The following table describes the labels in this screen.

Table 383 MAINTENANCE > Cluster Management > Cluster Management Setup > Add/Edit

LABEL	DESCRIPTION
List	A list of suitable candidates found by auto-discovery is shown here. The switches must be directly connected. Directly connected switches that are set to be cluster managers will not be visible in the **Clustering Candidate** list. Switches that are not in the same management VLAN group will not be visible in the **Clustering Candidate** list.
Password	Each cluster member's password is its Web Configurator password. Select a member in the **Clustering Candidate** list and then enter its Web Configurator password. If that switch administrator changes the Web Configurator password afterwards, then it cannot be managed from the **Cluster Manager**. Its **Status** is displayed as **Error** in the **Cluster Management Status** screen. If multiple devices have the same password then hold [SHIFT] and click those switches to select them. Then enter their common Web Configurator password. You can enter 4 up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]. The default password is on the label on the bottom of the Switch.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to reset the fields to the factory defaults.
Cancel	Click **Cancel** to begin configuring this screen afresh.

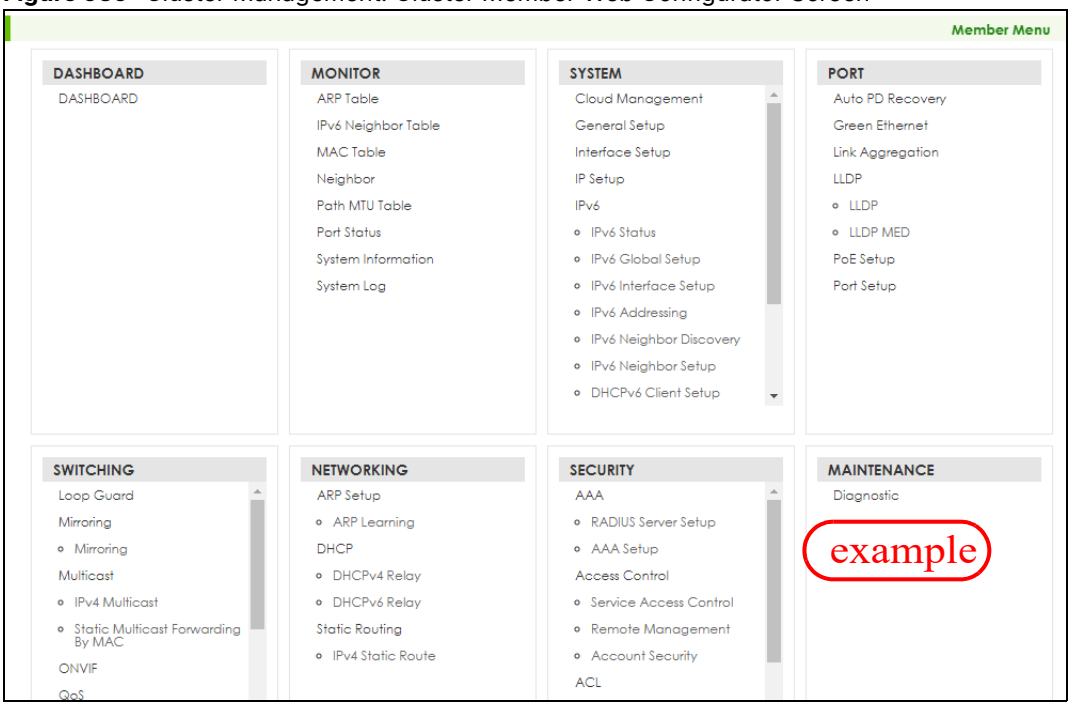
87.7 Technical Reference

This section provides technical background information on the topics discussed in this chapter.

87.7.1 Cluster Member Switch Management

Go to the **MAINTENANCE** > **Cluster Management** > **Clustering Management Status** screen of the cluster manager switch and then select an **Index** hyperlink from the list of members to go to that cluster member switch's Web Configurator home page. This cluster member Web Configurator home page and the home page that you would see if you accessed it directly are different.

Figure 535 Cluster Management: Cluster Member Web Configurator Screen



87.7.1.1 Uploading Firmware to a Cluster Member Switch

You can use FTP to upload firmware to a cluster member switch through the cluster manager switch as shown in the following example.

Figure 536 Example: Uploading Firmware to a Cluster Member Switch

```
C:\>ftp 192.168.1.1
Connected to 192.168.1.1.
220 Switch FTP version 1.0 ready at Thu Jan  1 00:58:46 1970
User (192.168.0.1:(none)): admin
331 Enter PASS command
Password:
230 Logged in
ftp> ls
200 Port command okay
150 Opening data connection for LIST
--w--w--w-   1 owner    group         3042210 Jul 01 12:00 ras
-rw-rw-rw-   1 owner    group          393216 Jul 01 12:00 config
--w--w--w-   1 owner    group               0 Jul 01 12:00 fw-00-a0-c5-01-23-46
-rw-rw-rw-   1 owner    group               0 Jul 01 12:00 config-00-a0-c5-01-23-46
226 File sent OK
ftp: 297 bytes received in 0.00Seconds 297000.00Kbytes/sec.
ftp> bin
200 Type I OK
ftp> put 470ACAQ0.bin fw-00-a0-c5-01-23-46
200 Port command okay
150 Opening data connection for STOR fw-00-a0-c5-01-23-46
226 File received OK
ftp: 262144 bytes sent in 0.63Seconds 415.44Kbytes/sec.
ftp>
```

The following table explains some of the FTP parameters.

Table 384 FTP Upload to Cluster Member Example

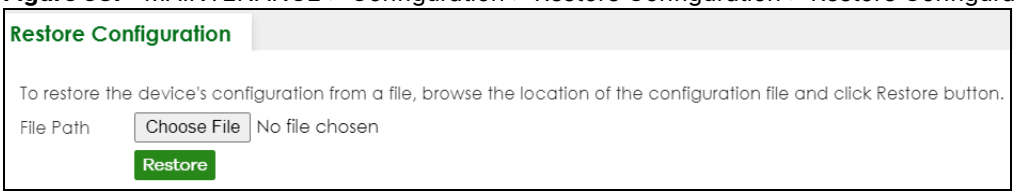
FTP PARAMETER	DESCRIPTION
`User`	Enter "admin".
`Password`	The Web Configurator password default is on the back label of the Switch.
`ls`	Enter this command to list the name of cluster member switch's firmware and configuration file.
`470ACAQ0.bin`	This is the name of the firmware file you want to upload to the cluster member switch.
`fw-00-a0-c5-01-23-46`	This is the cluster member switch's firmware name as seen in the cluster manager switch.
`config-00-a0-c5-01-23-46`	This is the cluster member switch's configuration file name as seen in the cluster manager switch.

87.8 Restore Configuration

Use this screen to restore a previously saved configuration file (See Section 87.9 on page 695 for more information on how to back up a configuration file) from your computer to the Switch.

Click **MAINTENANCE** > **Configuration** > **Restore Configuration** > **Restore Configuration** to access this screen.

Figure 537 MAINTENANCE > Configuration > Restore Configuration > Restore Configuration

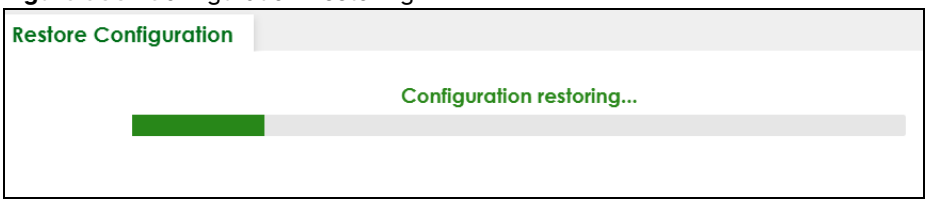


1 Click **Choose File** or **Browse** to locate the configuration file you wish to restore.

2 After you have specified the file, click **Restore**.

The Switch will run on the restored configuration after the restore process.

Figure 538 Configuration Restoring

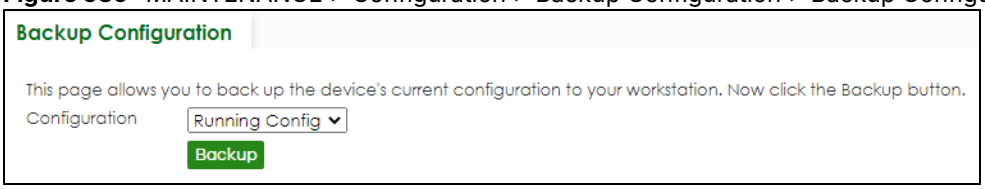


87.9 Backup Configuration

Backing up your Switch configurations allows you to create various “snap shots” of your device from which you may restore at a later date. Use this screen to back up your current Switch configuration to a computer.

To access this screen, click **MAINTENANCE** > **Configuration** > **Backup Configuration** > **Backup Configuration** in the navigation panel.

Figure 539 MAINTENANCE > Configuration > Backup Configuration > Backup Configuration



Follow the steps below to back up the current Switch configuration to your computer in this screen.

1 Select which Switch configuration file you want to download to your computer.

Note: **Custom Default** is only available in Standalone/Stacking mode.

2 Click **Backup**.

3 If the current configuration file is open and/or downloaded to your computer automatically, you can click **File** > **Save As** on your computer to save the file to a specific place.

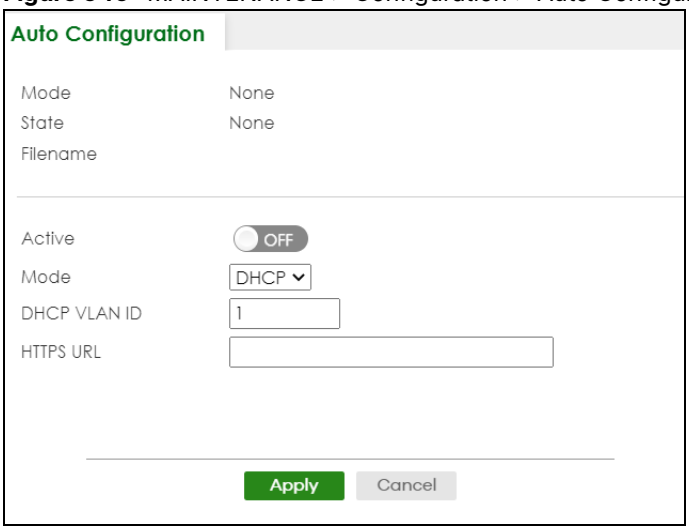
If a dialog box pops up asking whether you want to open or save the file, click **Save** or **Save File** to download it to the default downloads folder on your computer. If a **Save As** screen displays after you click **Save** or **Save File**, choose a location to save the file on your computer from the **Save in** drop-down list box and type a descriptive name for it in the **File name** list box. Click **Save** to save the configuration file to your computer.

87.10 Auto Configuration

The Switch can download a pre-saved auto configuration file automatically when you reboot the Switch using the DHCP or HTTPS mode. This will overwrite the running configuration stored in the Switch’s RAM instead of the startup configuration stored in the Switch’s flash memory.

To access this screen, click **MAINTENANCE** > **Configuration** > **Auto Configuration** > **Auto Configuration** in the navigation panel.

Figure 540 MAINTENANCE > Configuration > Auto Configuration > Auto Configuration



The following table describes the labels in this screen.

Table 385 MAINTENANCE > Configuration > Auto Configuration > Auto Configuration

LABEL	DESCRIPTION
Use this section to view the auto configuration status after you restarted the Switch.	
Mode	This field shows the mode (**DHCP** or **HTTPS**) that is used for auto configuration after you enabled auto configuration and restarted the Switch. It shows **None** if auto configuration was not enabled.
State	This field shows whether auto configuration was executed successfully the last time the Switch rebooted. **None** – Auto configuration was disabled and not executed. **Success** – An auto configuration file was downloaded successfully to the Switch. **Un-success** – An auto configuration file was not downloaded to the Switch.
Filename	This field displays the name of the auto configuration file that was downloaded the last time the Switch rebooted. It shows blank if auto configuration was not enabled or not executed successfully.
Use this section to enable auto configuration and select the mode that you want to use for auto configuration.	
Active	Enable the switch button to enable auto configuration.
Mode	Select **DHCP** to have the Switch use the TFTP server IP address and auto configuration file name assigned by a DHCP server to download a pre-saved configuration file when the Switch reboots. Note: The Switch should act as a DHCP client to send a DHCP request with DHCP option 60 so that it can get the TFTP server address and configuration file name from the DHCP server. Select **HTTPS** to have the Switch use the URL you specified in the **HTTPS URL** field to access a web server and download the auto configuration file using HTTPS.
DHCP VLAN ID	Enter the VLAN ID of the DHCP server that assigns the TFTP server IP address and auto configuration file name to the Switch.

Table 385 MAINTENANCE > Configuration > Auto Configuration > Auto Configuration (continued)

LABEL	DESCRIPTION
HTTPS URL	Enter the URL that can be used to access and download the auto configuration file from a web server using HTTPS. For example, https://webserverIPaddress/configfilename.cfg. Note: You must fill in this field if you select **HTTPS** in the **Mode** field. Otherwise, auto configuration will not work.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

87.11 Erase Running-Configuration

Follow the steps below to reset the Switch back to the Zyxel default configuration settings.

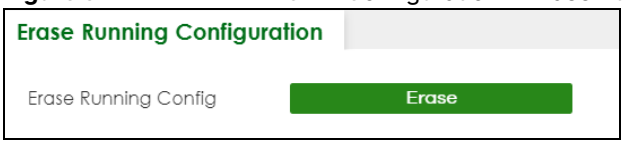
Follow the steps below to remove the running configuration on the Switch. Unlike when you reset the Switch to the factory defaults, the user name, password, system logs, memory logs, baud rate and SSH service are not removed.

Follow the steps below to clear current configuration on the Switch. Note that this will NOT reset the Switch back to its factory defaults. For example, if your Switch is set to Stacking mode and you click erase running-configuration, after the Switch restarts, it will remain in Stacking mode. If you want to change the Switch to its factory default Standalone mode, click the **Factory Default** button in **MAINTENANCE** > **Reboot System**.

To access this screen, click **MAINTENANCE** > **Configuration** > **Erase Running Configuration** > **Erase Running Configuration** in the navigation panel.

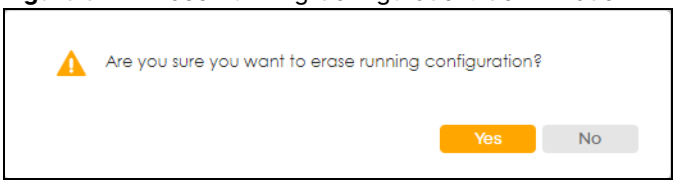
1 In the **Erase Running Configuration** screen, click the **Erase** button to clear all Switch configuration information you configured and return to the Zyxel default configuration settings.

Figure 541 MAINTENANCE > Configuration > Erase Running Configuration > Erase Running Configuration



2 Click **YES** to remove the running configuration on the Switch.

Figure 542 Erase Running Configuration: Confirmation



3 In the Web Configurator, click the **Save** button in the top of the screen to make the changes take effect. If you want to access the Switch Web Configurator again, you may need to change the IP address of your computer to be in the same subnet as that of the default Switch IP address (192.168.1.1 or DHCP-assigned IP).

87.12 Save Configuration

To access this screen, click **MAINTENANCE** > **Configuration** > **Save Configuration** > **Save Configuration** in the navigation panel.

Click **Config 1** to save the current configuration settings permanently to **Configuration 1** on the Switch. These configurations are set up according to your network environment.

Click **Config 2** to save the current configuration settings permanently to **Configuration 2** on the Switch. These configurations are set up according to your network environment.

Click **Custom Default** to save the current configuration settings permanently to a customized default file on the Switch. If configuration changes cause the Switch to behave abnormally, click **Custom Default** (in the **MAINTENANCE** > **Reboot System** > **Reboot System** screen) to have the Switch automatically reboot and restore the saved **Custom Default** configuration file.

Note: **Custom Default** is only available in Standalone/Stacking mode.

Figure 543 MAINTENANCE > Configuration > Save Configuration > Save Configuration (Standalone Mode)

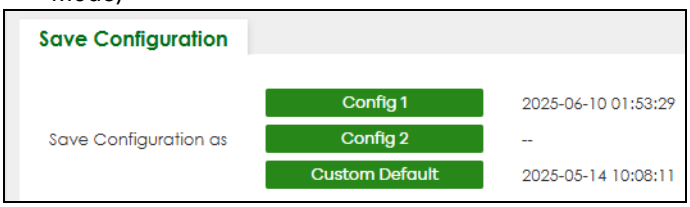
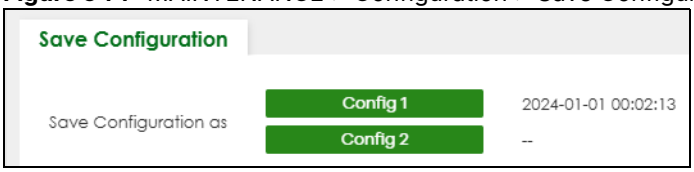


Figure 544 MAINTENANCE > Configuration > Save Configuration > Save Configuration (Cloud Mode)



Note: If a customized default file was not saved, clicking **Custom Default** in the **MAINTENANCE** > **Reboot System** > **Reboot System** screen loads the factory default configuration on the Switch.

Alternatively, click **Save** on the top right in any screen to save the configuration changes to the current configuration.

Note: Clicking the **Apply** button after making configuration does NOT save the changes permanently. All unsaved changes are erased after you reboot the Switch.

87.13 Configure Clone

Cloning allows you to copy the basic and advanced settings from a source port to a destination port or ports. Click **MAINTENANCE** > **Configuration** > **Configure Clone** > **Configure Clone** to open the following screen.

Figure 545 MAINTENANCE > Configuration > Configure Clone > Configure Clone (Standalone Mode)

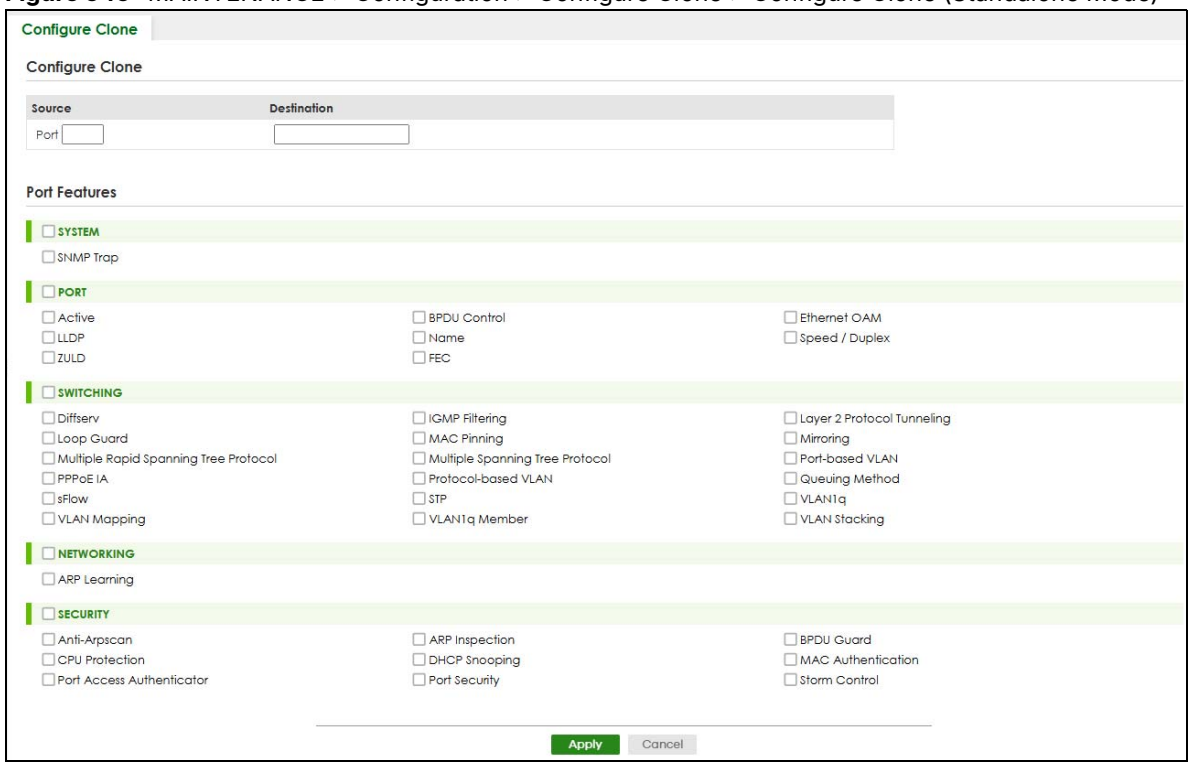
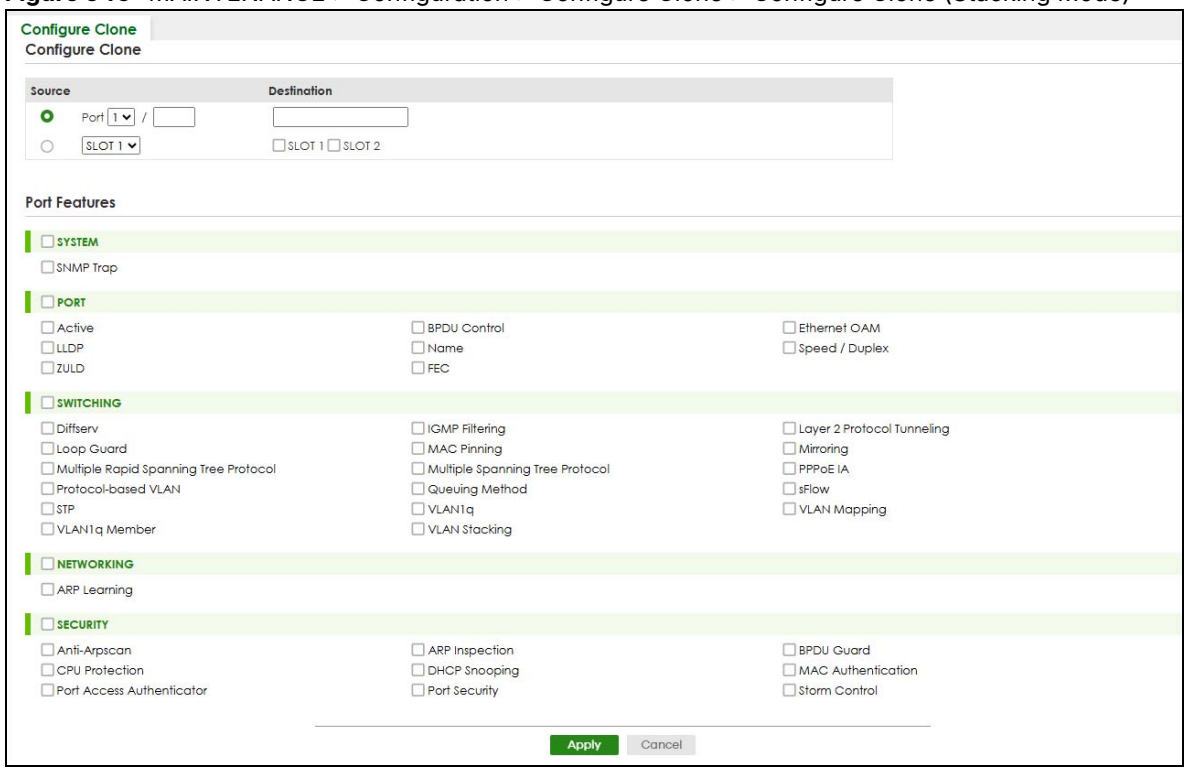


Figure 546 MAINTENANCE > Configuration > Configure Clone > Configure Clone (Stacking Mode)



The following table describes the labels in this screen.

Table 386 MAINTENANCE > Configuration > Configure Clone > Configure Clone

LABEL	DESCRIPTION
Configure Clone	
Source/ Destination	In Stacking mode, a port is defined by a slot ID representing the Switch in the stack and a port number. Select the source port and slot (in Stacking mode) under the **Source** label. This port's attributes are copied. Enter the destination port or ports under the **Destination** label. These are the ports which are going to have the same attributes as the source port. You can enter individual ports separated by a comma or a range of ports by using a hyphen. For example, **2, 4, 6** indicates that ports 2, 4 and 6 are the destination ports. **2-6** indicates that ports 2 through 6 are the destination ports. In Stacking mode, you can select multiple destination slots.
Port Features	
	Select a feature's checkbox to select a specific feature. Otherwise, select the checkbox in the table heading row to select all features for a category.
SYSTEM	Select the system feature (you configured in the **SYSTEM** menus) to be copied to the destination ports. Otherwise, select the **SYSTEM** checkbox in the table heading row to select all features for a category.
PORT	Select which port features (you configured in the **PORT** menus) should be copied to the destination ports. Otherwise, select the **PORT** checkbox in the table heading row to select all features for a category.
SWITCHING	Select which switching features (you configured in the **SWITCHING** menus) should be copied to the destination ports. Otherwise, select the **SWITCHING** checkbox in the table heading row to select all features for a category.
NETWORKING	Select the networking feature (you configured in the **NETWORKING** menus) to be copied to the destination ports. Otherwise, select the **NETWORKING** checkbox in the table heading row to select all features for a category.
SECURITY	Select which security features (you configured in the **SECURITY** menus) should be copied to the destination ports. Otherwise, select the **SECURITY** checkbox in the table heading row to select all features for a category.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

87.14 Diagnostic

Click **MAINTENANCE** > **Diagnostic** > **Diagnostic** in the navigation panel to open this screen. Use this screen to ping IP addresses, run a traceroute, perform port tests or show the Switch's location between devices.

Figure 547 MAINTENANCE > Diagnostic > Diagnostic (Standalone Mode)

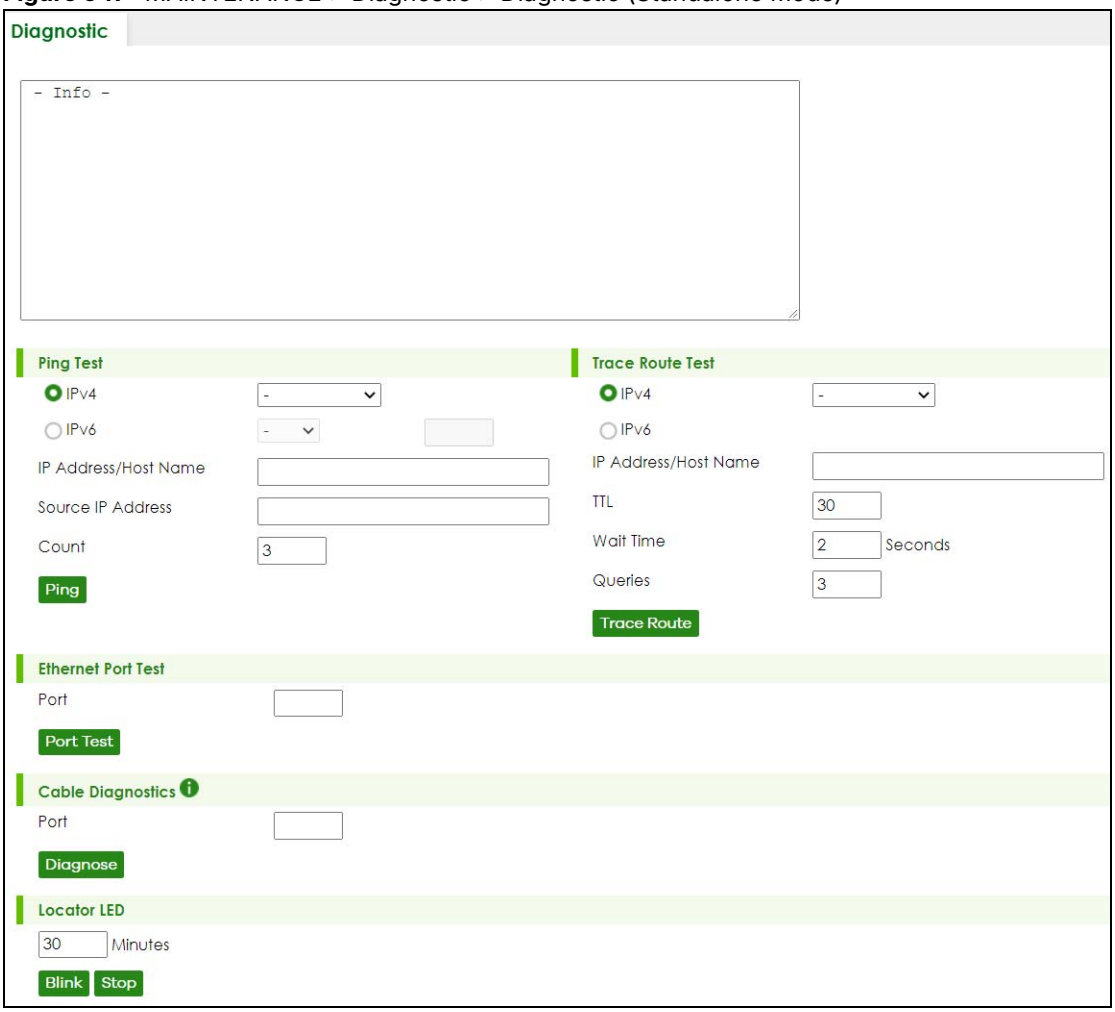
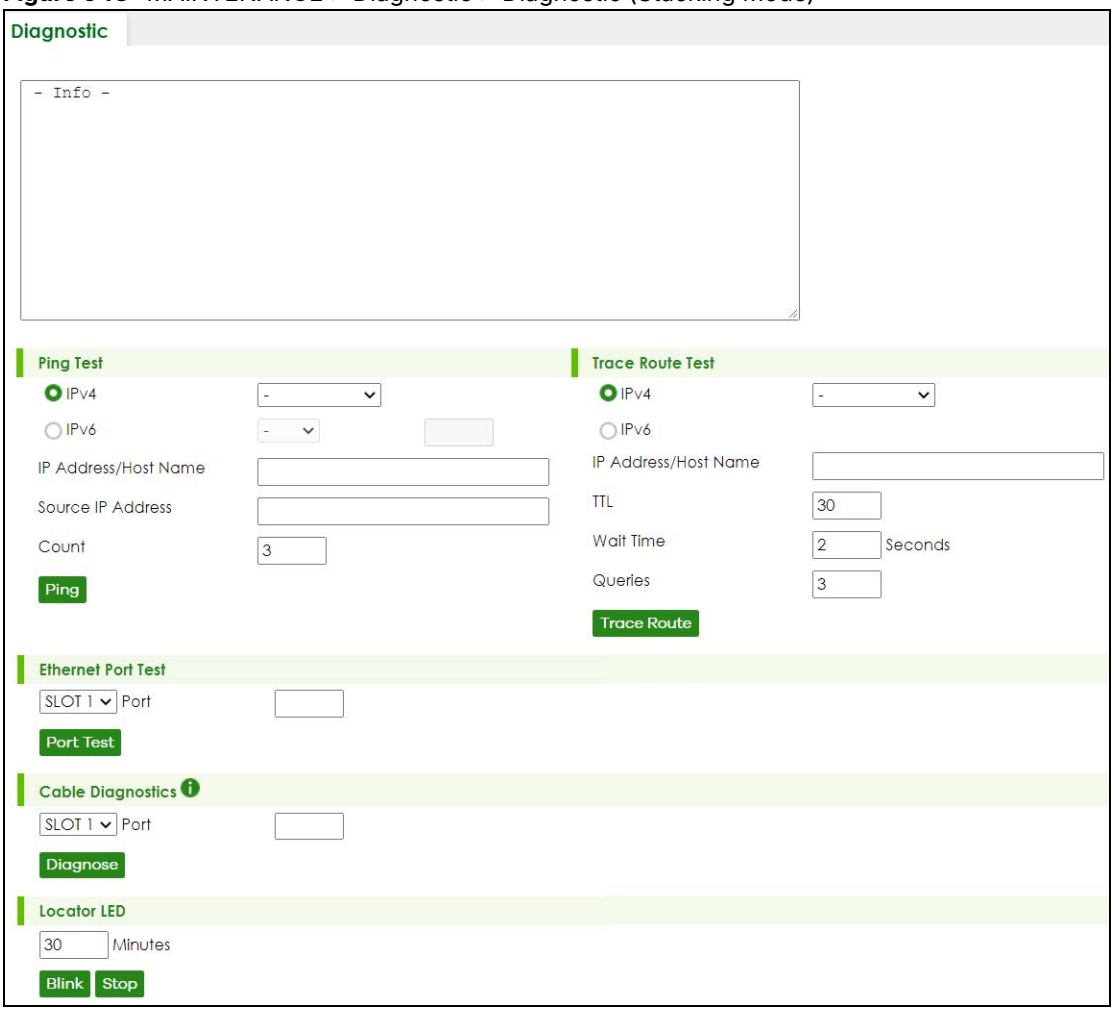


Figure 548 MAINTENANCE > Diagnostic > Diagnostic (Stacking Mode)



The following table describes the labels in this screen.

Table 387 MAINTENANCE > Diagnostic > Diagnostic

LABEL	DESCRIPTION
Ping Test	
IPv4	Select this option if you want to ping an IPv4 address. You can also select **vlan** and specify the ID number of the VLAN to which the Switch is to send ping requests. Otherwise, select **–** to send ping requests to all VLANs on the Switch.
IPv6	Select this option if you want to ping an IPv6 address. You can also select **vlan** and specify the ID number of the VLAN to which the Switch is to send ping requests. Otherwise, select **–** to send ping requests to all VLANs on the Switch.
IP Address/Host Name	Type the IP address or host name of a device that you want to ping in order to test a connection. Click **Ping** to have the Switch ping the IP address.
Source IP Address	Type the source IP address that you want to ping in order to test a connection. Click **Ping** to have the Switch ping the IP address.
Count	Enter the number of ICMP Echo Request (ping) messages the Switch continuously sends.
Trace Route Test	

Table 387 MAINTENANCE > Diagnostic > Diagnostic (continued)

LABEL	DESCRIPTION
IPv4	Select this option if you want to trace the route packets taken to a device with an IPv4 address. You can also select **vlan** and specify the ID number of the VLAN to which the Switch is to trace the route packets taken to a device with an IPv4 address. For a Layer-3 Switch, select **in-band** or **out-of-band** on which the Switch traces the path. Otherwise, select **–** to trace the path on any VLAN. Note: The device to which you want to run a traceroute must belong to the VLAN you specify here.
IPv6	Select this option if you want to trace the route packets taken to a device with an IPv6 address.
IP Address/Host Name	Enter the IP address or host name of a device to which you want to perform a traceroute. Click **Trace Route** to have the Switch perform the traceroute function. This determines the path a packet takes to the specified device.
TTL	Enter the Time To Live (TTL) value for the ICMP Echo Request packets. This is to set the maximum number of the hops (routers) a packet can travel through. Each router along the path will decrement the TTL value by one and forward the packets. When the TTL value becomes zero and the destination is not found, the router drops the packets and informs the sender.
Wait Time	Specify how many seconds the Switch waits for a response to a probe before running another traceroute.
Queries	Specify how many times the Switch performs the traceroute function.
Ethernet Port Test	
Port	Enter a port number and click **Port Test** to perform an internal loopback test. Note: In stacking mode, click the drop-down list to choose the slot number of the Switch in a stack. Enter a port number and click **Port Test** to perform an internal loopback test.
Cable Diagnostics	
Port	Enter an Ethernet port number and click **Diagnose** to perform a physical wire-pair test of the Ethernet connections on the specified ports. The following fields display when you diagnose a port. Note: This feature is limited to within 100 meters only.
Channel	An Ethernet cable usually has four pairs of wires. A 10BASE-T or 100BASE-TX port only use and test two pairs, while a 1000BASE-T port requires all four pairs. This displays the descriptive name of the wire-pair in the cable.
Pair status	**Ok**: The physical connection between the wire-pair is okay. **Open**: There is no physical connection (an open circuit detected) between the wire-pair. **Short**: There is an short circuit detected between the wire-pair. **Unknown**: The Switch failed to run cable diagnostics on the cable connected this port. **Unsupported**: The port is a fiber port or it is not active.
Cable length	This displays the total length of the Ethernet cable that is connected to the port when the **Pair status** is **Ok** and the Switch chipset supports this feature. This shows **N/A** if the **Pair status** is **Open** or **Short**. Check the **Distance to fault**. This shows **Unsupported** if the Switch chipset does not support to show the cable length.
Distance to fault	This displays the distance between the port and the location where the cable is open or shorted. This shows **N/A** if the **Pair status** is **Ok**. This shows **Unsupported** if the Switch chipset does not support to show the distance.

Table 387 MAINTENANCE > Diagnostic > Diagnostic (continued)

LABEL	DESCRIPTION
Locator LED	
	Enter a time interval (in minutes) and click **Blink** to show the actual location of the Switch between several devices in a rack. The default time interval is 30 minutes. Click **Stop** to have the Switch terminate the blinking locater LED.

87.15 Firmware Upgrade

You can upgrade the Switch's firmware through Web Configurator or NCC.

Firmware Upgrade Through NCC

In cloud management mode, NCC will first check if the firmware on the Switch needs to be upgraded. If it does, the Switch will upgrade the firmware immediately. If the firmware does not need to be upgraded, but there is newer firmware available for the Switch, then it will be upgraded according to the firmware upgrade schedule for the Switch on the NCC.

On the NCC web portal, go to **Site-wide** > **Configure** > **Firmware management** > **Firmware management** to schedule the firmware upgrade time.

Note: While the Switch is rebooting, do NOT turn off the power.

Firmware Upgrade Through the Web Configurator

Use the following screen to upgrade your Switch to the latest firmware. The Switch supports dual firmware images, **Firmware 1** and **Firmware 2**. Use this screen to specify which image is updated when firmware is uploaded using the Web Configurator and to specify which image is loaded when the Switch starts up.

Note: Make sure you have downloaded (and unzipped) the correct model firmware and version to your computer before uploading to the device.

Click **MAINTENANCE** > **Firmware Upgrade** > **Firmware Upgrade** to view the screen as shown next.

Figure 549 MAINTENANCE > Firmware Upgrade > Firmware Upgrade (Standalone Mode)

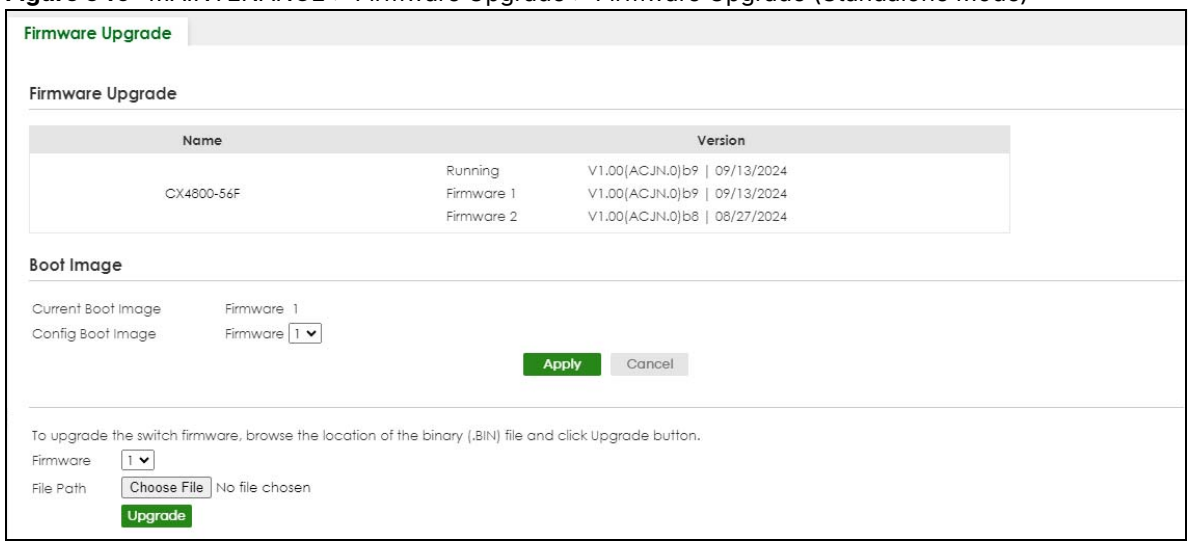
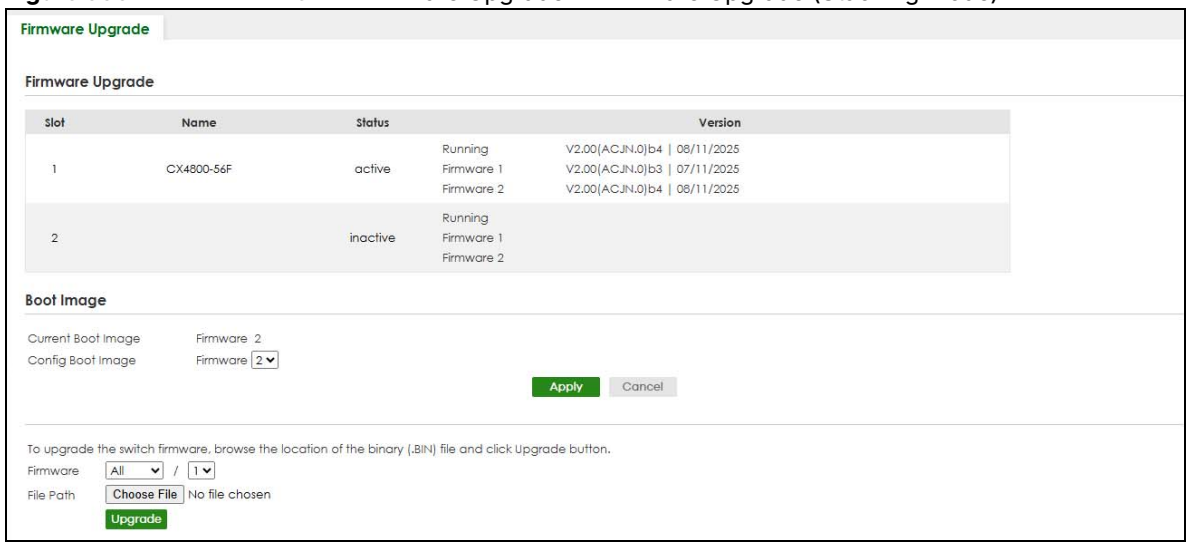


Figure 550 MAINTENANCE > Firmware Upgrade > Firmware Upgrade (Stacking Mode)



The top of the screen shows which firmware version is currently **Running** on the Switch. Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch in the **File Path** field. Click **Upgrade** to load the new firmware. The Switch does not apply the uploaded firmware immediately. Firmware upgrades are only applied after you reboot the Switch using the uploaded firmware.

Click the **Config Boot Image** drop-down list box to select the boot image (**Firmware1** or **Firmware2**) you want the Switch to use when rebooting, click **Apply.** Restart the Switch (manually or using the **MAINTENANCE** > **Reboot System** > **Reboot System** screen) to apply the firmware image you selected.

After the process is complete, see the **DASHBOARD** screen to verify your current firmware version number.

Table 388 MAINTENANCE > Firmware Upgrade > Firmware Upgrade

LABEL	DESCRIPTION
Slot	This field appears only in Stacking mode. This is the slot index number.
Name	This is the name of the Switch that you are configuring.
Version	The Switch has 2 firmware sets, **Firmware 1** and **Firmware 2**, residing in flash. • **Running** shows the version number (and model code) and MM/DD/YYYY creation date of the firmware currently in use on the Switch (**Firmware 1** or **Firmware 2)**. The firmware information is also displayed at System Information in Basic Setting. • **Firmware 1** shows its version number (and model code) and MM/DD/YYYY creation date. • **Firmware 2** shows its version number (and model code) and MM/DD/YYYY creation date.
Boot Image	
Current Boot Image	This displays which firmware is currently in use on the Switch (**Firmware 1** or **Firmware 2)**.
Config Boot Image	Select which firmware (**Firmware 1** or **Firmware 2)** should load, click **Apply** and reboot the Switch to see changes, you will also see changes in the **Current Boot Image** field above as well.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
Firmware	Choose to upload the new firmware to (Firmware) **1** or (Firmware) **2**. In Stacking mode, the first field is the slot number. Click the drop-down list to choose the slot number of the Switch in a stack to upgrade the firmware on this slot. Or select **All** to upgrade the firmware for all slots.
File Path	Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch.
Upgrade	Click **Upgrade** to load the new firmware. Firmwares are only applied after a reboot. To reboot, go to **MAINTENANCE** > **Reboot System** and click **Config 1**, **Config 2**, **Factory Default**, and **Custom Default** are the configuration files you want the Switch to use when it restarts). In Stacking mode, you can also choose **Stacking Default** to reboot.

87.16 Reboot System

Reboot System allows you to restart the Switch without physically turning the power off. It also allows you to load configuration one (**Config 1**), configuration two (**Config 2**), a **Custom Default** or the **Factory Default** configuration when you reboot. Follow the steps below to reboot the Switch.

Note: **Custom Default** is only available in Standalone/Stacking mode.

Click **MAINTENANCE** > **Reboot System** > **Reboot System** to view the screen as shown next.

Figure 551 MAINTENANCE > Reboot System > Reboot System (Standalone Mode)

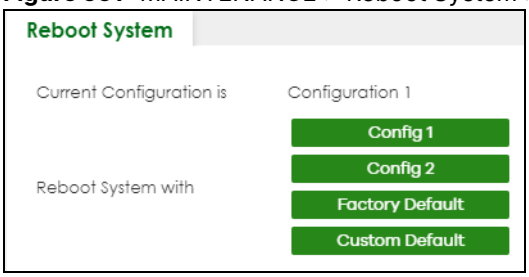


Figure 552 MAINTENANCE > Reboot System > Reboot System (Cloud Mode)

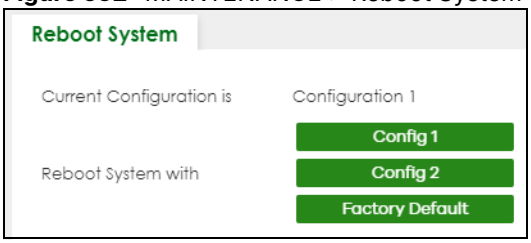
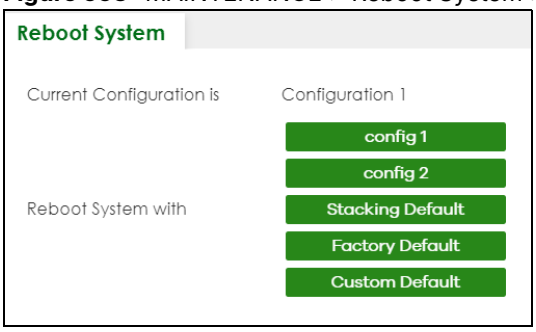
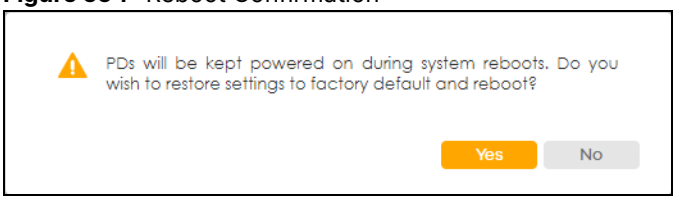


Figure 553 MAINTENANCE > Reboot System > Reboot System (Stacking Mode)



1 Click the **Config 1**, **Config 2**, **Factory Default**, or **Custom Default** (or **Stacking Default** in Stacking mode) button to reboot and load that configuration file. The confirmation screen displays.

Figure 554 Reboot Confirmation



2 Click **YES** and then wait for the Switch to restart. This takes up to 2 minutes.

Click **Config 1** and follow steps 1 to 2 to reboot and load configuration one on the Switch.

Click **Config 2** and follow steps 1 to 2 to reboot and load configuration two on the Switch.

Click **Stacking Default** and follow steps 1 to 2 to reboot and load stacking default configuration settings on the Switch. The master Switch login information will not be reset.

Click **Factory Default** and follow steps 1 to 2 to reboot and load Zyxel factory default configuration settings on the Switch.

Click **Custom Default** and follow steps 1 to 2 to reboot and load a customized default file on the Switch. This will save the custom default configuration settings to both **Configuration 1** and **Configuration 2**.

Note: If a customized default file was not saved, clicking **Custom Default** loads the factory default configuration on the Switch.

87.17 Service Register

The Switch requires an Access L3 license to use certain services. You can register your Switch and manage Switch licenses at *https://portal.myzyxel.com*.

- To register your Switch, go to **www.myzyxel.com** > **Device Registration**. Enter your Switch'es **MAC Address** and **Serial Number**.
- To register your Access L3 license, go to **www.myzyxel.com** > **Service Registration**. Enter your Access L3 License Key.

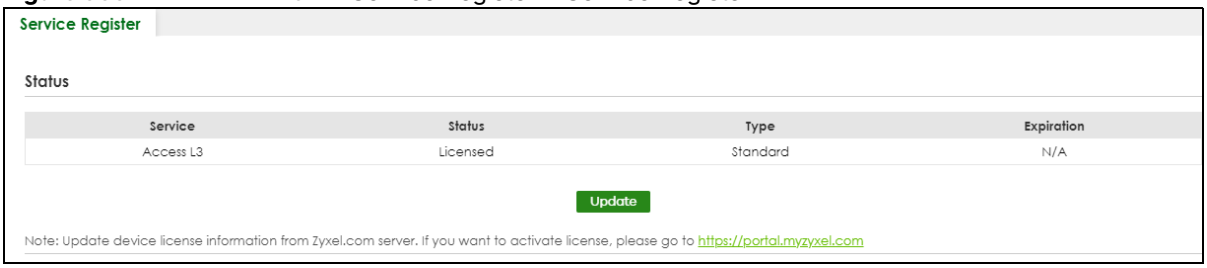
Note: Make sure you have Internet connectivity when registering your Switch and service license. Then use the **Update** button in the **Service Register** screen to activate the service license and update the license status (see Table 389 on page 708 for a complete description of the **Update** button). After activating the license, Internet connectivity is not required to use the license services.

Note: Once a license is activated, the license is permanently bound to the Switch and cannot be transferred. Please confirm the correct Switch before activation.

See Table 2 on page 35 for the services supported when you purchase an Access L3 License.

Click **MAINTENANCE** > **Service Register** > **Service Register** to display the screen as shown. Use this screen to activate your service license and update the service license status.

Figure 555 MAINTENANCE > Service Register > Service Register



The following table describes the labels in this screen.

Table 389 MAINTENANCE > Service Register > Service Register

LABEL	DESCRIPTION
Service	This displays the name of the service that is available on the Switch.
Status	**Licensed** indicates the service license is registered to your Switch. **Licensed (activated after reboot)** indicates the service license is registered to your Switch but you need to reboot your Switch to activate the license services. **Not Licensed** is displayed when no service license is registered to your Switch.
Type	**Trial** indicates a 30-day trial service license is currently applied on the Switch. **Standard** indicates a service license is currently applied on the Switch. **N/A** is displayed if no service license is applied on the Switch.

Table 389 MAINTENANCE > Service Register > Service Register (continued)

LABEL	DESCRIPTION
Expiration	This field displays the amount of time remaining before your trial license expires. **N/A** (no expiry) is displayed if a standard license is applied on the Switch. Note: The Zyxel Device will automatically reboot to the factory-default setting after the trial license expires. You can activate a standard license on the Switch before the trial license expires to avoid erasing the current Switch configurations.
Update	Click the **Update** button to do the following: • Activate the service license you registered at myZyxel on your Switch • Update the service license information on this screen (such as registration **Status**, license **Type**, and **Expiration** day). Note: Make sure you have Internet connectivity when clicking the **Update** button. After clicking **Update**, reboot your Switch to add the new services to your Web Configurator to start using the services.

87.18 SSH Authorized Keys

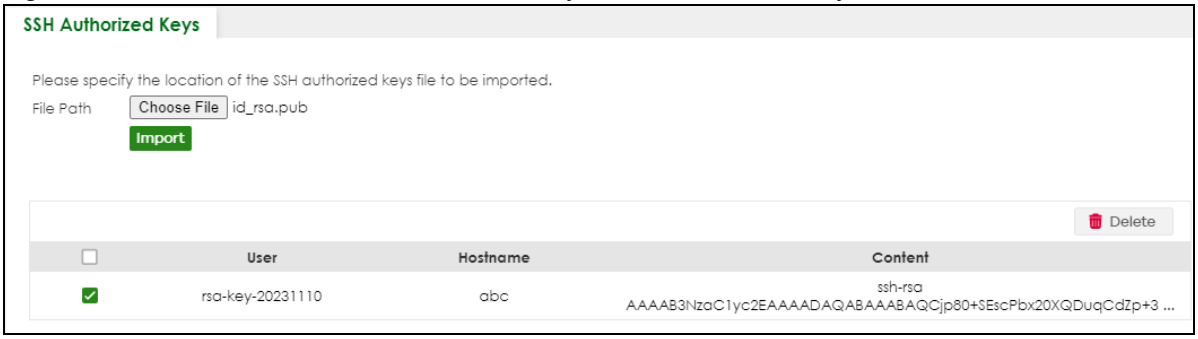
The Switch can use SSH-authorized keys to authenticate secure SSH connections between a client computer and the Switch (also called the server) without needing a password to connect to the Switch. You can use a third-party utility to generate a private and public key for SSH, for example:

- In Windows, use the PuTTY terminal emulator
- In Linux Ubuntu, use the "`ssh-keygen`" command.

The Switch and the client computer should have a unique set of private and public keys for encryption/decryption. See Section 75.7.1 on page 583 for more information about SSH.

Click **MAINTENANCE** > **SSH Authorized Keys** > **SSH Authorized Keys** to open the following screen. Use this screen to import the client computer's public key into the Switch.

Figure 556 MAINTENANCE > SSH Authorized Keys > SSH Authorized Keys



The following table describes the labels in this screen.

Table 390 MAINTENANCE > SSH Authorized Keys > SSH Authorized Keys

LABEL	DESCRIPTION
File Path	Click **Choose File** or **Browse** to find the authorized key file you want to upload.
Import	Click this button to save the authorized key file you want to import from your computer to the Switch.
	Select an entry's checkbox to select a specific key.
User	This field displays the user name of the authorized key file (up to 32 characters).
Hostname	This field displays the hostname of the authorized key file (up to 32 characters only).
Content	This field displays the actual encryption key's text string (up to 64 characters).
Delete	After selecting an entry's checkbox, click this button to delete the authorized key file.

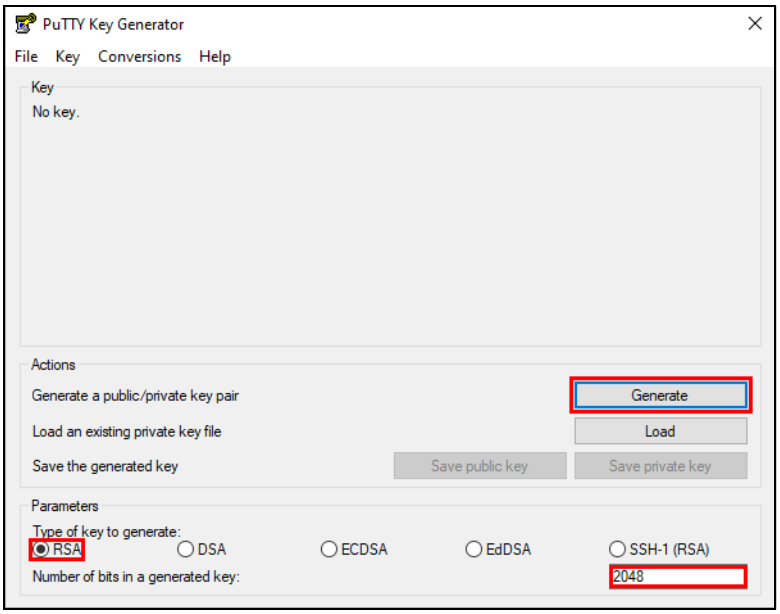
87.18.1 Generate the SSH Authorized Keys

You must install an SSH client program on a client computer (Windows or Linux operating system) to connect to the Switch over SSH.

Example – Generate the SSH Authorized Keys on Windows

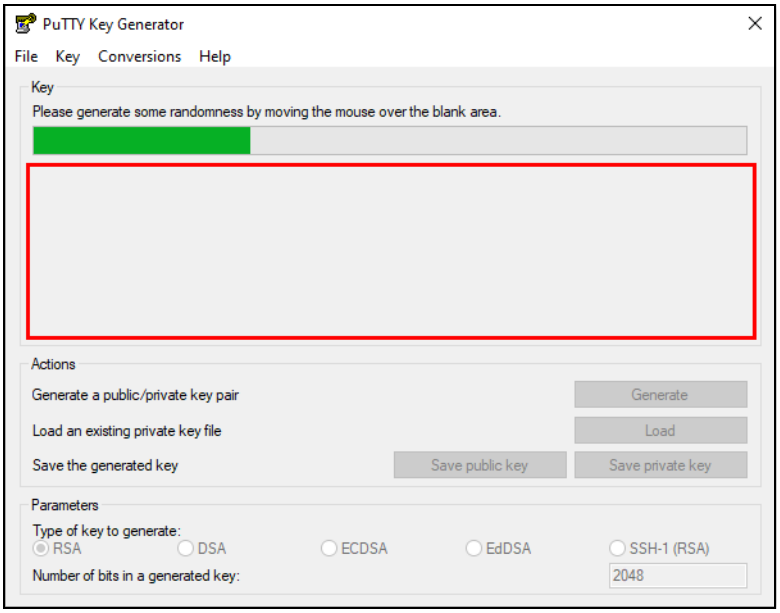
PuTTY is a free and open-source terminal emulator. It supports the SSH network protocol. To generate the SSH-authorized keys in PuTTY, the following are the steps at the time of writing:

1 Run PuTTYgen.

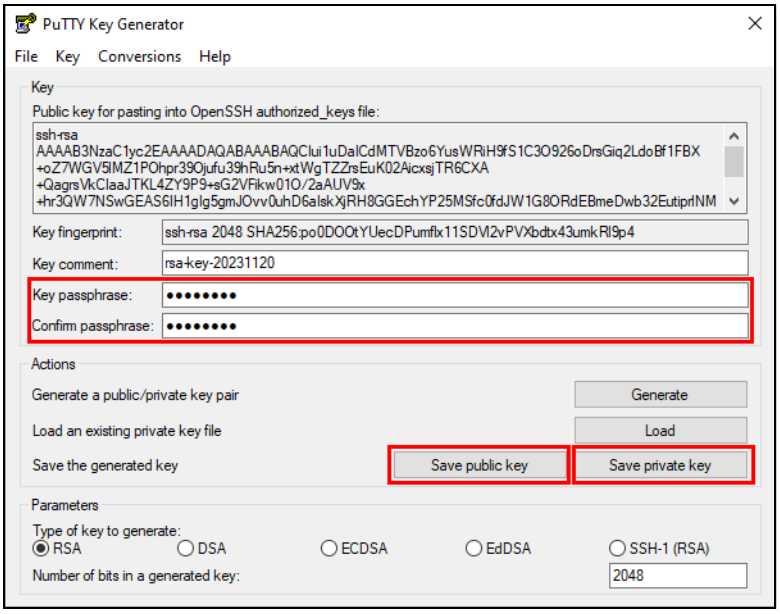


2 Select **RSA** in the **Type of key to generate**. RSA (Rivest-Shamir-Adleman) is an asymmetric encryption scheme that generates its keys by multiplying two pseudo-random prime numbers. Enter **2048** in the **Number of bits in a generated key**. SSH keys with encryption lower than 2048 are considered insecure. Then click **Generate**.

3 Move the mouse back and forth over the blank area to complete the key generation.

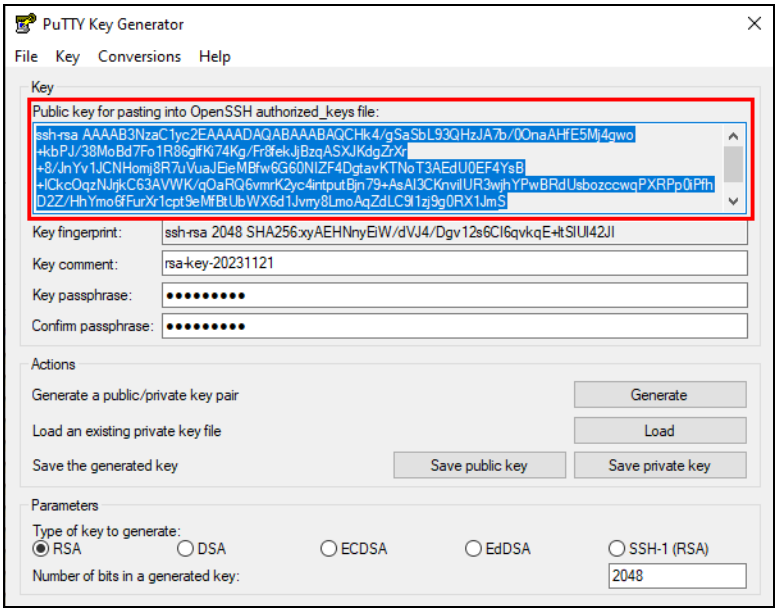


4 (Optional) The **Key passphrase** and **Confirm passphrase** fields allow you to set a passphrase for your key. Use the passphrase to encrypt the key on your computer. When set, you need to enter the passphrase to use the key. See step 5 on Run PuTTY for SSH Connections on Windows for more information.



5 Click **Save public key** and **Save private key** to save the generated keys in your computer.

6 Copy the text on the generated public key into a text editor app like Notepad.



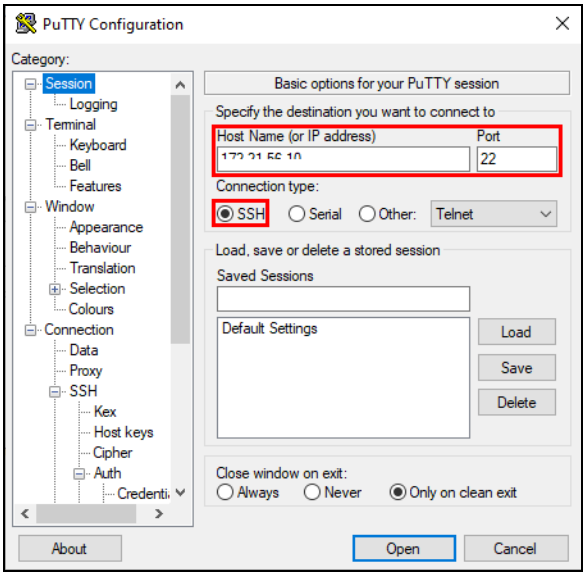
7 At the end of the text string, enter “@(Hostname)”. This will appear in the **Hostname** field in the **MAINTENANCE** > **SSH Authorized Keys** > **SSH Authorized Keys** screen. Press **Enter** to add a line break, then save the text file. Import the text file into the Switch using the **SSH Authorized Keys** screen.

Note: The Switch only supports one SSH-authorized key at a time. Only one client computer can authenticate without entering a password using an SSH connection.

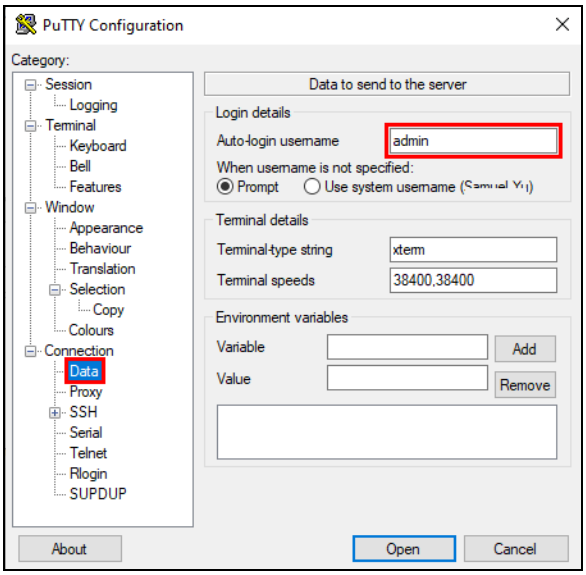
Run PuTTY for SSH Connections on Windows

To use PuTTY to connect to the Switch through SSH, the following are the steps at the time of writing:

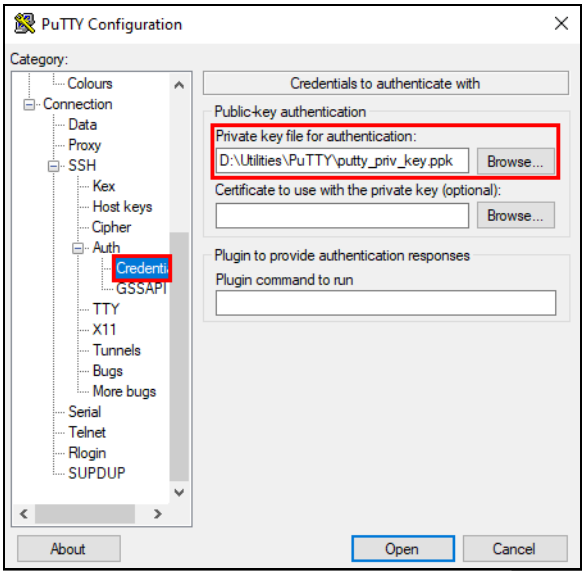
1 Run PuTTY. In the **Session** screen, enter the IP address of the Switch and “22” for the **Port**. Select **SSH** for the **Connection type**.



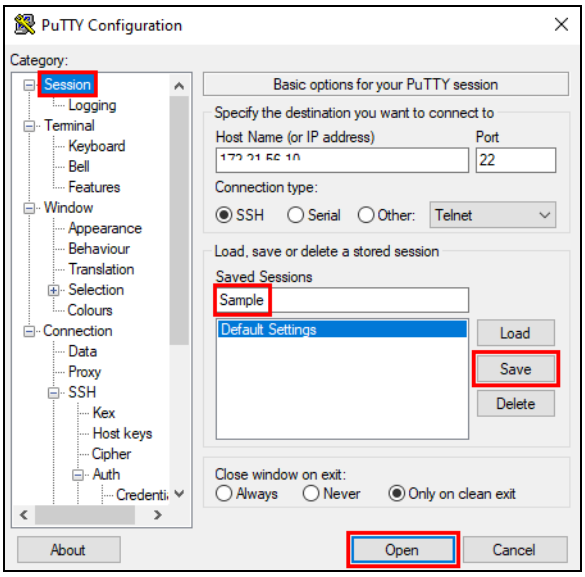
2 In the **Data** screen, enter **admin** for **Auto-login username**. The Switch only supports the **admin** login for the SSH-authorized key.



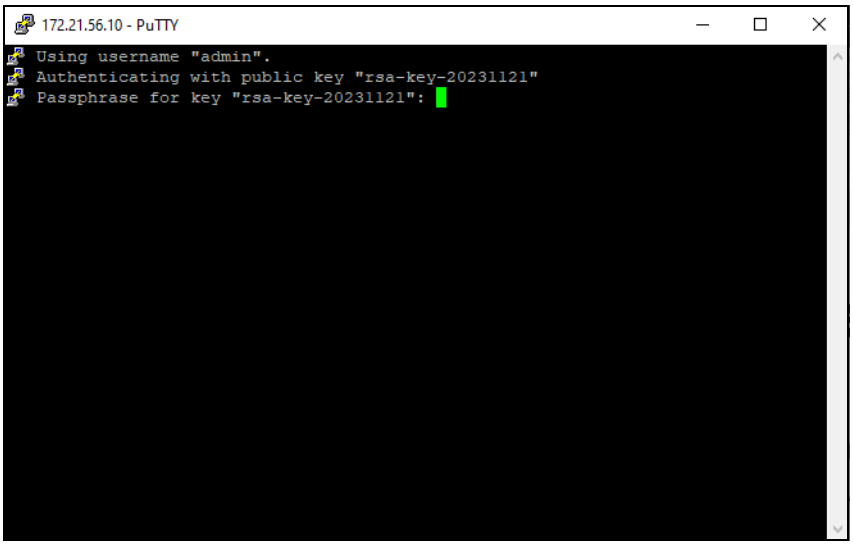
3 In the **Credentials** screen, click **Browse** to locate the generated private key.



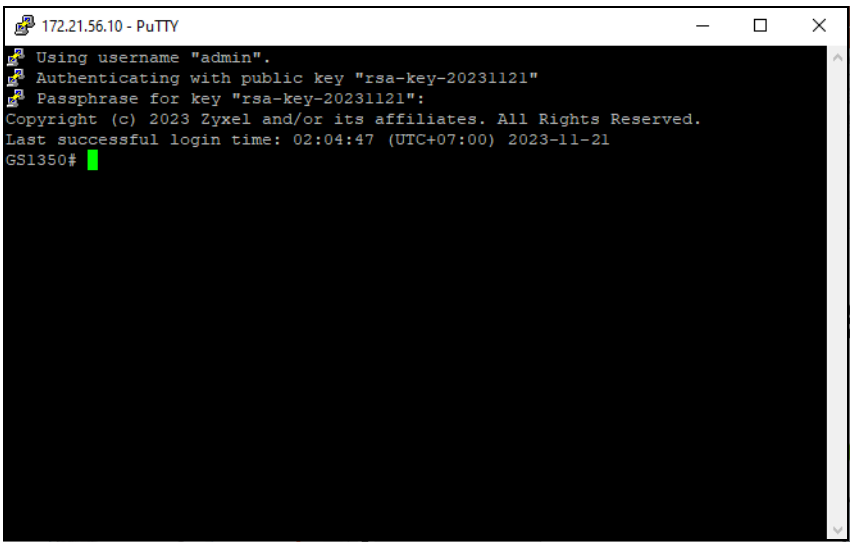
4 In the **Session** screen, you can save the PuTTY configuration by entering a name (for example, “Sample”) in the **Saved Sessions**, then click **Save**. Click **Open** to start the SSH connection.



5 Enter the **Passphrase for key** if you configured the **Key passphrase** in step 4 of using the PuTTY Key Generator.



You have now logged in to the Switch.



Example – Generate the SSH Authorized Keys on Linux

To generate the SSH-authorized keys in Ubuntu, enter the following commands at the time of writing:

```
UserA@UbuntuClient:~$ ssh-keygen –t rsa –b 2048
.........(enter..)
UserA@UbuntuClient:~$ ls –all .ssh/
.........
-rw-------  1 UserA UserA  1831 Mar 25  09:46 id_rsa
-rw-r--r--  1 UserA UserA   408 Mar 25  09:46 id_rsa.pub
.........
```

"id_rsa" is the private key and "id_rsa.pub" is the public key generated in Ubuntu.

87.19 SSH Host Keys

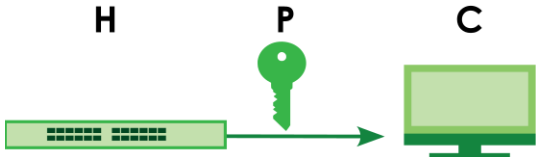
The Switch uses its SSH host public key (P) to authenticate secure SSH connections from an SSH client (C).

When the Switch receives a connection request from an SSH client, the Switch sends its public key to the SSH client. If it's the first time the SSH client accesses the Switch, the SSH client may receive a warning message prompting it to accept or reject the public key.

After the SSH client accepts the Switch's public key, the SSH client encrypts the SSH client's username and password with the Switch's public key and sends the encrypted credentials to the Switch.

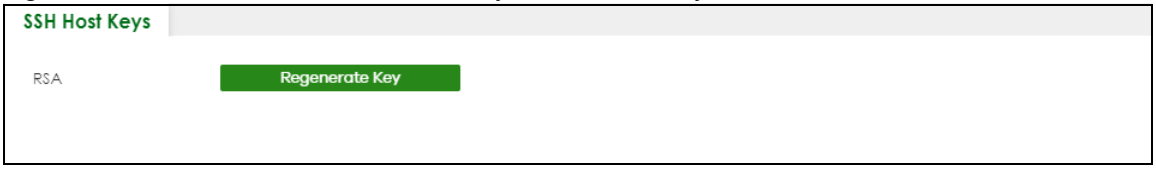
When the Switch gets the encrypted credentials from the SSH client, the Switch uses its private key to decrypt the encrypted credentials from the SSH client. If the credentials are correct, the Switch authenticates the SSH client and the SSH client can log into the Switch using SSH.

Figure 557 SSH Host Keys



Click **MAINTENANCE** > **SSH Host Keys** > **SSH Host Keys** to open the following screen. Use this screen to regenerate the Switch's SSH host key. You may want to do this to change the factory default SSH host key.

Figure 558 MAINTENANCE > SSH Host Keys > SSH Host Keys



The following table describes the labels in this screen.

Table 391 MAINTENANCE > SSH Host Keys > SSH Host Keys

LABEL	DESCRIPTION
RSA	At the time of writing, the Switch supports RSA encryption for the SSH host key. See Section 87.18.1 on page 710 for information about the RSA.
Regenerate Key	Click this button to regenerate the Switch's default host key. Note: After the Switch regenerates the host key, the previous authenticated SSH clients may receive a message to replace the old host key with the new one the next time they connect to the Switch.

87.20 Tech-Support

The Tech-Support feature is a log enhancement tool that logs useful information such as CPU utilization history, memory and Mbuf (Memory Buffer) log and crash reports for issue analysis by customer support should you have difficulty with your Switch. The Tech Support menu eases your effort in obtaining reports and it is also available in CLI command by entering the “Show tech-support” command.

Click **MAINTENANCE** > **Tech-Support** > **Tech-Support** to see the following screen.

Figure 559 MAINTENANCE > Tech-Support > Tech-Support (Layer-3 Switch)

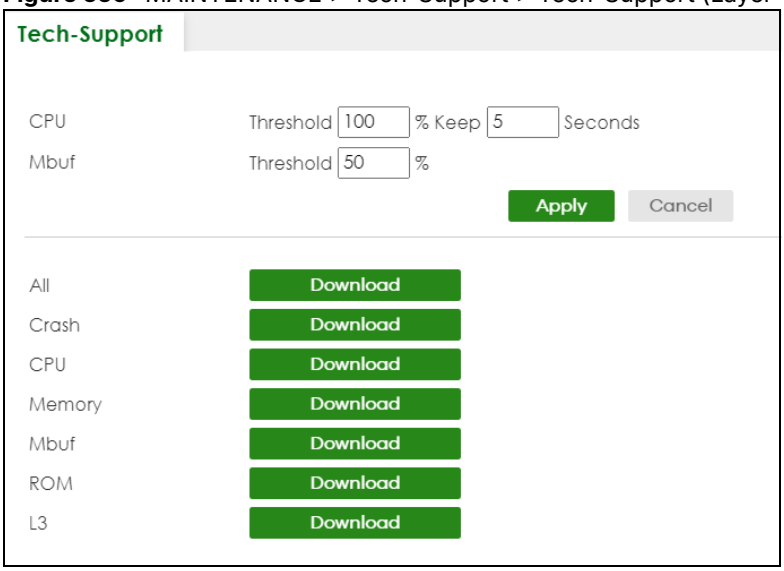
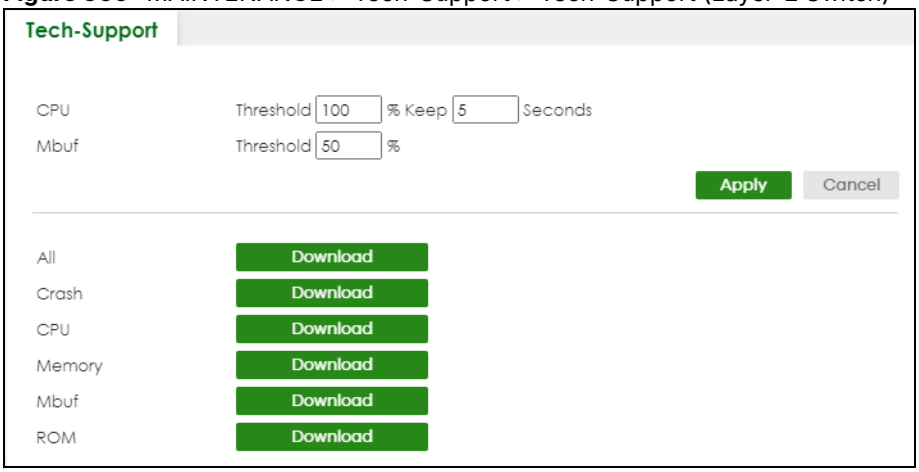


Figure 560 MAINTENANCE > Tech-Support > Tech-Support (Layer-2 Switch)



You may need WordPad or similar software to see the log report correctly. The table below describes the fields in the above screen.

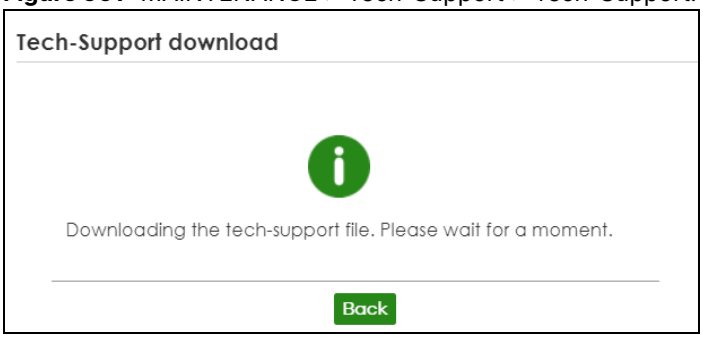
Table 392 MAINTENANCE > Tech-Support > Tech-Support

LABEL	DESCRIPTION
CPU	Type a number ranging from 50 to 100 in the CPU threshold box, and type another number ranging from 5 to 60 in the seconds box then click **Apply**. For example, 80 for CPU threshold and 5 for seconds means a log will be created when CPU utilization reaches over 80% and lasts for 5 seconds. The log report holds 7 days of CPU log data and is stored in volatile memory (RAM). The data is lost if the Switch is turned off or in event of power outage. After 7 days, the logs wrap around and new ones and replace the earliest ones. The higher the CPU threshold number, the fewer logs will be created, and the less data technical support will have to analyze and vice versa.
Mbuf	Type a number ranging from 50 to 100 in the Mbuf (Memory Buffer) threshold box. The Mbuf log report is stored in flash (permanent) memory. For example, Mbuf 50 means a log will be created when the Mbuf utilization is over 50%. The higher the Mbuf threshold number, the fewer logs will be created, and the less data technical support will have to analyze and vice versa.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
All	Click **Download** to see all the log report and system status. This log report is stored in flash memory. If the **All** log report is too large, you can download the log reports separately below.
Crash	Click **Download** to see the crash log report. The log will include information of the last crash and is stored in flash memory.
CPU	Click **Download** to see the CPU history log report. The 7-days log is stored in RAM and you will need to save it, otherwise it will be lost when the Switch is shutdown or during power outage.
Memory	Click **Download** to see the memory section log report. This log report is stored in flash memory.
Mbuf	Click **Download** to see the Mbuf (Memory Buffer) log report. This log report is stored in flash memory.
ROM	Click **Download** to see the Read Only Memory (ROM) log report. This report is stored in flash memory.
L3	Click **Download** to see the layer-3 Switch log report. The log only applies to the layer-3 Switch models. This report is stored in flash memory.

87.20.1 Tech-Support Download

When you click **Download** to save your current Switch configuration to a computer, the following screen appears. When the log report has downloaded successfully, click **Back** to return to the previous screen.

Figure 561 MAINTENANCE > Tech-Support > Tech-Support: Download



CHAPTER 88
Networked AV Mode

88.1 Overview

Aside from the Web Configurator in Standard mode that has a complete set of configuration for network installation, you can use Networked AV mode to view just the necessary configurations for setting up and managing audio-video traffic on your network.

AV over IP is the transmission of audio-video data over an IP network.

The following sections introduces the configuration and functions of the Web Configurator In Networked AV mode.

Click **Networked AV** at the top left of the Web Configurator to switch between the Web Configurator's **Standard** or **Networked AV** mode.

Figure 562 Web Configurator – Networked AV Mode Switch

88.2 Help

The Web Configurator's online help has descriptions of individual Networked AV mode screens and some supplementary information.

Click the **Help** link from a Web Configurator screen to scan the QR code or click the web link to display the online help.

Figure 563 Open the Online Help

88.3 Summary

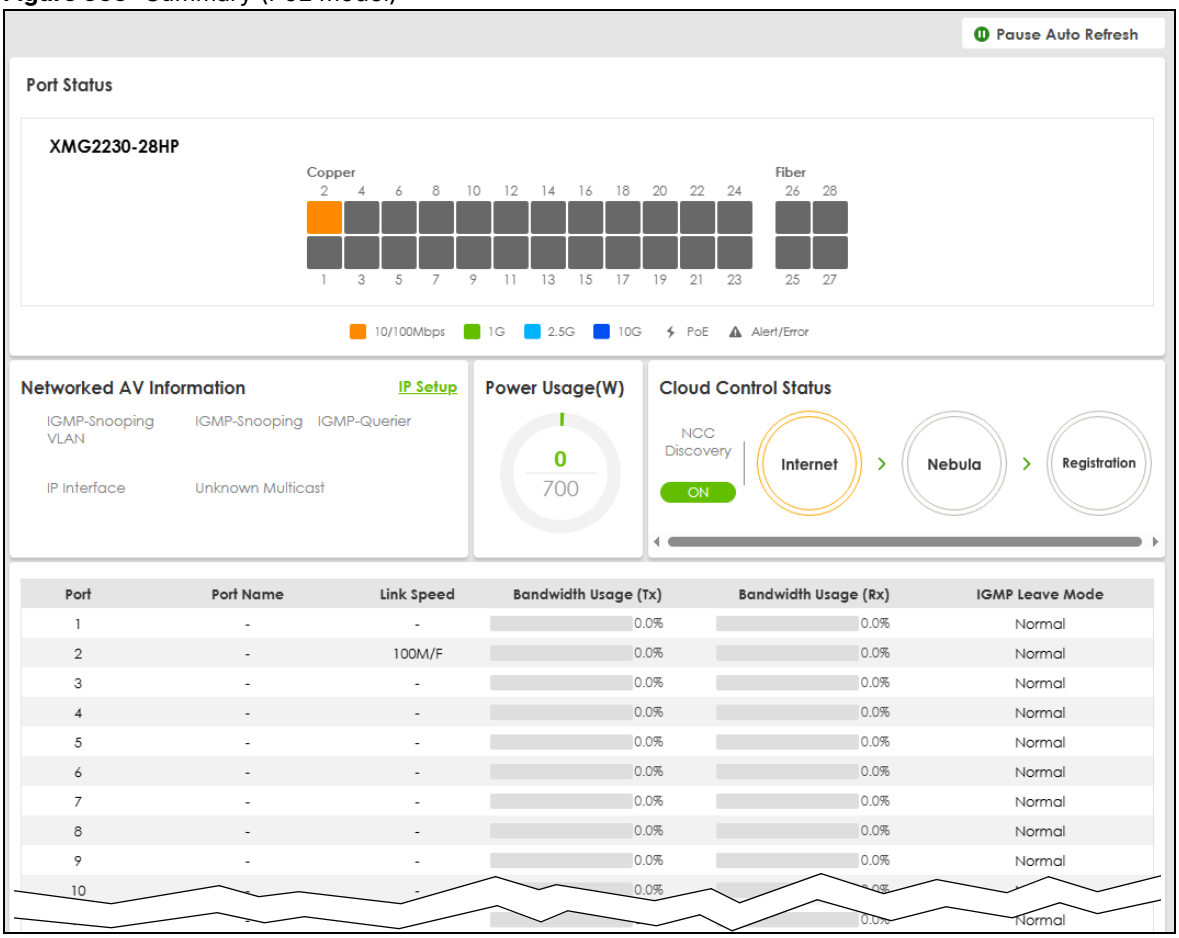
Use the **SUMMARY** screen to see the Switch's front panel port status, connected ports information (link speed and bandwidth usage), networked AV information, Nebula Cloud Control status, and a link to go to the **IP Setup** screen (Section 88.11 on page 730).

The **SUMMARY** screen displays when you log into the Switch in Networked AV mode.

Figure 564 Summary (non-PoE model)

Port	Port Name	Link Speed	Bandwidth Usage (Tx)	Bandwidth Usage (Rx)	IGMP Leave Mode
1	-	10G/F	0.0%	0.0%	Normal
2	-	-	0.0%	0.0%	Normal
3	-	-	0.0%	0.0%	Normal
4	-	-	0.0%	0.0%	Normal
5	-	-	0.0%	0.0%	Normal
6	-	-	0.0%	0.0%	Normal
7	-	-	0.0%	0.0%	Normal
8	-	-	0.0%	0.0%	Normal
9	-	-	0.0%	0.0%	Normal
10	-	-	0.0%	0.0%	Normal
11	-	-	0.0%	0.0%	Normal
12	-	-	0.0%	0.0%	Normal
13	-	-	0.0%	0.0%	Normal
14	-	-	0.0%	0.0%	Normal
15	-	-	0.0%	0.0%	Normal
16	-	-	0.0%	0.0%	Normal
17	-	-	0.0%	0.0%	Normal
18	-	-	0.0%	0.0%	Normal
19	-	-	0.0%	0.0%	Normal
20	-	-	0.0%	0.0%	Normal
21	-	-	0.0%	0.0%	Normal
22	-	-	0.0%	0.0%	Normal
23	-	-	0.0%	0.0%	Normal
24	-	-	0.0%	0.0%	Normal
25	-	-	0.0%	0.0%	Normal
26	-	-	0.0%	0.0%	Normal
27	-	-	0.0%	0.0%	Normal
28	-	-	0.0%	0.0%	Normal
29	-	-	0.0%	0.0%	Normal
30	-	-	0.0%	0.0%	Normal
31	-	-	0.0%	0.0%	Normal
32	-	-	0.0%	0.0%	Normal
33	-	-	0.0%	0.0%	Normal
34	-	-	0.0%	0.0%	Normal
35	-	-	0.0%	0.0%	Normal
36	-	-	0.0%	0.0%	Normal
37	-	-	0.0%	0.0%	Normal
38	-	-	0.0%	0.0%	Normal
39	-	-	0.0%	0.0%	Normal
40	-	-	0.0%	0.0%	Normal
41	-	-	0.0%	0.0%	Normal
42	-	-	0.0%	0.0%	Normal
43	-	-	0.0%	0.0%	Normal
44	-	-	0.0%	0.0%	Normal
45	-	-	0.0%	0.0%	Normal
46	-	-	0.0%	0.0%	Normal
47	-	-	0.0%	0.0%	Normal
48	-	-	0.0%	0.0%	Normal
49	-	-	0.0%	0.0%	Normal
50	-	-	0.0%	0.0%	Normal
51	-	-	0.0%	0.0%	Normal
52	-	-	0.0%	0.0%	Normal
53	-	-	0.0%	0.0%	Normal
54	-	-	0.0%	0.0%	Normal
55	-	-	0.0%	0.0%	Normal
56	-	-	0.0%	0.0%	Normal

Figure 565 Summary (PoE model)



The following table describes the labels in this screen.

Table 393 SUMMARY

LABEL	DESCRIPTION
Auto Refresh	Click the **Pause Auto Refresh** or **Resume Auto Refresh** icon to stop or resume the screen update.
Port Status	This chart displays the status of the Switch's front panel ports with connection.
Networked AV Information	
IP Setup	This link takes you to a screen where you can configure the IP address and subnet mask (necessary for Switch management) and set up to 128 IP routing domains.
IGMP-Snooping VLAN	This displays the ID number of the VLAN group upon which the Switch is to perform IGMP snooping.
IGMP-Snooping	This displays **Active** when IGMP snooping is enabled to forward group multicast traffic only to ports that are members of that group. Otherwise, it is **Inactive**.
IGMP-Querier	This displays **Active** when the Switch is allowed to send IGMP General Query messages to the VLANs with the multicast hosts attached. Otherwise, it is **Inactive**.
IP Interface	This displays the IP address of the Switch for it to be managed over the network.

Table 393 SUMMARY (continued)

LABEL	DESCRIPTION
Unknown Multicast	This displays the action to perform when the Switch receives an unknown multicast frame. It displays **Drop** when the frames are discarded. It displays **Flooding** when the frames are sent to all ports. It displays **Drop on VLAN** when the frames are discarded on the specified VLANs.
Power Usage(W)	For PoE models. This chart displays the used PoE Watts over the total number of Watts provided on this Switch.
Cloud Control Status	This displays the registration and connection status between the Switch and the NCC (Nebula Control Center). Click **NCC Discovery** or the switch button to go to **SYSTEM** > **Cloud Management** > **Cloud Management** screen.
Port	This displays the port of this Switch.
Port Name	This displays the port description of this Switch.
Link Speed	This shows the speed (either **10M** for 10 Mbps, **100M** for 100 Mbps, **1G** for 1 Gbps, **2.5G** for 2.5 Gbps, **5G** for 5 Gbps, or **10G** for 10 Gbps, **25G** for 25 Gbps, or **100G** for 100 Gbps) and the duplex (**F** for full duplex or **H** for half). It also shows the cable type (**Copper** or **Fiber**) for the combo ports. This field displays **Down** or – (dash) if the port is not connected to any device.
Bandwidth Usage (Tx) Bandwidth Usage (Rx)	These display the percentage of bandwidth usage on this port as a percentage of the **Link Speed**.
IGMP Leave Mode	This displays **Immediate** when the Switch receives IGMP leave packets, the Switch will close the multicast stream immediately without any further action. This displays **Fast** when the Switch will further generate a group specific query packet to all the receivers. This could prevent the traffic being cut if some receivers still want to receive the multicast stream. This displays **Normal** when the Switch receives an IGMP leave message from a host on a port, it forwards the message to the multicast router. The multicast router then sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. The Switch forwards the query message to all hosts connected to the port and waits for IGMP reports from hosts to update the forwarding table for this port.

88.4 MONITOR

The following sections introduce the **MONITOR** screens.

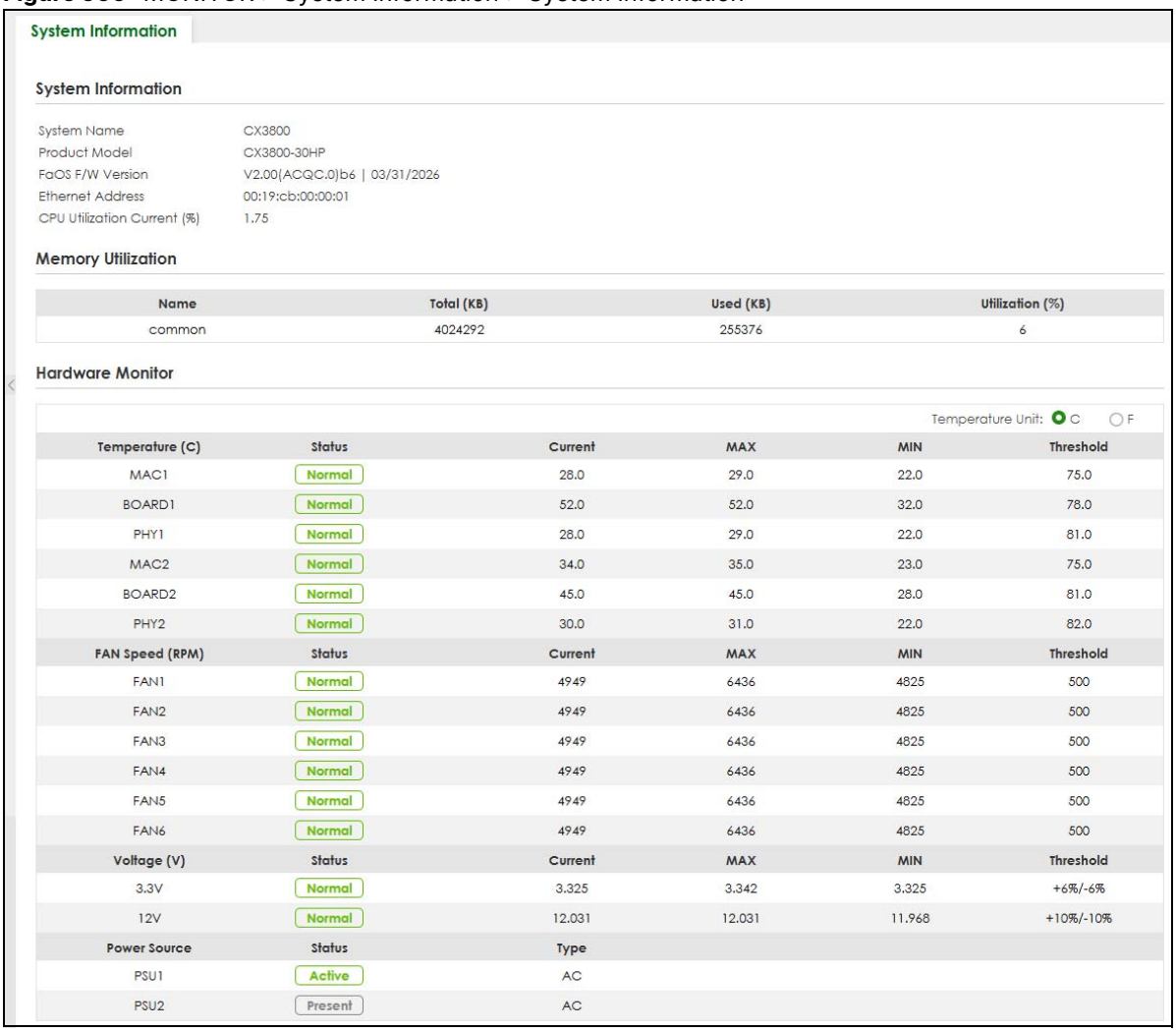
88.5 What You Can Do

Use the **System Information** screen (Section 88.6 on page 724) to check the firmware version number and monitor the Switch temperature.

88.6 System Information

In the navigation panel, click **MONITOR** > **System Information** > **System Information** to display the screen as shown. Use this screen to view general system information. You can check the firmware version number and monitor the Switch temperature.

Figure 566 MONITOR > System Information > System Information



The following table describes the labels in this screen.

Table 394 MONITOR > System Information > System Information

LABEL	DESCRIPTION
System Information	
System Name	This field displays the descriptive name of the Switch for identification purposes.
Product Model	This field displays the product model of the Switch. Use this information when searching for firmware upgrade or looking for other support information in the website.
FaOS F/W Version	This field displays the version number of the Switch 's current firmware including the creation date.
Ethernet Address	This field refers to the Ethernet MAC (Media Access Control) address of the Switch.

Table 394 MONITOR > System Information > System Information (continued)

LABEL	DESCRIPTION
CPU Utilization Current (%)	CPU utilization quantifies how busy the system is. **Current (%)** displays the current percentage of CPU utilization.
Memory Utilization Memory utilization shows how much DRAM memory is available and in use. It also displays the current percentage of memory utilization.	
Name	This field displays the name of memory pool.
Total (byte)	This field displays the total number of bytes in this memory pool.
Used (byte)	This field displays the number of bytes being used in this memory pool.
Utilization (%)	This field displays the percentage (%) of memory being used in this memory pool.
Hardware Monitor	
Temperature (C/F)	**BOARD**, **MAC**, **CPU** and **PHY** refer to the location of the temperature sensor on the Switch printed circuit board.
Status	This field displays **Normal** for temperatures below the threshold and **Error** for those above.
Current	This shows the current temperature at this sensor.
MAX	This field displays the maximum temperature measured at this sensor.
MIN	This field displays the minimum temperature measured at this sensor.
Threshold	This field displays the upper temperature limit at this sensor.
Fan Speed (RPM)	A properly functioning fan is an essential component (along with a sufficiently ventilated, cool operating environment) in order for the device to stay within the temperature threshold. Each fan has a sensor that is capable of detecting and reporting if the fan speed falls below the threshold shown.
Status	**Normal** indicates that this fan is functioning above the minimum speed. **Error** indicates that this fan is functioning below the minimum speed.
Current	This field displays this fan's current speed in Revolutions Per Minute (RPM).
MAX	This field displays this fan's maximum speed measured in Revolutions Per Minute (RPM).
MIN	This field displays this fan's minimum speed measured in Revolutions Per Minute (RPM). "<41" is displayed for speeds too small to measure (under 2000 RPM).
Threshold	This field displays the minimum speed at which a normal fan should work.
Voltage(V)	The power supply for each voltage has a sensor that is capable of detecting and reporting if the voltage falls out of the tolerance range.
Status	**Normal** indicates that the voltage is within an acceptable operating range at this point; otherwise **Error** is displayed.
Current	This is the current voltage reading.
MAX	This field displays the maximum voltage measured at this point.
MIN	This field displays the minimum voltage measured at this point.
Threshold	This field displays the percentage tolerance of the voltage with which the Switch still works.
Power Source	This field lists the power supply modules installed in the Switch. **PSU_1** is **PWR1**, and **PSU_2** is **PWR2**.

Table 394 MONITOR > System Information > System Information (continued)

LABEL	DESCRIPTION
Status	**Active** indicates the Switch is currently operating from the power source to which the power module is connected. **Present** is displayed when the power module is connected to the Switch, but is not connected to a power source and there is no available power. **Absent** is displayed when there is no power module connected to the Switch. **Error** indicates that this power module is functioning below the power requirement. Or, the fan in this power module is not working.
Type	**AC** indicates the Switch is currently operating from an AC power source. **DC** indicates the Switch is currently operating from a DC power source (DC models only). Note: The following options are available for GS1915-8PDv2 only. **AF** indicates the Switch is currently operating from an IEEE 802.3af (Type 1) power-up mode power source. **AT** indicates the Switch is currently operating from an IEEE 802.3at (Type 2) power-up mode power source. **BT60** indicates the Switch is currently operating from an IEEE 802.3bt (Type 3 60 W) power-up mode power source. **BT90** indicates the Switch is currently operating from an IEEE 802.3bt (Type 4 90 W) power-up mode power source.

88.7 SYSTEM

The following sections introduces the **SYSTEM** screens.

88.8 What You Can Do

- Use the **Cloud Management** screen (Section 88.9 on page 727) to view NCC Connection status and enable/disable NCC Discovery.
- Use the **General Setup** screen (Section 88.10 on page 728) to configure general settings such as the system name and time.
- Use the **IP Setup** screen (Section 88.11 on page 730) to configure the default gateway device, the default domain name server and add IP domains.
- Use the **Logins** screen (Section 88.12 on page 732) to change the system password, configure passwords for up to four users and set their privilege level.
- Use the **SNMP** screen (Section 88.13 on page 734) to configure your SNMP (Simple Network Management Protocol) settings.
- Use the **SNMP User** screen (Section 88.14 on page 737) to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups.
- Use the **SNMP Trap Group** screen (Section 88.15 on page 739) to specify the types of SNMP traps that should be sent to each SNMP manager.
- Use the **SNMP Trap Port** screen (Section 88.16 on page 741) to set whether a trap received on the ports would be sent to the SNMP manager.

88.9 Cloud Management

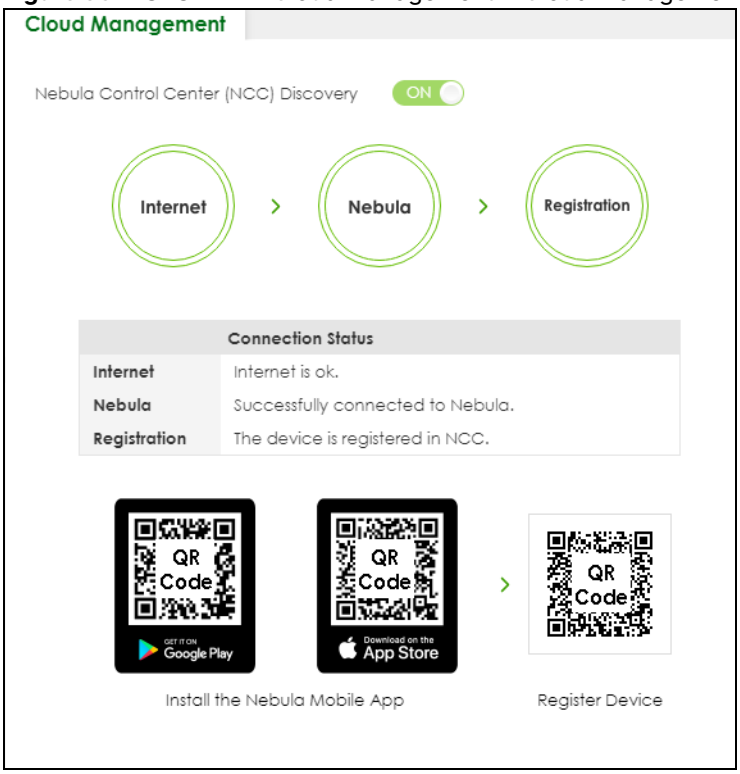
The Zyxel Nebula Control Center (NCC) is a cloud-based network management system that allows you to remotely manage and monitor Zyxel Nebula APs, Ethernet switches, security gateways, security routers, mobile routers, and accessories.

The Switch is managed and provisioned automatically by the NCC (Nebula Control Center) when:

- It is connected to the Internet.
- The **Nebula Control Center Discovery** feature is enabled.
- It has been registered in the NCC.

Click **SYSTEM** > **Cloud Management** > **Cloud Management** in the navigation panel to display this screen.

Figure 567 SYSTEM > Cloud Management > Cloud Management



The following table describes the labels in this screen.

Table 395 SYSTEM > Cloud Management > Cloud Management

LABEL	DESCRIPTION
Nebula Control Center (NCC) Discovery	Enable the switch button to turn on Nebula Control Center (NCC) discovery on the Switch. This field displays: • The Switch Internet connection status. • The connection status between the Switch and NCC. • The Switch registration status on NCC. Mouse over the circles to display detailed information. To pass your Switch management to NCC, first make sure your Switch is connected to the Internet. Then go to NCC and register your Switch. 1. **Internet** Green – The Switch is connected to the Internet. Orange – The Switch is not connected to the Internet. 2. **Nebula** Green – The Switch is connected to NCC. Orange – The Switch is not connected to NCC. 3. **Registration** Green – The Switch is registered on NCC. Gray – The Switch is not registered on NCC. Note: All circles will gray out if you disable Nebula Discovery.
Connection Status	This table displays the NCC connection status information. Use the status logs in the **Internet**, **Nebula**, and **Registration** fields for connection troubleshooting.

Enable **Nebula Control Center (NCC) Discovery** to turn on NCC discovery on the Switch. If the Switch has Internet access and has been registered in the NCC, it will go into cloud management mode.

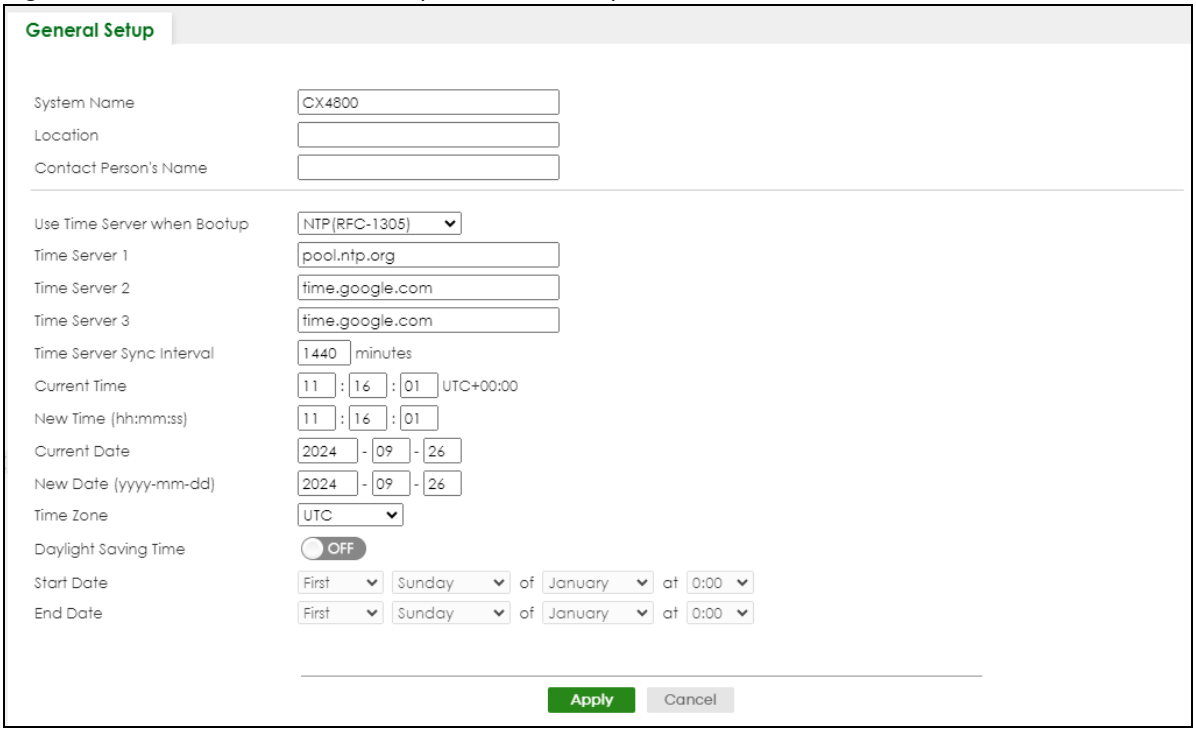
Disable **Nebula Control Center (NCC) Discovery** to turn off NCC discovery on the Switch. The Switch will NOT discover the NCC and remain in standalone mode.

This screen has a QR code containing the Switch's serial number and Registration MAC address for handy NCC registration of the Switch using the Nebula Mobile app. First, download the app from the Google Play store for Android devices or the App Store for iOS devices and create an organization and site. Open the Nebula Mobile app and follow the wizard to scan the **Register Device** QR code to register the Switch on NCC.

88.10 General Setup

Use this screen to configure general settings such as the system name and time. Click **SYSTEM** > **General Setup** > **General Setup** in the navigation panel to display the screen as shown.

Figure 568 SYSTEM > General Setup > General Setup



Note: The input string of any field in this screen should not contain [?], [|], ['], ["], or [,].

The following table describes the labels in this screen.

Table 396 SYSTEM > General Setup > General Setup

LABEL	DESCRIPTION
System Name	Choose a descriptive name for identification purposes. This name consists of up to 64 printable ASCII characters; spaces are allowed.
Location	Enter the geographic location of your Switch. You can use up to 128 printable ASCII characters; spaces are allowed.
Contact Person's Name	Enter the name of the person in charge of this Switch. You can use up to 32 printable ASCII characters; spaces are allowed.
Use Time Server when Bootup	Enter the time service protocol that your time server uses. Not all time servers support all protocols, so you may have to use trial and error to find a protocol that works. The main differences between them are the time format. When you select the **Daytime (RFC-867)** format, the Switch displays the day, month, year and time with no time zone adjustment. When you use this format it is recommended that you use a Daytime timeserver within your geographical time zone. **Time (RFC-868)** format displays a 4-byte integer giving the total number of seconds since 1970/1/1 at 00:00:00. **NTP (RFC-1305)** is similar to **Time (RFC-868)**. **None** is the default value. Enter the time manually. Each time you turn on the Switch, the time and date will be reset to 2022-01-01 00:00:00.
Time Server 1 / 2 / 3	Enter the IPv4 / IPv6 address or domain name of your time server. The Switch searches for the first, then the second, then the third time server for around 60 seconds.
Time Server Sync Interval	Enter the period in minutes between each time server synchronization. The Switch checks the time server after every synchronization interval.

Table 396 SYSTEM > General Setup > General Setup (continued)

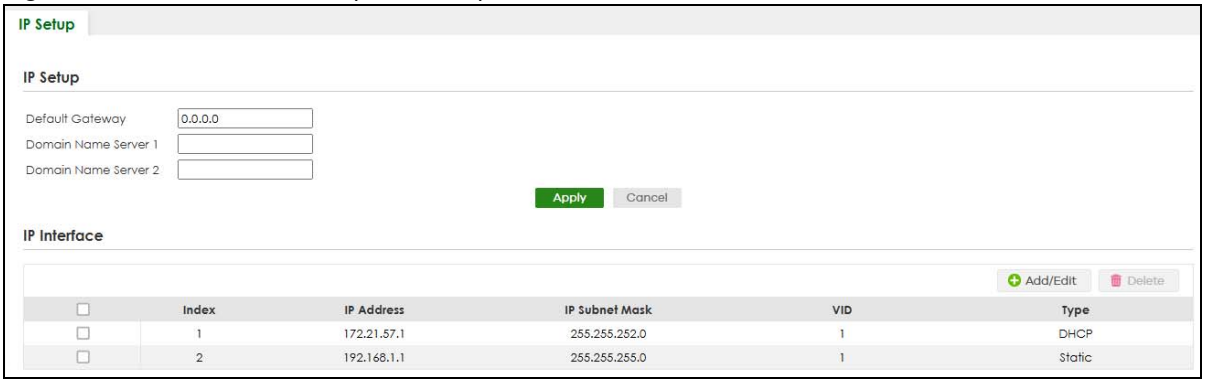
LABEL	DESCRIPTION
Current Time	This field displays the time you open this menu (or refresh the menu).
New Time (hh:mm:ss)	Enter the new time in hour, minute and second format. The new time then appears in the **Current Time** field after you click **Apply**.
Current Date	This field displays the date you open this menu.
New Date (yyyy-mm-dd)	Enter the new date in year, month and day format. The new date then appears in the **Current Date** field after you click **Apply**.
Time Zone	Select the time difference between UTC (Universal Time Coordinated, formerly known as GMT, Greenwich Mean Time) and your time zone from the drop-down list box.
Daylight Saving Time	Daylight saving is a period from late spring to early fall when many countries set their clocks ahead of normal local time by one hour to give more daytime light in the evening. Enable the switch button if you use Daylight Saving Time.
Start Date	Configure the day and time when Daylight Saving Time starts if you selected **Daylight Saving Time**. The time is displayed in the 24 hour format. Here are a couple of examples: Daylight Saving Time starts in most parts of the United States on the second Sunday of March. Each time zone in the United States starts using Daylight Saving Time at 2 A.M. local time. So in the United States you would select **Second**, **Sunday**, **March** and **2:00**. Daylight Saving Time starts in the European Union on the last Sunday of March. All of the time zones in the European Union start using Daylight Saving Time at the same moment (1 A.M. GMT or UTC). So in the European Union you would select **Last**, **Sunday**, **March** and the last field depends on your time zone. In Germany for instance, you would select **2:00** because Germany's time zone is one hour ahead of GMT or UTC (GMT+1).
End Date	Configure the day and time when Daylight Saving Time ends if you selected **Daylight Saving Time**. The time field uses the 24 hour format. Here are a couple of examples: Daylight Saving Time ends in the United States on the first Sunday of November. Each time zone in the United States stops using Daylight Saving Time at 2 A.M. local time. So in the United States you would select **First**, **Sunday**, **November** and **2:00**. Daylight Saving Time ends in the European Union on the last Sunday of October. All of the time zones in the European Union stop using Daylight Saving Time at the same moment (1 A.M. GMT or UTC). So in the European Union you would select **Last**, **Sunday**, **October** and the last field depends on your time zone. In Germany for instance, you would select **2:00** because Germany's time zone is one hour ahead of GMT or UTC (GMT+1).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.11 IP Setup

Use the IP Setup screen to configure the default gateway device, the default domain name server and add IP domains.

Note: The Switch allows you to set a static IP interface in the same subnet that already has a DHCP-assigned IP interface on the Switch. The Switch will use the static IP you set and the DHCP-assigned IP will be set to 0.0.0.0.

Figure 569 SYSTEM > IP Setup > IP Setup



The following table describes the labels in this screen.

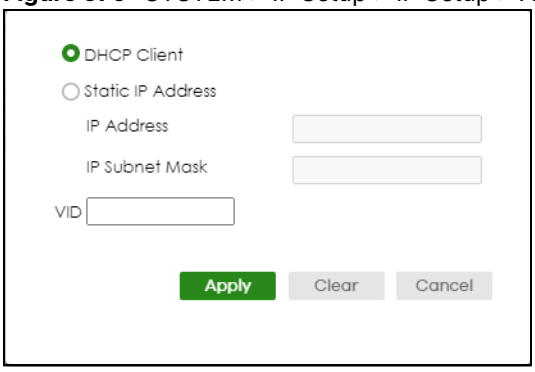
Table 397 SYSTEM > IP Setup > IP Setup

LABEL	DESCRIPTION
IP Setup	
Default Gateway	Type the IP address of the default outgoing gateway in dotted decimal notation, for example 192.168.1.254.
Domain Name Server 1/2	Enter a domain name server IPv4 address in order to be able to use a domain name instead of an IP address.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields to your previous configuration.
IP Interface Use this section to view and configure IP routing domains on the Switch.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This field displays the IP routing domain entry number.
IP Address	This field displays the IP address of the Switch in the IP routing domain.
IP Subnet Mask	This field displays the IP subnet mask of an IP routing domain in dotted decimal notation, for example, 255.255.252.0.
VID	This field displays the VLAN identification number to which an IP routing domain belongs.
Type	This field displays the type of IP address status. **Static** or **DHCP**.
Add/Edit	Click **Add/Edit** to add a new IP interface or edit a selected one.
Delete	Click **Delete** to remove the selected IP interfaces. Note: Deleting all IP subnets locks you out of the Switch.

88.11.1 Add/Edit IP Interfaces

Use this screen to add or edit IP interfaces. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **IP Setup** > **IP Setup** screen to display this screen.

Figure 570 SYSTEM > IP Setup > IP Setup > Add/Edit



The following table describes the labels in this screen.

Table 398 SYSTEM > IP Setup > IP Setup > Add/Edit

LABEL	DESCRIPTION
DHCP Client	Select this option if you have a DHCP server that can assign the Switch an IP address, subnet mask, a default gateway IP address and a domain name server IP address automatically.
Static IP Address	Select this option if you do not have a DHCP server or if you wish to assign static IP address information to the Switch. You need to fill in the following fields when you select this option.
IP Address	Enter the IP address of your Switch in dotted decimal notation, for example, 192.168.1.1. This is the IP address of the Switch in an IP routing domain.
IP Subnet Mask	Enter the IP subnet mask of an IP routing domain in dotted decimal notation, for example, 255.255.255.0.
VID	Enter the VLAN identification number to which an IP routing domain belongs.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

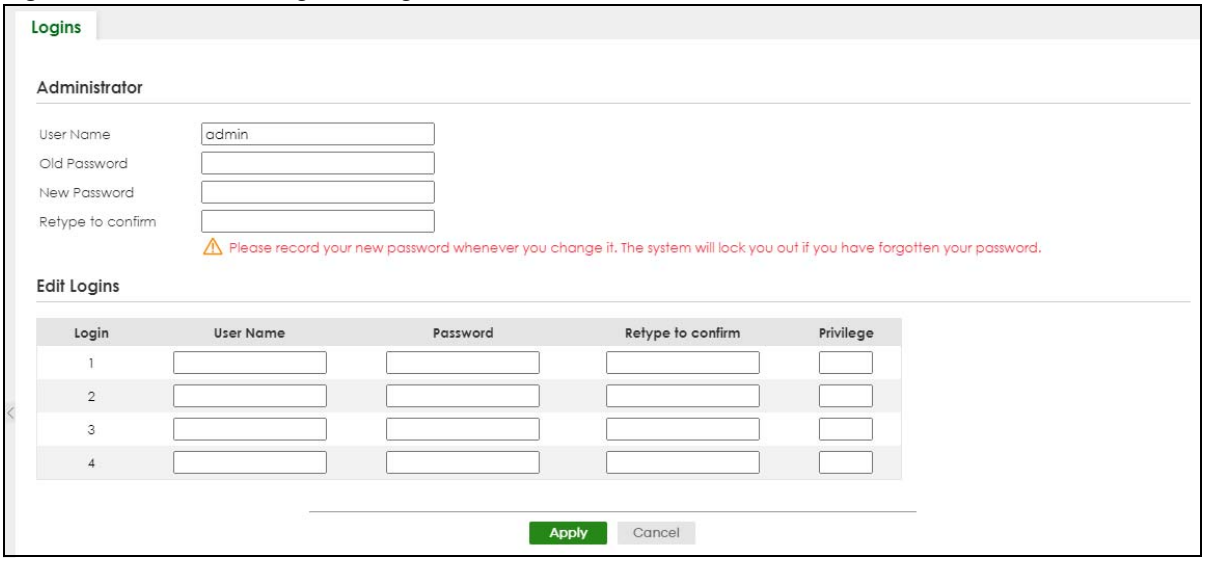
88.12 Logins

Up to five people (one administrator and four non-administrators) may access the Switch through Web Configurator at any one time.

- An administrator is someone who can both view and configure Switch changes. The default user name for the Administrator is **admin**. See the default administrator password on the back label of the Switch.
- A non-administrator (user name is something other than **admin**) is someone who can view and/or configure Switch settings. The configuration right varies depending on the user's privilege level.

Click **SYSTEM** > **Logins** > **Logins** to view the screen as shown.

Figure 571 SYSTEM > Logins > Logins



The following table describes the labels in this screen.

Table 399 SYSTEM > Logins > Logins

LABEL	DESCRIPTION
Administrator This is the default administrator account with the “admin” user name. You cannot change the default administrator user name.	
User Name	Change the default “admin” system user name (up to 32 printable ASCII characters except [?], [|], ['], ["], [space], [,], or [:].
Old Password	Enter the existing system password (see the bottom label on the Switch for the default password).
New Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** in Standalone mode is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, ‘Ea5yPas5W0rd’) • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, ‘777’, ‘AaA’) • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, ‘qWer’, ‘1234’), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Retype to confirm	Re-enter your new system password for confirmation.
Edit Logins You may configure passwords for up to four users. These users can have read-only or read/write access. You can give users higher privileges through the Web Configurator or the CLI. For more information on assigning privileges through the CLI see the Ethernet Switch CLI Reference Guide.	
Login	This is the index of an user account.

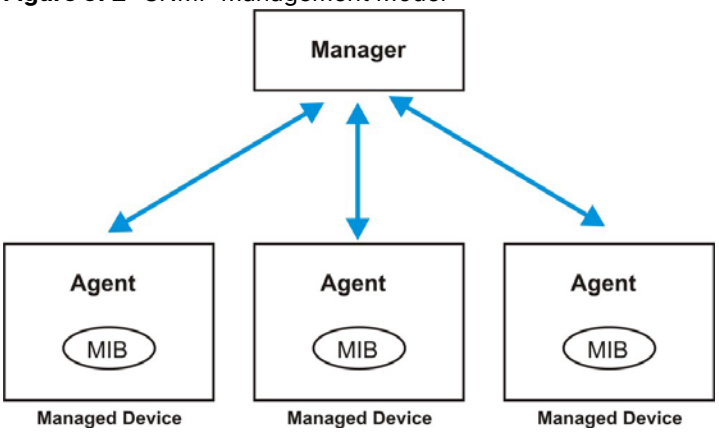
Table 399 SYSTEM > Logins > Logins (continued)

LABEL	DESCRIPTION
User Name	Set a user name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]).
Password	Enter your new system password. The password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** in Standalone mode is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Retype to confirm	Retype your new system password for confirmation.
Privilege	Enter the privilege level for this user. At the time of writing, users may have a privilege level of 0, 3, 13, or 14 representing different configuration rights as shown below. • 0 – Display basic system information. • 3 – Display configuration or status. • 13 – Configure features except for login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, administrator and enable passwords, and configuration information display. • 14 – Configure login accounts, SNMP user accounts, the authentication method sequence and authorization settings, multiple logins, and administrator and enable passwords, and display configuration information. Users can run command lines if the session's privilege level is greater than or equal to the command's privilege level. The session privilege initially comes from the privilege of the login account. For example, if the user has a privilege of 5, he or she can run commands that requires privilege level of 5 or less but not more.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.13 Configure SNMP

Use this screen to configure your SNMP settings. Simple Network Management Protocol (SNMP) is an application layer protocol used to manage and monitor TCP/IP-based devices. SNMP is used to exchange management information between the network management system (NMS) and a network element (NE). A manager station can manage and monitor the Switch through the network through SNMP version 1 (SNMPv1), SNMP version 2c or SNMP version 3. The next figure illustrates an SNMP management operation. SNMP is only available if TCP/IP is configured.

Figure 572 SNMP Management Model



An SNMP managed network consists of two main components: agents and a manager.

An agent is a management software module that resides in a managed Switch (the Switch). An agent translates the local management information from the managed Switch into a form compatible with SNMP. The manager is the console through which network administrators perform network management functions. It executes applications that control and monitor managed devices.

The managed devices contain object variables or managed objects that define each piece of information to be collected about a Switch. Examples of variables include number of packets received, node port status and so on. A Management Information Base (MIB) is a collection of managed objects. SNMP allows a manager and agents to communicate for the purpose of accessing these objects.

SNMP itself is a simple request or response protocol based on the manager or agent model. The manager issues a request and the agent returns responses using the following protocol operations:

Table 400 SNMP Commands

LABEL	DESCRIPTION
Get	Allows the manager to retrieve an object variable from the agent.
GetNext	Allows the manager to retrieve the next object variable from a table or list within an agent. In SNMPv1, when a manager wants to retrieve all elements of a table from an agent, it initiates a Get operation, followed by a series of GetNext operations.
Set	Allows the manager to set values for object variables within an agent.
Trap	Used by the agent to inform the manager of some events.

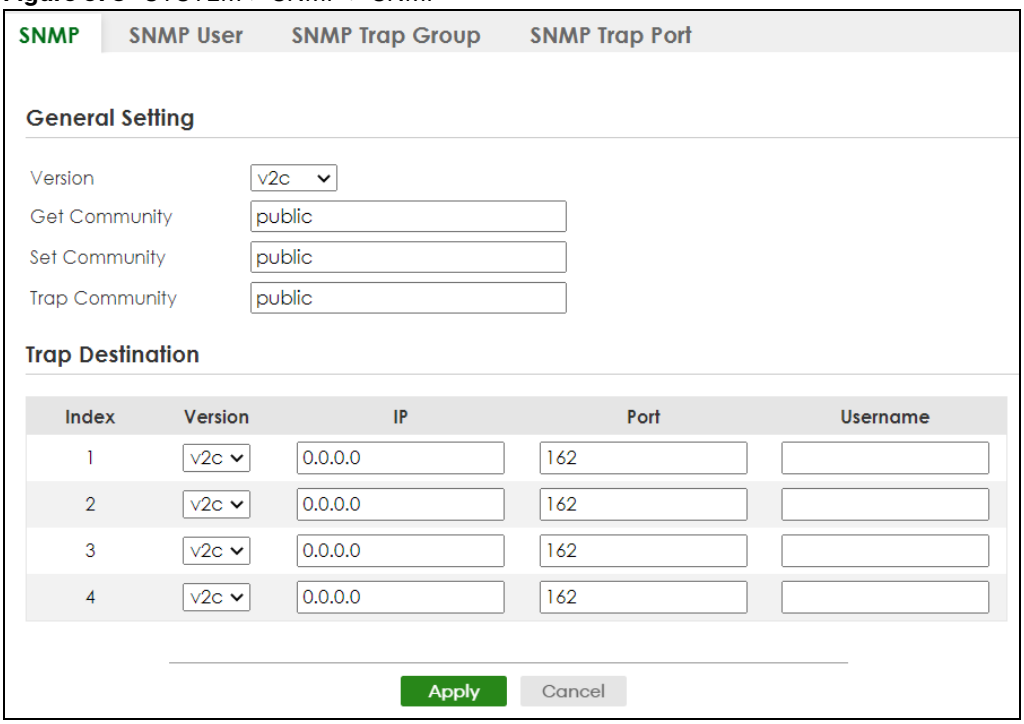
SNMP v3 and Security

SNMP v3 enhances security for SNMP management. SNMP managers can be required to authenticate with agents before conducting SNMP management sessions.

Security can be further enhanced by encrypting the SNMP messages sent from the managers. Encryption protects the contents of the SNMP messages. When the contents of the SNMP messages are encrypted, only the intended recipients can read them.

Click **SYSTEM**> **SNMP** > **SNMP** to view the screen as shown.

Figure 573 SYSTEM > SNMP > SNMP



Note: The string of any field in this screen should not contain [?], [|], ['], ["], or [,].

The following table describes the labels in this screen.

Table 401 SYSTEM > SNMP > SNMP

LABEL	DESCRIPTION
General Setting Use this section to specify the SNMP version and community (password) values.	
Version	Select the SNMP version for the Switch. The SNMP version on the Switch must match the version on the SNMP manager. Choose SNMP version 2c (**v2c**), SNMP version 3 (**v3**) or both (**v3v2c**). SNMP version 2c is backwards compatible with SNMP version 1.
Get Community	Enter the **Get Community** string, which is the password for the incoming Get- and GetNext-requests from the management station. The **Get Community** string is only used by SNMP managers using SNMP version 2c or lower.
Set Community	Enter the **Set Community** string, which is the password for incoming Set- requests from the management station. The **Set Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Community	Enter the **Trap Community** string, which is the password sent with each trap to the SNMP manager. The **Trap Community** string is only used by SNMP managers using SNMP version 2c or lower.
Trap Destination Use this section to configure where to send SNMP traps from the Switch.	
Index	This is the index of a trap destination.
Version	Specify the version of the SNMP trap messages.
IP	Enter the IP addresses of up to four managers to send your SNMP traps to.

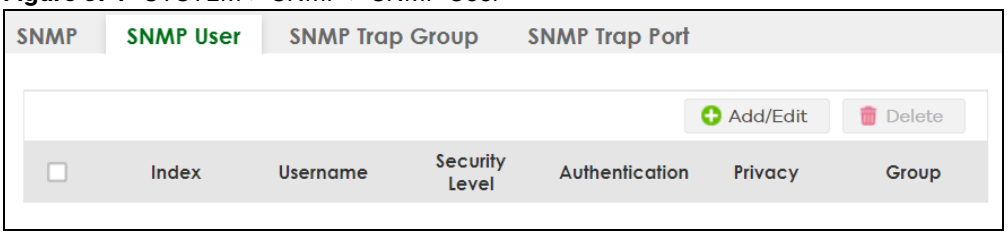
Table 401 SYSTEM > SNMP > SNMP (continued)

LABEL	DESCRIPTION
Port	Enter the port number upon which the manager listens for SNMP traps.
Username	Enter the user name to be sent to the SNMP manager along with the SNMP v3 trap. This user name must match an existing account on the Switch (configured in the **SYSTEM** > **SNMP** > **SNMP User** screen).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.14 Configure SNMP User

Use this screen to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups. An SNMP user is an SNMP manager. Click **SYSTEM** > **SNMP** > **SNMP User** to view the screen as shown.

Figure 574 SYSTEM > SNMP > SNMP User



The following table describes the labels in this screen.

Table 402 SYSTEM > SNMP > SNMP User

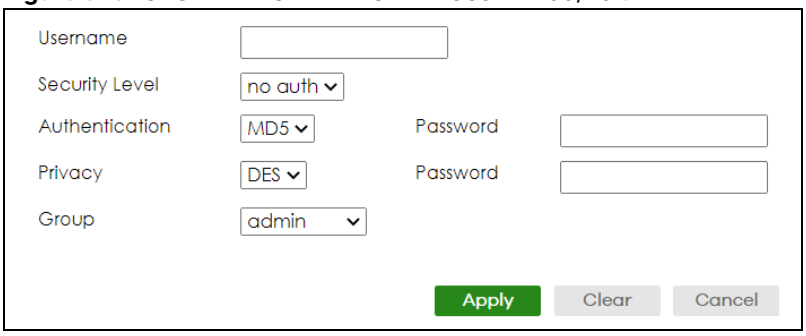
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is a read-only number identifying a login account on the Switch.
Username	This field displays the user name of a login account on the Switch.
Security Level	This field displays whether you want to implement authentication and/or encryption for SNMP communication with this user.
Authentication	This field displays the authentication algorithm used for SNMP communication with this user.
Privacy	This field displays the encryption method used for SNMP communication with this user.
Group	This field displays the SNMP group to which this user belongs.
Add/Edit	Click **Add/Edit** to add a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

88.14.1 Add/Edit SNMP User

Use this screen to create SNMP users for authentication with managers using SNMP v3 and associate them to SNMP groups. An SNMP user is an SNMP manager. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SYSTEM** > **SNMP** > **SNMP User** screen to view this screen.

Note: Use the user name and password of the login accounts you specify in this screen to create accounts on the SNMP v3 manager.

Figure 575 SYSTEM > SNMP > SNMP User > Add/Edit



The following table describes the labels in this screen.

Table 403 SYSTEM > SNMP > SNMP User > Add/Edit

LABEL	DESCRIPTION
Username	Specify the user name (up to 32 printable ASCII characters) of a login account on the Switch. The string should not contain [?], [|], ['], ["], [,], [:], or space.
Security Level	Select whether you want to implement authentication and/or encryption for SNMP communication from this user. Choose: • **no auth** – to use the user name as the password string to send to the SNMP manager. This is equivalent to the Get, Set and Trap Community in SNMP v2c. This is the lowest security level. • **auth** – to implement an authentication algorithm for SNMP messages sent by this user. • **priv** – to implement authentication and encryption for SNMP messages sent by this user. This is the highest security level. Note: The settings on the SNMP manager must be set at the same security level or higher than the security level settings on the Switch.
Authentication	Select an authentication algorithm. **MD5** (Message Digest 5) and **SHA** (Secure Hash Algorithm) are hash algorithms used to authenticate SNMP data. SHA authentication is generally considered stronger than MD5, but is slower.
Password	When you select **no auth** in **Security Level**, enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], [,], [[ ] , or [ ]]). When you select **auth** or **priv** in **Security Level**, the password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** in Standalone mode for SNMP user authentication is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.

Table 403 SYSTEM > SNMP > SNMP User > Add/Edit (continued)

LABEL	DESCRIPTION
Privacy	Specify the encryption method for SNMP communication from this user. You can choose one of the following: • **DES** – Data Encryption Standard is a widely used (but breakable) method of data encryption. It applies a 56-bit key to each 64-bit block of data. • **AES** – Advanced Encryption Standard is another method for data encryption that also uses a secret key. AES applies a 128-bit key to 128-bit blocks of data.
Password	When you select **no auth** or **auth** in **Security Level**, enter the password of up to 32 printable ASCII characters (except [?], [|], ['], ["], [space], [,], [[ ] , or [ ]]). When you select **priv** in **Security Level**, the password rule when **Password Complexity** is disabled in **SECURITY** > **Access Control** > **Account Security** > **Account Security** in Standalone mode for encrypting SNMP packets is: • 4 to 32 characters in length The password rule when **Password Complexity** is enabled are: • 9 to 32 characters in length • Include at least three of these: numbers, uppercase letters, lowercase letters, and special characters (for example, 'Ea5yPas5W0rd') • Cannot match your login username • Cannot use the same character (case insensitive) or number three or more times in a row (for example, '777', 'AaA') • Cannot use four or more sequential keyboard characters (case insensitive) or numbers (for example, 'qWer', '1234'), and • Cannot use the present password again. Note: [?], [|], ['], ["], [,], [[ ], [ ]] and space are not allowed whether **Password Complexity** is enabled or disabled.
Group	SNMP v3 adopts the concept of View-based Access Control Model (VACM) group. SNMP managers in one group are assigned common access rights to MIBs. Specify in which SNMP group this user is. **admin** – Members of this group can perform all types of system configuration, including the management of administrator accounts. **read-write** – Members of this group have read and write rights, meaning that the user can create and edit the MIBs on the Switch, except the user account and AAA configuration. **read-only** – Members of this group have read rights only, meaning the user can collect information from the Switch.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.15 Configure SNMP Trap Group

Use this screen to specify the types of SNMP traps that should be sent to each SNMP manager. Click **SYSTEM** > **SNMP** > **SNMP Trap Group** to view the screen as shown.

Figure 576 SYSTEM > SNMP > SNMP Trap Group (non-PoE model – Dual Power)

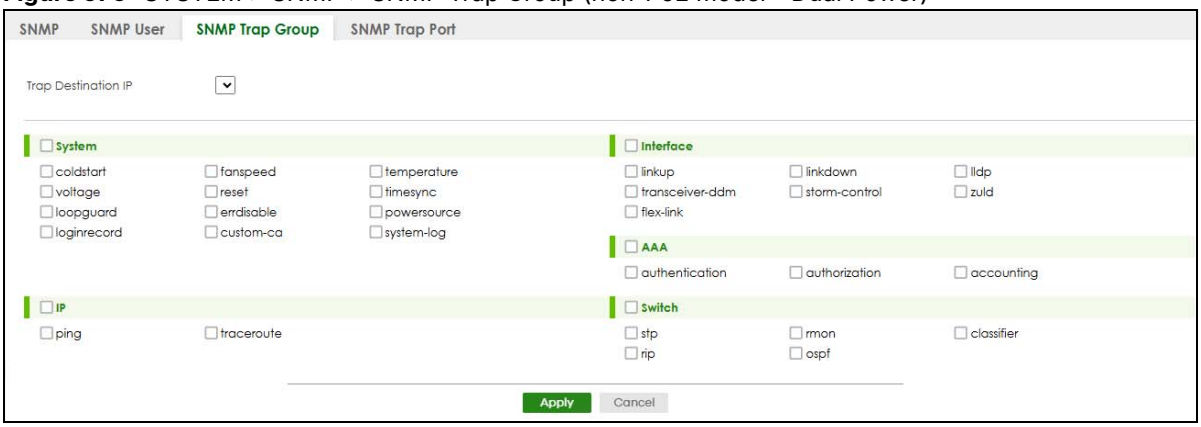
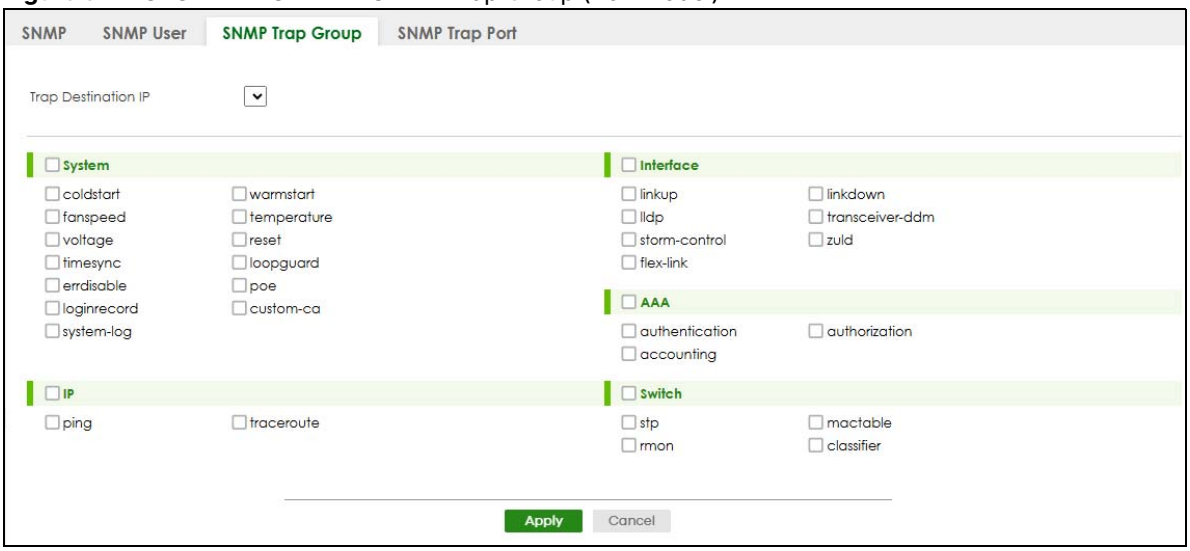


Figure 577 SYSTEM > SNMP > SNMP Trap Group (PoE model)



The following table describes the labels in this screen.

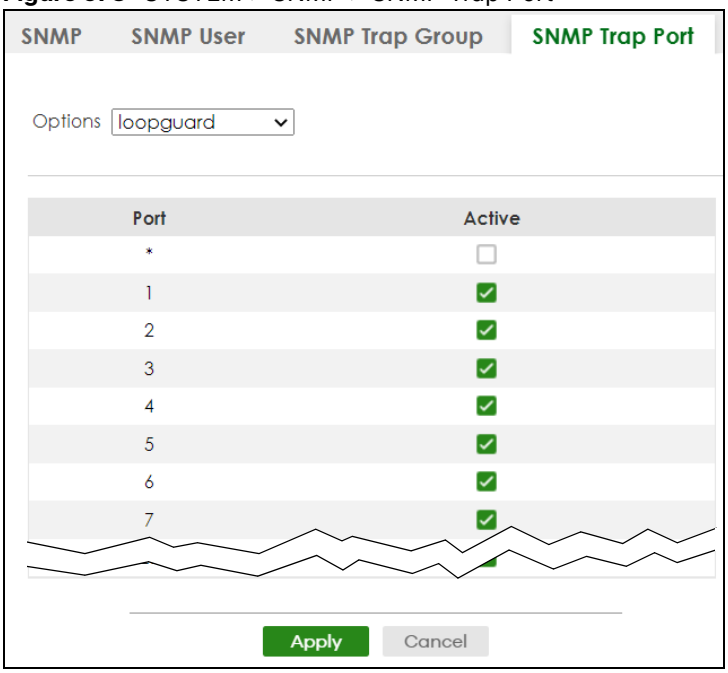
Table 404 SYSTEM > SNMP > SNMP Trap Group

LABEL	DESCRIPTION
Trap Destination IP	Select one of your configured trap destination IP addresses. These are the IP addresses of the SNMP managers. You must first configure a trap destination IP address in the **SYSTEM** > **SNMP** > **SNMP** screen. Use the rest of the screen to select which traps the Switch sends to that SNMP manager.
Options	Select the individual SNMP traps that the Switch is to send to the SNMP station. The traps are grouped by category. Selecting a category in the heading row automatically selects all of the SNMP traps under that category. Clear the checkboxes for individual traps that you do not want the Switch to send to the SNMP station. Clearing a category's checkbox automatically clears all of the category's trap checkboxes (the Switch only sends traps from selected categories).
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.16 Enable or Disable Sending of SNMP Traps on a Port

Click **SYSTEM** > **SNMP** > **SNMP Trap Port** to view the screen as shown. Use this screen to set whether a trap received on the ports would be sent to the SNMP manager.

Figure 578 SYSTEM > SNMP > SNMP Trap Port



The following table describes the labels in this screen.

Table 405 SYSTEM > SNMP > SNMP Trap Port

LABEL	DESCRIPTION
Options	Select the trap type you want to configure here.
Port	This field displays a port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some of the settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable the trap type of SNMP traps on this port. The Switch sends the related traps received on this port to the SNMP manager. Clear this checkbox to disable the sending of SNMP traps on this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.17 PORT

The following sections introduce the **PORT** screens.

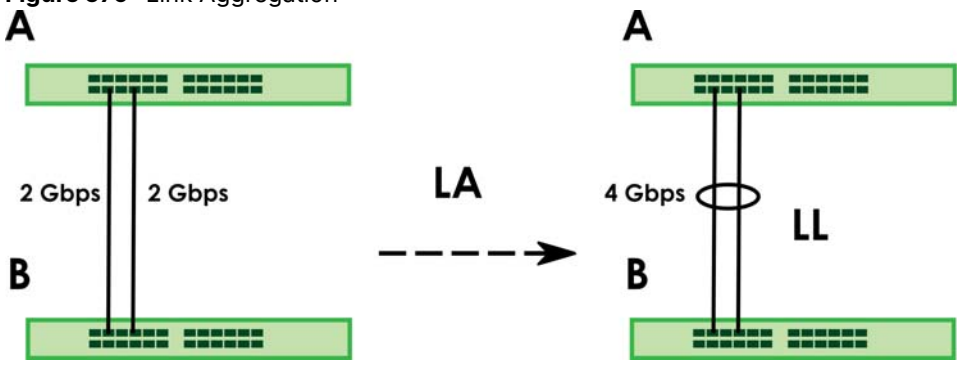
88.18 Link Aggregation

This section shows you how to logically aggregate physical links to form one logical, higher-bandwidth link.

Link aggregation (**LA**) (trunking) is the grouping of physical ports into one logical higher-capacity link (**LL**). You may want to trunk ports if for example, it is cheaper to use multiple lower-speed links than to under-utilize a high-speed, but more costly, single-port link. However, the more ports you aggregate then the fewer available ports you have. A trunk group is one logical link containing multiple ports.

The beginning port of each trunk group must be physically connected to form a trunk group.

Figure 579 Link Aggregation



88.18.1 What You Can Do

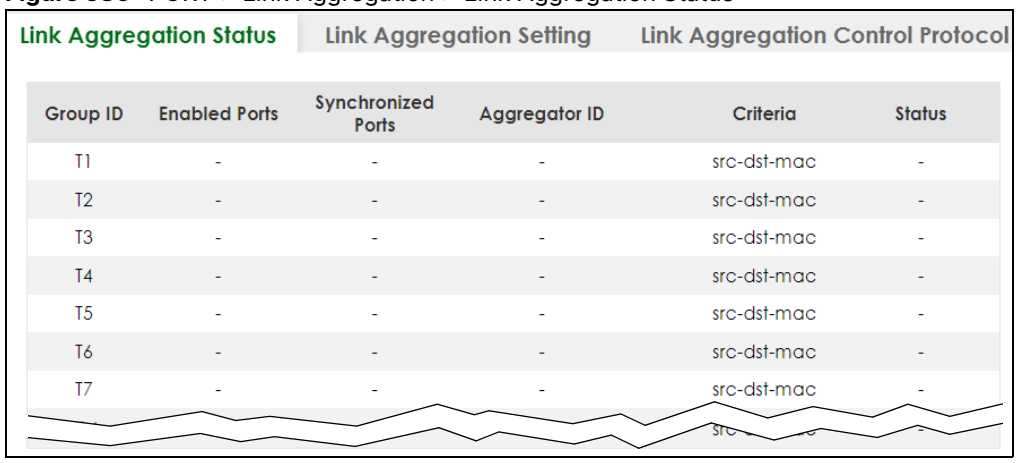
- Use the **Link Aggregation Status** screen (Section 88.19 on page 742) to view ports you have configured to be in the trunk group, ports that are currently transmitting data as one logical link in the trunk group and so on.
- Use the **Link Aggregation Setting** screen (Section 88.20 on page 744) to configure to enable static link aggregation.
- Use the **Link Aggregation Control Protocol** screen (Section 88.21 on page 745) to enable Link Aggregation Control Protocol (LACP).

88.19 Link Aggregation Status

Use the **Link Aggregation Status** screen to view ports you have configured to be in the trunk group, ports that are currently transmitting data as one logical link in the trunk group and so on.

Click **PORT** > **Link Aggregation** > **Link Aggregation Status** in the navigation panel to display the screen as shown.

Figure 580 PORT > Link Aggregation > Link Aggregation Status



The following table describes the labels in this screen.

Table 406 PORT > Link Aggregation > Link Aggregation Status

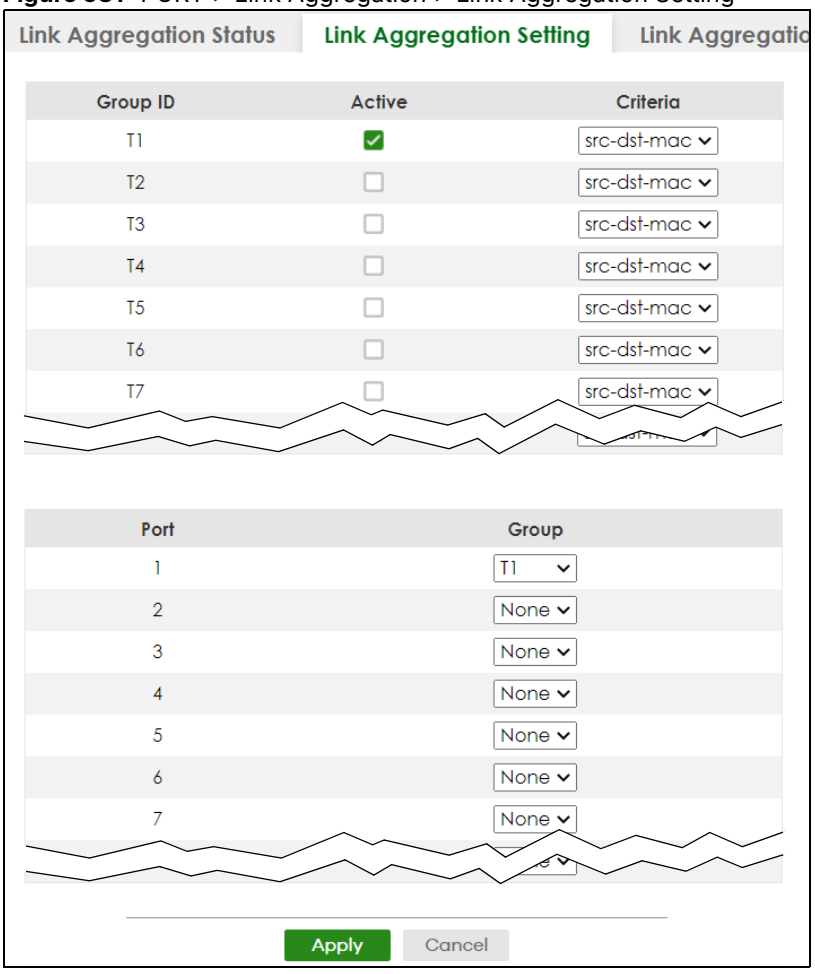
LABEL	DESCRIPTION
Group ID	This field displays the group ID to identify a trunk group, that is, one logical link containing multiple ports.
Enabled Ports	These are the ports you have configured in the **Link Aggregation Setting** screen to be in the trunk group. The port numbers displays only when this trunk group is activated and there is a port belonging to this group.
Synchronized Ports	These are the ports that are currently transmitting data as one logical link in this trunk group.
Aggregator ID	Link Aggregator ID consists of the following: system priority, MAC address, key, port priority and port number. The ID displays only when there is a port belonging to this trunk group and LACP is also enabled for this group.
Criteria	This shows the outgoing traffic distribution algorithm used in this trunk group. Packets from the same source and/or to the same destination are sent over the same link within the trunk. **src-mac** means the Switch distributes traffic based on the packet's source MAC address. **dst-mac** means the Switch distributes traffic based on the packet's destination MAC address. **src-dst-mac** means the Switch distributes traffic based on a combination of the packet's source and destination MAC addresses. **src-ip** means the Switch distributes traffic based on the packet's source IP address. **dst-ip** means the Switch distributes traffic based on the packet's destination IP address. **src-dst-ip** means the Switch distributes traffic based on a combination of the packet's source and destination IP addresses.
Status	This field displays how these ports were added to the trunk group. It displays: • **Static** – if the ports are configured as static members of a trunk group. • **LACP** – if the ports are configured to join a trunk group through LACP.

88.20 Link Aggregation Setting

Use the **Link Aggregation Setting** screen to enable static link. Link aggregation (trunking) is the grouping of physical ports into one logical higher-capacity link. You may want to trunk ports if for example, it is cheaper to use multiple lower-speed links than to under-utilize a high-speed, but more costly, single-port link. However, the more ports you aggregate then the fewer available ports you have. A trunk group is one logical link containing multiple ports.

Click **PORT** > **Link Aggregation** > **Link Aggregation Setting** to display the screen shown next.

Figure 581 PORT > Link Aggregation > Link Aggregation Setting



The following table describes the labels in this screen.

Table 407 PORT> Link Aggregation > Link Aggregation Setting

LABEL	DESCRIPTION
This is the only screen you need to configure to enable static link aggregation.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
Active	Select this to activate a trunk group.

Table 407 PORT> Link Aggregation > Link Aggregation Setting (continued)

LABEL	DESCRIPTION
Criteria	Select the outgoing traffic distribution type. Packets from the same source and/or to the same destination are sent over the same link within the trunk. By default, the Switch uses the **src-dst-mac** distribution type. If the Switch is behind a router, the packet's destination or source MAC address will be changed. In this case, set the Switch to distribute traffic based on its IP address to make sure port trunking can work properly. Select **src-mac** to distribute traffic based on the packet's source MAC address. Select **dst-mac** to distribute traffic based on the packet's destination MAC address. Select **src-dst-mac** to distribute traffic based on a combination of the packet's source and destination MAC addresses. Select **src-ip** to distribute traffic based on the packet's source IP address. Select **dst-ip** to distribute traffic based on the packet's destination IP address. Select **src-dst-ip** to distribute traffic based on a combination of the packet's source and destination IP addresses.
Port	This field displays the port number.
Group	Select the trunk group to which a port belongs. Note: When you enable the port security feature on the Switch and configure port security settings for a port, you cannot include the port in an active trunk group.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

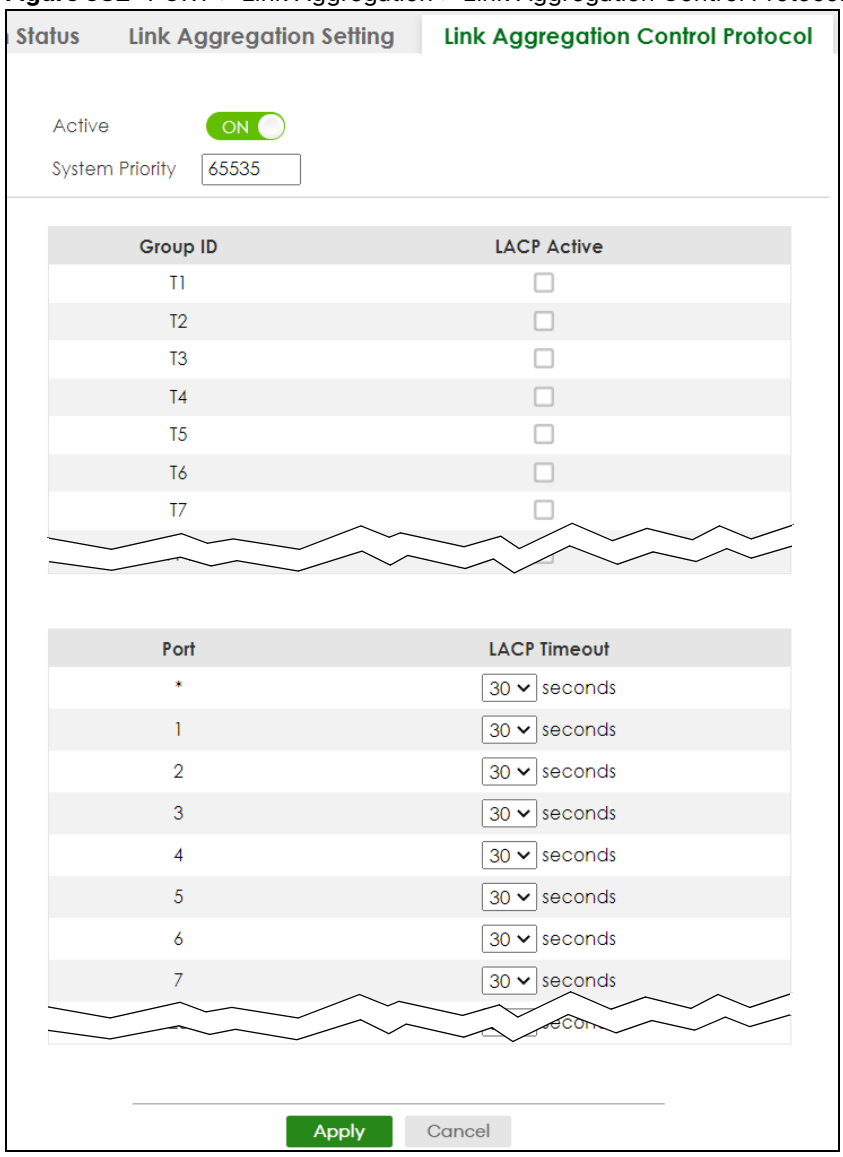
88.21 Link Aggregation Control Protocol

When you enable LACP link aggregation on a port, the port can automatically negotiate with the ports at the remote end of a link to establish trunk groups. LACP also allows port redundancy, that is, if an operational port fails, then one of the "standby" ports become operational without user intervention.

Click **PORT** > **Link Aggregation** > **Link Aggregation Control Protocol** to display the screen shown next.

Note: Do NOT configure this screen unless you want to enable dynamic link aggregation.

Figure 582 PORT > Link Aggregation > Link Aggregation Control Protocol



The following table describes the labels in this screen.

Table 408 PORT > Link Aggregation > Link Aggregation Control Protocol

LABEL	DESCRIPTION
Active	Enable the switch button to enable Link Aggregation Control Protocol (LACP).
System Priority	LACP system priority is a number between 1 and 65535. The switch with the lowest system priority (and lowest port number if system priority is the same) becomes the LACP "server". The LACP "server" controls the operation of LACP setup. Enter a number to set the priority of an active port using Link Aggregation Control Protocol (LACP). The smaller the number, the higher the priority level.
Use this section to enable LACP on trunks.	
Group ID	The field identifies the link aggregation group, that is, one logical link containing multiple ports.
LACP Active	Select this option to enable LACP for a trunk.
Use this section to configure LACP timeout on ports.	
Port	This field displays the port number.

Table 408 PORT > Link Aggregation > Link Aggregation Control Protocol (continued)

LABEL	DESCRIPTION
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
LACP Timeout	Timeout is the time interval between the individual port exchanges of LACP packets in order to check that the peer port in the trunk group is still up. If a port does not respond after three tries, then it is deemed to be “down” and is removed from the trunk. Set a short timeout (1 second) for busy trunked links to ensure that disabled ports are removed from the trunk group as soon as possible. Select either 1 second or 30 seconds.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

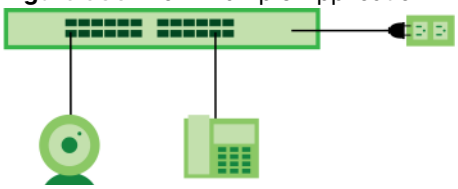
88.22 PoE Status

A powered device (PD) is a device such as an access point or a switch, that supports PoE (Power over Ethernet) so that it can receive power from another device through an Ethernet port.

You can also set priorities so that the Switch is able to reserve and allocate power to certain PDs.

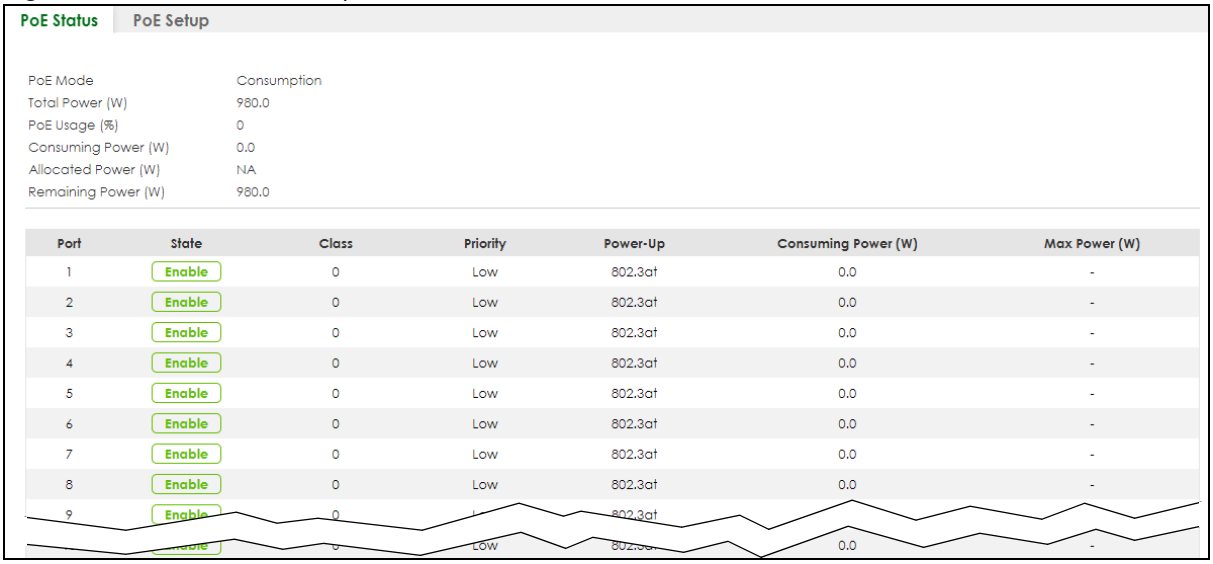
Note: The PoE (Power over Ethernet) devices that supply or receive power and their connected Ethernet cables must all be completely indoors.

Figure 583 PoE Example Application



To view the current amount of power that PDs are receiving from the Switch, click **PORT** > **PoE Setup** > **PoE Status**.

Figure 584 PORT > PoE Setup > PoE Status



The following table describes the labels in this screen.

Table 409 PORT > PoE Setup > PoE Status

LABEL	DESCRIPTION
PoE Mode	This field displays the power management mode used by the Switch, whether it is in **Classification** or **Consumption** mode.
Total Power (W)	This field displays the total power the Switch can provide to the connected PoE-enabled devices on the PoE ports.
PoE Usage (%)	This field displays the amount of power currently being supplied to connected PoE devices (PDs) as a percentage of the total PoE power the Switch can supply. When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD priority which you configured in **PORT** > **PoE Setup** > **PoE Setup**.
Consuming Power (W)	This field displays the amount of power the Switch is currently supplying to the connected PoE-enabled devices.
Allocated Power (W)	This field displays the total amount of power the Switch (in classification mode) has reserved for PoE after negotiating with the connected PoE devices. It shows **NA** when the Switch is in consumption mode. **Consuming Power (W)** can be less than or equal but not more than the **Allocated Power (W)**.
Remaining Power (W)	This field displays the amount of power the Switch can still provide for PoE. Note: The Switch must have at least 16 W of remaining power in order to supply power to a PoE device, even if the PoE device needs less than 16 W.
Port	This is the port index number.
State	This field shows which ports can receive power from the Switch. You can set this in Section 88.23 on page 749. • **Disable** – The PD connected to this port cannot get power supply. • **Enable** – The PD connected to this port can receive power.

Table 409 PORT > PoE Setup > PoE Status (continued)

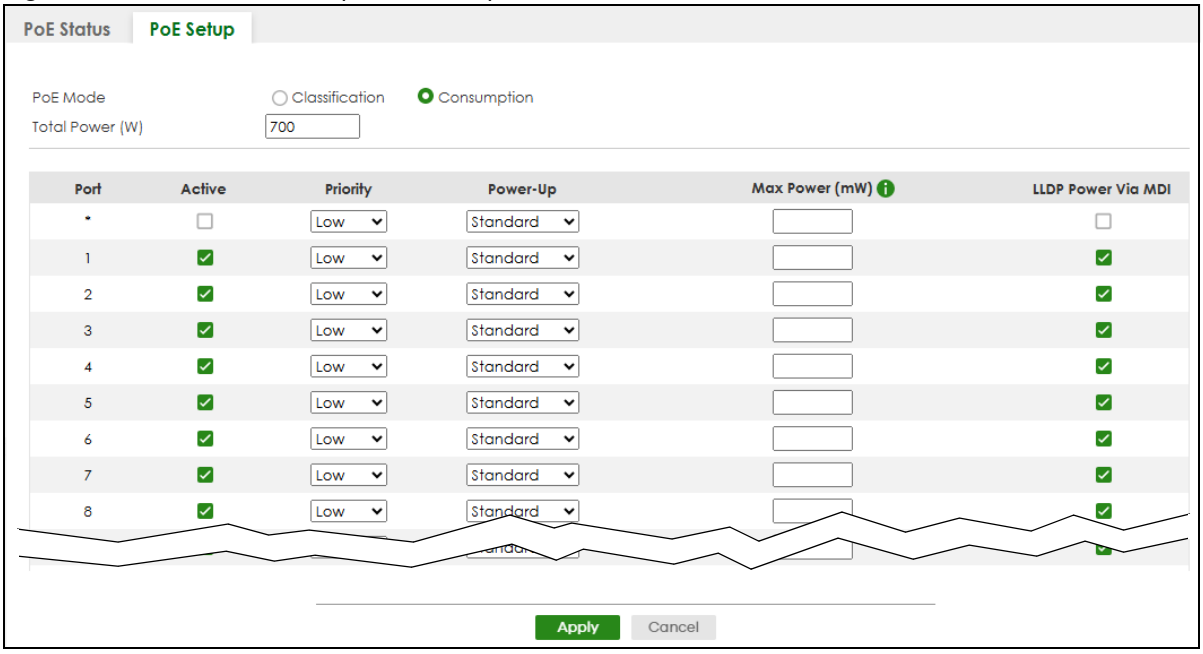
LABEL	DESCRIPTION
Class	This shows the power classification of the PD. Each PD has a specified maximum power that fall under one of the classes. The Class is a number from 0 to 6, where each value represents the range of power that the Switch provides to the PD. Each class corresponds to a default maximum power that can be extended in **Port** > **PoE Setup** > **PoE Setup** to the following values. • **Class 0** – default: 0.44 W to 15.4 W. • **Class 1** – default: 0.44 W to 4 W. • **Class 2** – default: 0.44 W to 7 W. • **Class 3** – default: 0.44 W to 15.4 W. • **Class 4** – default: 0.44 W to 30 W. • **Class 5** – default: 0.45 W to 45 W. • **Class 6** – default: 0.45 W to 60 W. • **Class 7** – default: 0.468 W to 75 W. • **Class 8** – default: 0.468 W to 90 W.
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the PD priority to allow the Switch to provide power to ports with higher priority first. • **Critical** has the highest priority. • **High** has the Switch assign power to the port after all critical priority ports are served. • **Low** has the Switch assign power to the port after all critical and high priority ports are served.
Power-Up	This field displays the PoE setting the Switch uses to provide power on this port.
Consuming Power (W)	This field displays the current amount of power consumed by the PD from the Switch on this port.
Max Power (W)	This field displays the maximum amount of power the PD could use from the Switch on this port.

88.23 PoE Setup

Use this screen to set the PoE power management mode, priority levels, power-up mode and the maximum amount of power for the connected PDs.

Click **PORT** > **PoE Setup** > **PoE Setup**, the following screen opens.

Figure 585 PORT > PoE Setup > PoE Setup



The following table describes the labels in this screen.

Table 410 PORT > PoE Setup > PoE Setup

LABEL	DESCRIPTION
PoE Mode	Select the power management mode you want the Switch to use. • **Classification** – Select this if you want the Switch to reserve the maximum power for each PD according to the PD's power class and priority level. If the total power supply runs out, PDs with lower priority do not get power to function. In this mode, the maximum power is reserved based on what you configure in **Max Power** or the standard power limit for each class. • **Consumption** – Select this if you want the Switch to supply the actual power that the PD needs. The Switch also allocates power based on a port's **Max Power** and the PD's power class and priority level. The Switch puts a limit on the maximum amount of power the PD can request and use. In this mode, the default maximum power that can be delivered to the PD is 33 W (IEEE 802.3at Class 4) or 22 W (IEEE 802.3af Classes 0 to 3).
Total Power (W)	By default, this field displays the total power the Switch can provide to the connected PoE-enabled devices on the PoE ports • XMG2230-28HP: **700** W (default). Enter a number ranging from 1 to 1440 W to set the maximum PoE power the PD(s) could use from this Switch. • XMG2230-52HP: **960** W (default). Enter a number ranging from 1 to 2400 W to set the maximum PoE power the PD(s) could use from this Switch. Note: This field is only for configuration when the Switch is powered up by DC power.
Port	This is the port index number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select this to provide power to a PD connected to the port. If left unchecked, the PD connected to the port cannot receive power from the Switch.

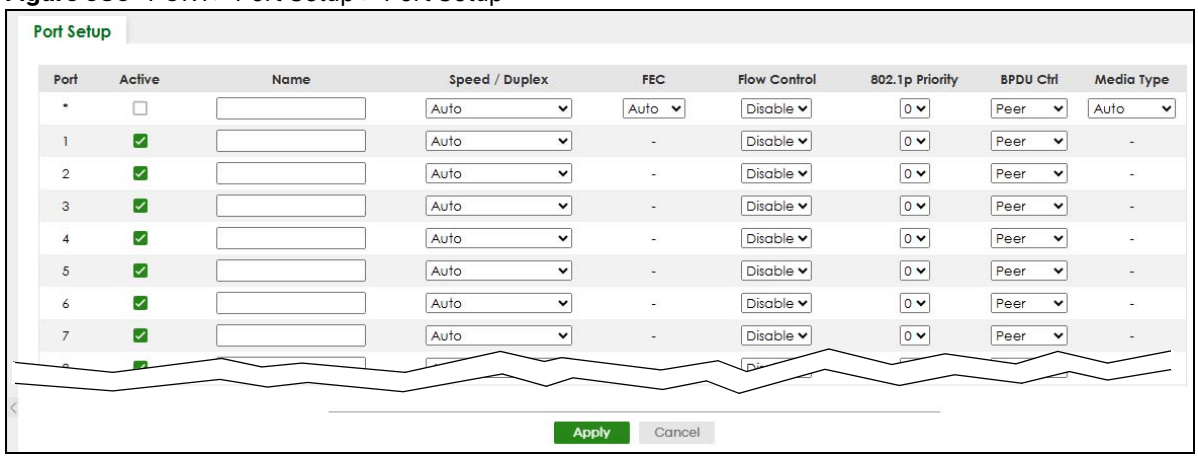
Table 410 PORT > PoE Setup > PoE Setup (continued)

LABEL	DESCRIPTION
Priority	When the total power requested by the PDs exceeds the total PoE power budget on the Switch, you can set the PD priority to allow the Switch to provide power to ports with higher priority. Select **Critical** to give the highest PD priority on the port. Select **High** to set the Switch to assign the remaining power to the port after all critical priority ports are served. Select **Low** to set the Switch to assign the remaining power to the port after all critical and high priority ports are served.
Power-Up	Set how the Switch provides power to a connected PD at power-up. **Standard** – the Switch follows the IEEE 802.3 Power over Ethernet standard to supply power to the connected PDs during power-up. **Compatible** – the Switch provides PD with power on the port without performing PoE classification. Select this if the connected PD does not comply with any PoE standard. Note: When you change the **Power-Up** mode, you need to do the following: • Disconnect and reconnect the Ethernet cable supplying PoE power from the port to the connected PD.
Max Power (mW)	Specify the maximum amount of power the PD could use from the Switch on this port. If you leave this field blank, the Switch refers to the standard or default maximum power for each class.
LLDP Power Via MDI	Select this to have the Switch negotiate PoE power with the PD connected to the port by transmitting LLDP Power Via MDI TLV frames. This helps the Switch allocate less power to the PD on this port. The connected PD must be able to request PoE power through LLDP. The Power Via MDI TLV allows PoE devices to advertise and discover the MDI power support capabilities of the sending port on the remote device. • Port Class • MDI Supported • MDI Enabled • Pair Controllable • PSE Power Pairs • Power Class
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.24 Port Setup

Use this screen to configure Switch port settings. Click **PORT** > **Port Setup** > **Port Setup** in the navigation panel to display the configuration screen.

Figure 586 PORT> Port Setup > Port Setup



The following table describes the labels in this screen.

Table 411 PORT > Port Setup > Port Setup

LABEL	DESCRIPTION
Port	This is the port index number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Active	Select this checkbox to enable a port. The factory default for all ports is enabled. A port must be enabled for data transmission to occur.
Name	Type a descriptive name that identifies this port. You can enter up to 128 printable ASCII characters except [?], [|], ['], or ["]. Note: Due to space limitations, the port name may be truncated in some Web Configurator screens.
Speed/Duplex	Select the speed and the duplex mode of the connection on this port. For an Ethernet port, the choices are **Auto**, **10-an** (10M/auto-negotiation), **100-an** (100M/auto-negotiation), **Auto-1G**, **10M / Half Duplex**, **10M / Full Duplex**, **100M / Half Duplex**, **100M / Full Duplex**, **1G / Full Duplex**, **2.5G / Full Duplex**, **5G / Full Duplex**, and **10G / Full Duplex**. For an SFP fiber port, the choices are **Auto**, **Auto-1G**, **100M / Full Duplex**, and **1G / Full Duplex**. For an SFP+ fiber port, the choices are **Auto**, **Auto-1G**, **1G / Full Duplex**, and **10G / Full Duplex**. For an SFP28 fiber port, the choices are **Auto**, **1G / Full Duplex**, **10G / Full Duplex**, **25G-an** (25G/auto-negotiation), and **25G / Full Duplex**. For a QSFP28 fiber port, the choices are **100G-an** (100G/auto-negotiation), and **100G / Full Duplex**. Selecting **Auto-1G** or **Auto** (auto-negotiation) allows one port to negotiate with a peer port automatically to obtain the connection speed and duplex mode that both ends support. When auto-negotiation is turned on, a port on the Switch negotiates with the peer automatically to determine the connection speed and duplex mode. If the peer port does not support auto-negotiation or turns off this feature, the Switch determines the connection speed by detecting the signal on the cable and using half duplex mode. When the Switch's auto-negotiation is turned off, a port uses the pre-configured speed and duplex mode when making a connection, therefore requiring you to make sure that the settings of the peer port are the same in order to connect.

Table 411 PORT > Port Setup > Port Setup (continued)

LABEL	DESCRIPTION
FEC	To minimize signal degradation of data at high transmission speeds (for example, 25 Gbps or 100 Gbps), set the same **FEC** (Forward Error Correction) type between the Switch and the connected device. Select **Auto** to allow both connected ports to automatically set the FEC type according to the following rules: • For 10G transceivers, the FEC type on the port will automatically be **None**. • For 25G transceivers, the FEC type on the port will automatically be **CL108**. • For 100G transceivers, the FEC type on the port will automatically be **None** if the transceiver type is 100G LR4/ER4; all other types of transceiver will automatically be **CL91**. Select **CL74** when both connected ports support 25 Gbps speed and require low latency in data transmission. Select **CL91** when both connected ports support 25 Gbps and 100 Gbps speeds. Select **CL108** when both connected ports support 25 Gbps speed but low latency in data transmission is not required. Alternatively, select **None** when you do not need to set the FEC type. Note: Make sure to set the correct **Speed/Duplex** on this screen.
Flow Control	A concentration of traffic on a port decreases port bandwidth and overflows buffer memory causing packet discards and frame losses. **Flow Control** is used to regulate transmission of signals to match the bandwidth of the receiving port. The Switch uses IEEE 802.3x flow control in full duplex mode. IEEE 802.3x flow control is used in full duplex mode to send a pause signal to the sending port, causing it to temporarily stop sending signals when the receiving port memory buffers fill. Select **Tx Rx** to allow the Switch port to send pause signal to the connected device, and for the connected device to send a pause signal to the Switch. The Switch will temporarily stop sending signals after receiving pause signal. Select **Tx** to allow the Switch port to send pause signal to the connected device. Select **Rx** to allow the connected device to send a pause signal to the Switch. The Switch will temporarily stop sending signals. Otherwise, select **Disable**. For the Switch model that do not support **Tx Rx**, **Tx**, or **Rx**, select **Flow Control** to enable it.
802.1p Priority	This priority value is added to incoming frames without a (802.1p) tag.
BPDU Ctrl	Configure the way to treat BPDUs received on this port. You must activate **Bridging Control Protocol Transparency** in the **SYSTEM** > **Switch Setup** screen first. Select **Peer** to process any BPDU (Bridge Protocol Data Units) received on this port. Select **Tunnel** to forward BPDUs received on this port. Select **Discard** to drop any BPDU received on this port. Select **Network** to process a BPDU with no VLAN tag and forward a tagged BPDU.

Table 411 PORT > Port Setup > Port Setup (continued)

LABEL	DESCRIPTION
Media Type	You can insert either an SFP+ transceiver or an SFP+ Direct Attach Copper (DAC) cable into the 10 Gigabit interface of the Switch. For the Switch model that do not support **Auto**, select the media type (**SFP+** / **DAC10G**) of the SFP+ module that is attached to the 10 Gigabit interface. For the Switch model that supports **Auto**, select the media type (**Auto** / **SFP+** / **DAC10G**) of the SFP+ module that is attached to the 10 Gigabit interface. The default setting is **Auto**. When **Auto** is selected, the Switch chooses **SFP+** or **DAC10G** mode based on the DDMI information. Note: **Auto** is only available for Zyxel transceivers and the **Speed/Duplex** field is set at **Auto** or **10G / Full Duplex**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.25 SWITCHING

The following sections introduce the **SWITCHING** screens.

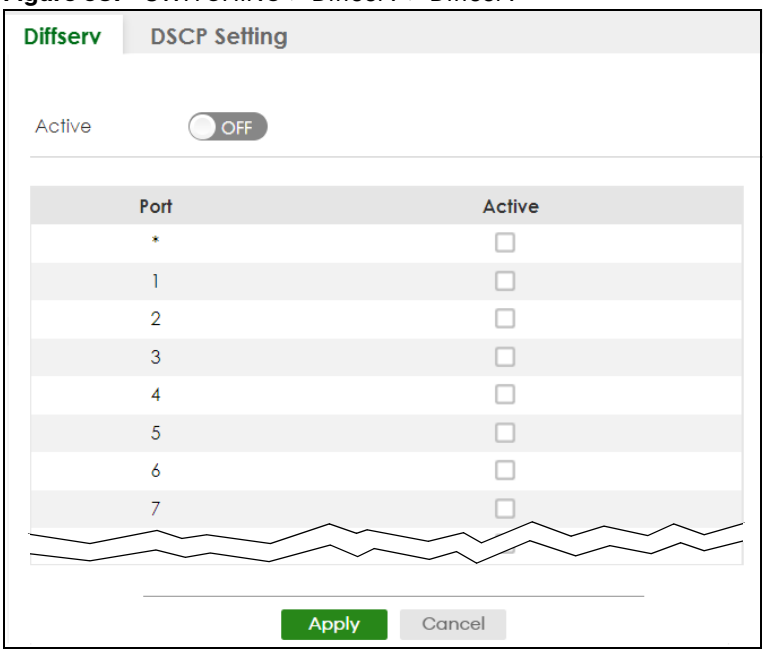
88.26 Differentiated Services

DiffServ is a class of service (CoS) model that marks packets so that they receive specific per-hop treatment at DiffServ-compliant network devices along the route based on the application types and traffic flow. Packets are marked with DiffServ Code Points (DSCPs) indicating the level of service desired. This allows the intermediary DiffServ-compliant network devices to handle the packets differently depending on the code points without the need to negotiate paths or remember state information for every flow. In addition, applications do not have to request a particular service or give advanced notice of where the traffic is going.

Activate DiffServ to apply marking rules or IEEE 802.1p priority mapping on the selected ports.

Click **SWITCHING** > **Diffserv** > **Diffserv** to display the screen as shown.

Figure 587 SWITCHING > Diffserv > Diffserv



The following table describes the labels in this screen.

Table 412 SWITCHING > Diffserv > Diffserv

LABEL	DESCRIPTION
Active	Enable the switch button to enable Diffserv on the Switch.
Port	This field displays the index number of a port on the Switch.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Active	Select **Active** to enable Diffserv on the port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.27 DSCP-to-IEEE 802.1p Priority Settings

You can configure the DSCP to IEEE 802.1p mapping to allow the Switch to prioritize all traffic based on the incoming DSCP value according to the DiffServ to IEEE 802.1p mapping table.

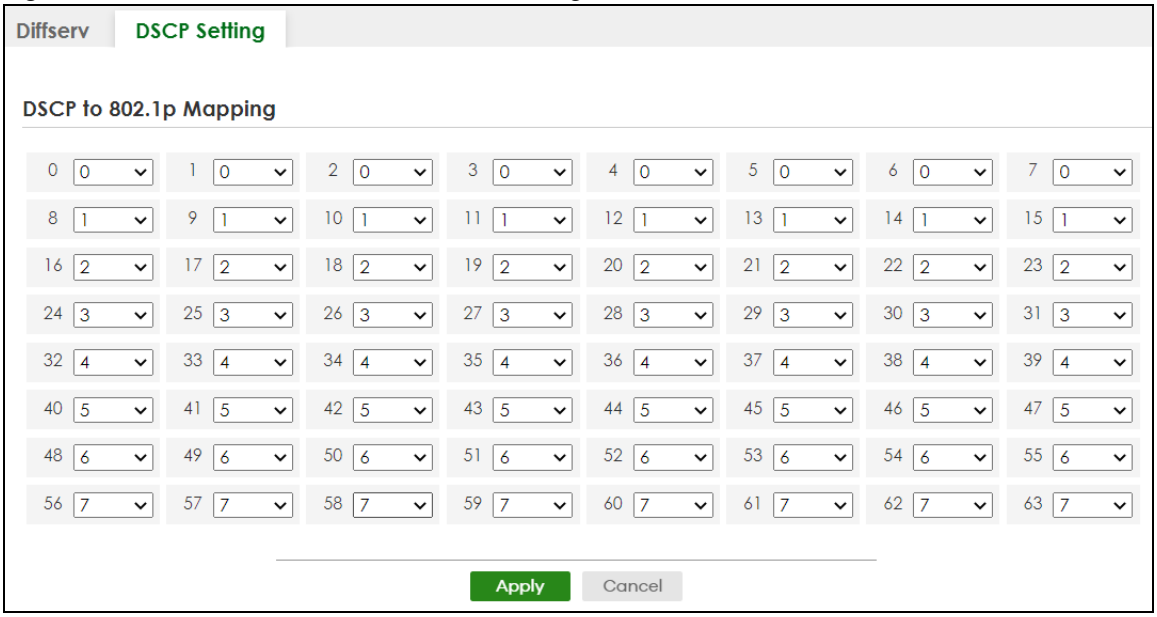
The following table shows the default DSCP-to-IEEE802.1p mapping.

Table 413 Default DSCP-IEEE 802.1p Mapping

DSCP VALUE	0 to 7	8 to 15	16 to 23	24 to 31	32 to 39	40 to 47	48 to 55	56 to 63
IEEE 802.1p	0	1	2	3	4	5	6	7

To change the DSCP-IEEE 802.1p mapping click **SWITCHING** > **Diffserv** > **DSCP Setting** to display the screen as shown next.

Figure 588 SWITCHING > Diffserv > DSCP Setting



The following table describes the labels in this screen.

Table 414 SWITCHING > Diffserv > DSCP Setting

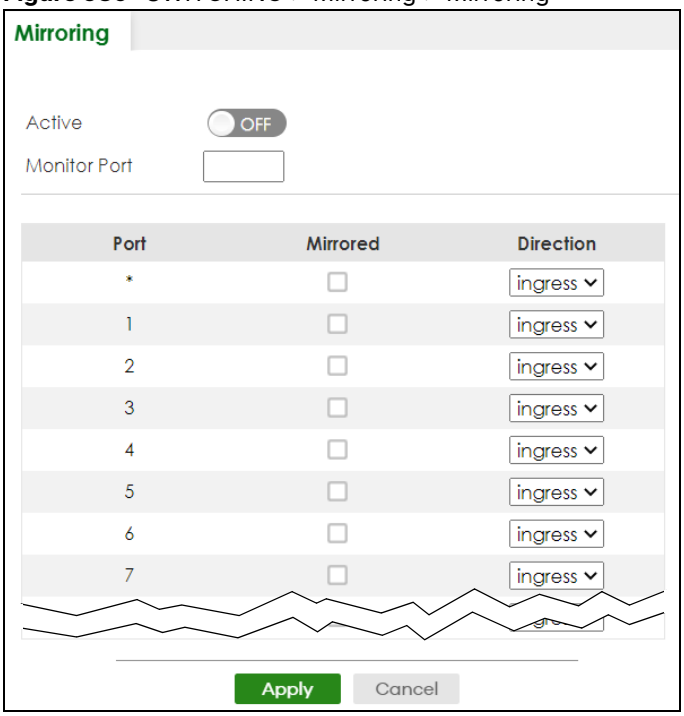
LABEL	DESCRIPTION
0 ... 63	This is the DSCP classification identification number. To set the IEEE 802.1p priority mapping, select the priority level from the drop-down list box.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.28 Port Mirroring

Port mirroring allows you to copy a traffic flow to a monitor port (the port you copy the traffic to) in order that you can examine the traffic from the monitor port without interference.

Click **SWITCHING** > **Mirroring** > **Mirroring** in the navigation panel to display the **Mirroring** screen. Use this screen to select a monitor port and specify the traffic flow to be copied to the monitor port.

Figure 589 SWITCHING > Mirroring > Mirroring



The following table describes the labels in this screen.

Table 415 SWITCHING > Mirroring > Mirroring

LABEL	DESCRIPTION
Active	Enable the switch button to activate port mirroring on the Switch. Disable the switch to disable the feature.
Monitor Port	The monitor port is the port you copy the traffic to in order to examine it in more detail without interfering with the traffic flow on the original ports. Type the port number of the monitor port. In Stacking mode, the first box field is the slot ID and the second field is the port number.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Mirrored	Select this option to mirror the traffic on a port.
Direction	Specify the direction of the traffic to mirror by selecting from the drop-down list box. Choices are **Egress** (outgoing), **Ingress** (incoming) and **Both**.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

88.29 Multicast

Traditionally, IP packets are transmitted in one of either two ways – Unicast (1 sender to 1 recipient) or Broadcast (1 sender to everybody on the network). Multicast delivers IP packets to just a group of hosts on the network.

IGMP (Internet Group Management Protocol) is a network-layer protocol used to establish membership in a multicast group – it is not used to carry user data. Refer to RFC 1112, RFC 2236 and RFC 3376 for information on IGMP versions 1, 2 and 3 respectively.

This section shows you how to configure various multicast features.

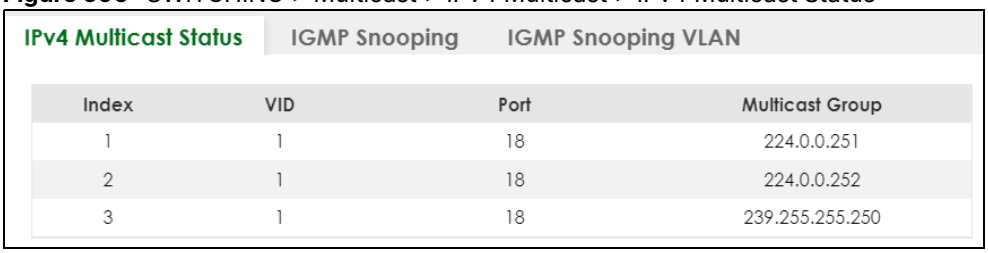
88.29.1 What You Can Do

- Use the **IPv4 Multicast Status** screen (Section 88.30 on page 758) to view multicast group information.
- Use the **IGMP Snooping** screen (Section 88.31 on page 759) to enable IGMP snooping to forward group multicast traffic only to ports that are members of that group.
- Use the **IGMP Snooping VLAN** screen (Section 88.32 on page 762) to perform IGMP snooping on up to 16 VLANs.
- Use the **IGMP Filtering Profile** screen (Section 88.33 on page 764) to specify a range of multicast groups that clients connected to the Switch are able to join.

88.30 IPv4 Multicast Status

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IPv4 Multicast Status** to display the screen as shown. This screen shows the IPv4 multicast group information.

Figure 590 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status



The following table describes the labels in this screen.

Table 416 SWITCHING > Multicast > IPv4 Multicast > IPv4 Multicast Status

LABEL	DESCRIPTION
Index	This is the index number of the entry.
VID	This field displays the multicast VLAN ID.
Port	This field displays the port number that belongs to the multicast group. In Stacking mode, the first number represents the slot and the second is the port number.
Multicast Group	This field displays IP multicast group addresses.

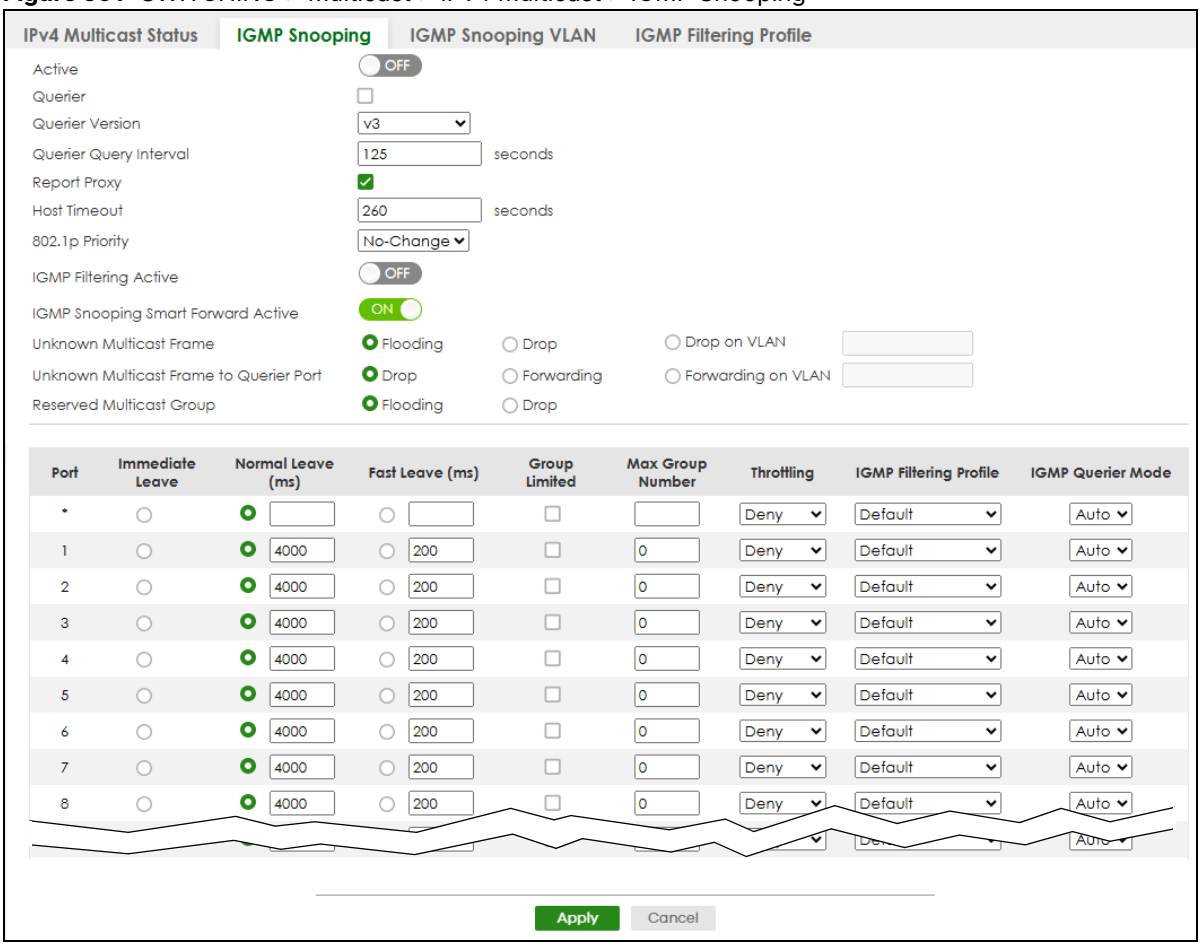
88.31 IGMP Snooping

A Switch can passively snoop on IGMP packets transferred between IP multicast routers or switches and IP multicast hosts to learn the IP multicast group membership. It checks IGMP packets passing through it, picks out the group registration information, and configures multicasting accordingly. IGMP snooping allows the Switch to learn multicast groups without you having to manually configure them.

The Switch forwards multicast traffic destined for multicast groups (that it has learned from IGMP snooping or that you have manually configured) to ports that are members of that group. IGMP snooping generates no additional network traffic, allowing you to significantly reduce multicast traffic passing through your Switch.

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** to display the screen as shown.

Figure 591 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping



The following table describes the labels in this screen.

Table 417 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping

LABEL	DESCRIPTION
Active	Enable the switch button to enable IGMP Snooping to forward group multicast traffic only to ports that are members of that group.
Querier	Select this to allow the Switch to send IGMP General Query messages to the VLANs with the multicast hosts attached.

Table 417 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

LABEL	DESCRIPTION
Querier Version	IGMP snooping query works only when both host and Switch support the same IGMP version. Select **v2** to allow the Switch to send IGMPv2 queries only. Select **v3** to allow the Switch to send IGMPv3 queries only.
Querier Query Interval	Enter the period in seconds (1 to 65535) between each IGMP snooping query. The Switch sends IGMP General Query messages after every query interval.
Report Proxy	Select this to allow the Switch to act as the IGMP report proxy and leave proxy. It will report group changes to a connected multicast router. The Switch not only checks IGMP packets between multicast routers or switches and multicast hosts to learn the multicast group membership, but also replaces the source MAC address in an IGMP v1/v2 report with its own MAC address before forwarding to the multicast router or switch. When the Switch receives more than one IGMP v1/v2 join report that requests to join the same multicast group, it only sends a new join report with its MAC address. This helps reduce the number of multicast join reports passed to the multicast router or switch. The Switch sends a leave message with its MAC address to the multicast router or switch only when it receives the leave message from the last host in a multicast group.
Host Timeout	Specify the time (from 1 to 16711450) in seconds that elapses before the Switch removes an IGMP group membership entry if it does not receive report messages from the port.
802.1p Priority	Select a priority level (0 to 7) to which the Switch changes the priority in outgoing IGMP control packets. Otherwise, select **No-Change** to not replace the priority.
IGMP Filtering Active	Enable the switch button to enable IGMP filtering to control which IGMP groups a subscriber on a port can join. If you enable IGMP filtering, you must create and assign IGMP filtering profiles for the ports that you want to allow to join multicast groups.
IGMP Snooping Smart Forward Active	Enable the switch button to enable sending of multicast frame to querier port and IGMP subscriber groups. Otherwise, the querier port forwards the frames only when it receives a join report and it belongs to the IGMP group.
Unknown Multicast Frame	Specify the action to perform when the Switch receives an unknown multicast frame. • Select **Flooding** to send the frames to all ports. • Select **Drop** to discard the frames. • Select **Drop on VLAN** and enter the VLAN ID numbers to discard the frames on the specified VLANs. Use a dash to specify consecutive VLANs and a comma (no spaces) to specify non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52.
Unknown Multicast Frame to Querier Port	Specify the action to perform when **Unknown Multicast Frame** is set to **Drop**. • Select **Drop** to discard the frames. • Select **Forwarding** to send the frames to all querier ports. • Select **Forwarding on VLAN** and enter the VLAN ID numbers to send the frames to the ports which are used as an IGMP query port on the specified VLANs. Use a dash to specify consecutive VLANs and a comma (no spaces) to specify non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52.

Table 417 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

LABEL	DESCRIPTION
Reserved Multicast Group	The IP address range of 224.0.0.0 to 224.0.0.255 are reserved for multicasting on the local network only. For example, 224.0.0.1 is for all hosts on a local network segment and 224.0.0.9 is used to send RIP routing information to all RIP v2 routers on the same network segment. A multicast router will not forward a packet with the destination IP address within this range to other networks. See the IANA web site for more information. The layer-2 multicast MAC addresses used by Cisco layer-2 protocols, 01:00:0C:CC:CC:CC and 01:00:0C:CC:CC:CD, are also included in this group. Specify the action to perform when the Switch receives a frame with a reserved multicast address. • Select **Flooding** to send the frames to all ports. • Select **Drop** to discard the frames.
Use this section to configure IGMP Snooping on each port.	
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Changes in this row are copied to all the ports as soon as you make them.
Immediate Leave	Select this option to set the Switch to remove this port from the multicast tree when an IGMP version 2 leave message is received on this port. Select this option if there is only one host connected to this port.
Normal Leave (ms) Normal Leave	Enter an IGMP normal leave timeout value (from 200 to 6348800) in miliseconds. Select this option to have the Switch use this timeout to update the forwarding table for the port. In normal leave mode, when the Switch receives an IGMP leave message from a host on a port, it forwards the message to the multicast router. The multicast router then sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. The Switch forwards the query message to all hosts connected to the port and waits for IGMP reports from hosts to update the forwarding table. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host. For the Switch model that do not support the timeout value, select this to set the Switch to wait for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
Fast Leave (ms)	Enter an IGMP fast leave timeout value (from 200 to 6348800) in miliseconds. Select this option to have the Switch use this timeout to update the forwarding table for the port. In fast leave mode, right after receiving an IGMP leave message from a host on a port, the Switch itself sends out an IGMP Group-Specific Query (GSQ) message to determine whether other hosts connected to the port should remain in the specific multicast group. This helps speed up the leave process. This defines how many seconds the Switch waits for an IGMP report before removing an IGMP snooping membership entry when an IGMP leave message is received on this port from a host.
Group Limited	Select this option to limit the number of multicast groups this port is allowed to join.
Max Group Number	Enter the number of multicast groups this port is allowed to join. Once a port is registered in the specified number of multicast groups, any new IGMP join report frames is dropped on this port.

Table 417 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping (continued)

LABEL	DESCRIPTION
Throttling	IGMP throttling controls how the Switch deals with the IGMP reports when the maximum number of the IGMP groups a port can join is reached. Select **Deny** to drop any new IGMP join report received on this port until an existing multicast forwarding table entry is aged out. Select **Replace** to replace an existing entry in the multicast forwarding table with the new IGMP reports received on this port.
IGMP Filtering Profile	Select the name of the IGMP filtering profile to use for this port. Otherwise, select **Default** to prohibit the port from joining any multicast group. You can create IGMP filtering profiles in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile** screen.
IGMP Querier Mode	The Switch treats an IGMP query port as being connected to an IGMP multicast router (or server). The Switch forwards IGMP join or leave packets to an IGMP query port. Select **Auto** to have the Switch use the port as an IGMP query port if the port receives IGMP query packets. Select **Fixed** to have the Switch always use the port as an IGMP query port. Select this when you connect an IGMP multicast server to the port. Select **Edge** to stop the Switch from using the port as an IGMP query port. The Switch will not keep any record of an IGMP router being connected to this port. The Switch does not forward IGMP join or leave packets to this port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

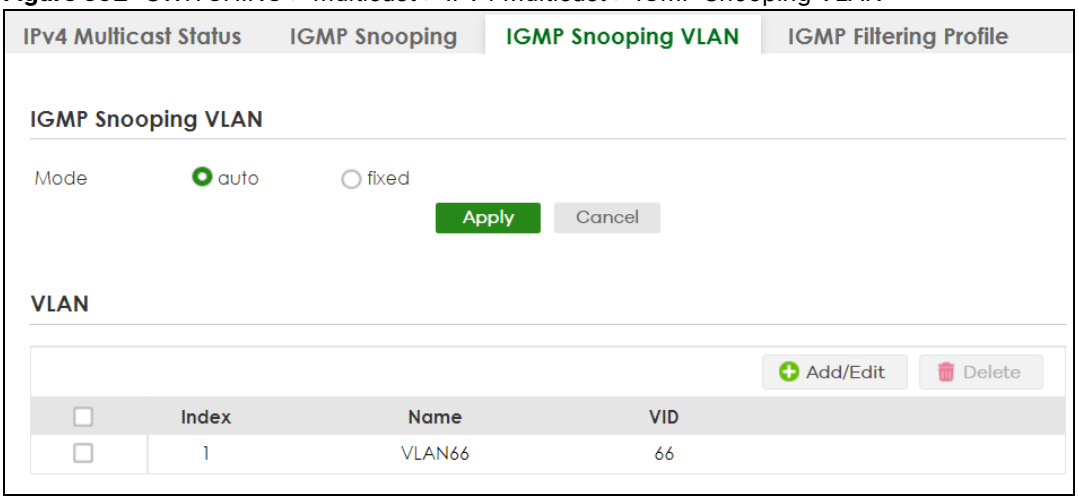
88.32 IGMP Snooping VLAN

You can configure the Switch to automatically learn multicast group membership of any VLANs. The Switch then performs IGMP snooping on the first 16 VLANs that send IGMP packets. This is referred to as auto mode. Alternatively, you can specify the VLANs that IGMP snooping should be performed on. This is referred to as fixed mode. In fixed mode the Switch does not learn multicast group membership of any VLANs other than those explicitly added as an IGMP snooping VLAN.

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping VLAN** to display the screen as shown.

Note: You can perform IGMP snooping on up to 16 VLANs.

Figure 592 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN



The following table describes the labels in this screen.

Table 418 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN

LABEL	DESCRIPTION
IGMP Snooping VLAN	
Mode	Select **auto** to have the Switch learn multicast group membership information of any VLANs automatically. Select **fixed** to have the Switch only learn multicast group membership information of the VLANs that you specify below. In either **auto** or **fixed** mode, the Switch can learn up to 16 VLANs. The Switch drops any IGMP control messages which do not belong to these 16 VLANs. You must also enable IGMP snooping in the **SWITCHING** > **Multicast** > **IGMP Snooping** screen first.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.
VLAN Use this section of the screen to add VLANs on which the Switch is to perform IGMP snooping.	
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the IGMP snooping VLAN entry in the table.
Name	This field displays the descriptive name for this VLAN group.
VID	This field displays the ID number of the VLAN group.
Add/Edit	Click **Add/Edit** to create a new entry or edit a selected one.
Delete	Click **Delete** to remove the selected entries.

88.32.1 Add/Edit IGMP Snooping VLANs

This screen allows you to add an IGMP snooping VLAN or edit an existing one.

To access this screen, click the **Add/Edit** button or select an entry from the list and click the **Add/Edit** button.

Figure 593 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit

The following table describes the labels in this screen.

Table 419 SWITCHING > Multicast > IPv4 Multicast > IGMP Snooping VLAN > Add/Edit

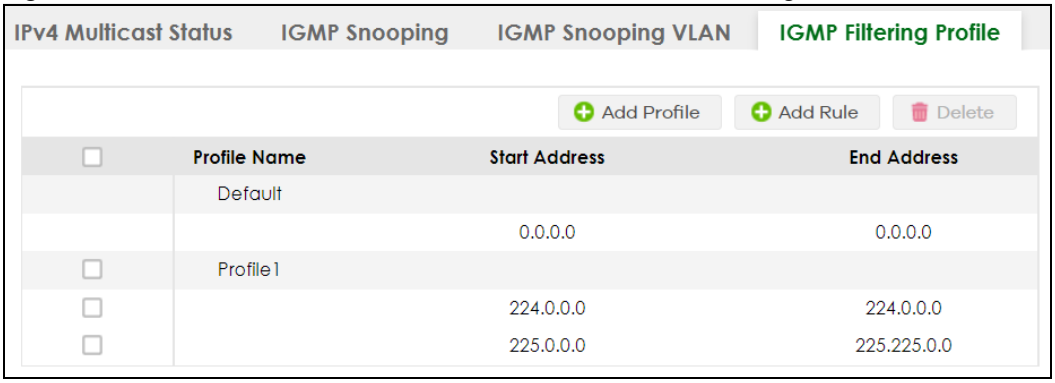
LABEL	DESCRIPTION
Name	Enter the descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["], or [,]) of the VLAN for identification purposes.
VID	Enter the ID of a static VLAN; the valid range is between 1 and 4094.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.33 IGMP Filtering Profile

An IGMP filtering profile specifies a range of multicast groups that clients connected to the Switch are able to join. A profile contains a range of multicast IP addresses which you want clients to be able to join. Profiles are assigned to ports (in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Snooping** screen). Clients connected to those ports are then able to join the multicast groups specified in the profile. Each port can be assigned a single profile. A profile can be assigned to multiple ports.

Click **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile** link to display the screen as shown.

Figure 594 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile



The following table describes the labels in this screen.

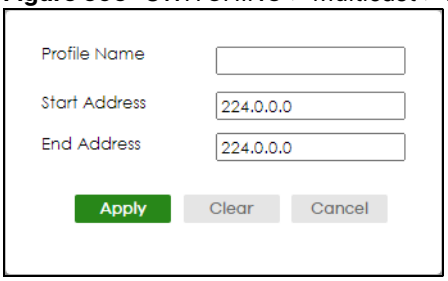
Table 420 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile

LABEL	DESCRIPTION
Profile Name	This field displays the descriptive name of the profile.
Start Address	This field displays the start of the multicast address range.
End Address	This field displays the end of the multicast address range.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add Profile	Click this to add a new IGMP filtering profile.
Add Rule	Click **Add Rule** to add a new rule and specify the profile it belongs to in the **Add Rule** screen. You can also select a profile entry and click **Add Rule** to add an additional rule for the selected profile.
Delete	Select a profile and click **Delete** to remove the selected profile and the accompanying rules. Select a rule from a profile and click **Delete** to remove the selected rule.

88.33.1 Add IGMP Filtering Profile

To access this screen, click the **Add Profile** button in the **SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile screen**.

Figure 595 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Profile



The following table describes the labels in this screen.

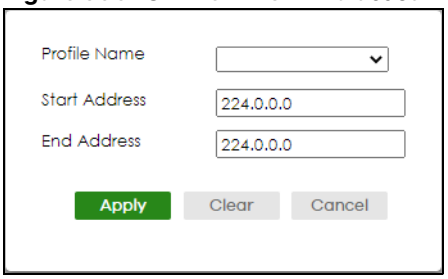
Table 421 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Profile

LABEL	DESCRIPTION
Profile Name	Enter a descriptive name for the profile for identification purposes. You can enter up to 32 printable ASCII characters except [?], [|], ['], ["], or [,].
Start Address	Enter the starting multicast IP address for a range of multicast IP addresses that you want to belong to the IGMP filter profile.
End Address	Enter the ending multicast IP address for a range of IP addresses that you want to belong to the IGMP filter profile. If you want to add a single multicast IP address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.33.2 Add IGMP Filtering Rule

Click **Add Rule in the SWITCHING** > **Multicast** > **IPv4 Multicast** > **IGMP Filtering Profile** screen to access this screen.

Figure 596 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Rule



The following table describes the labels in this screen.

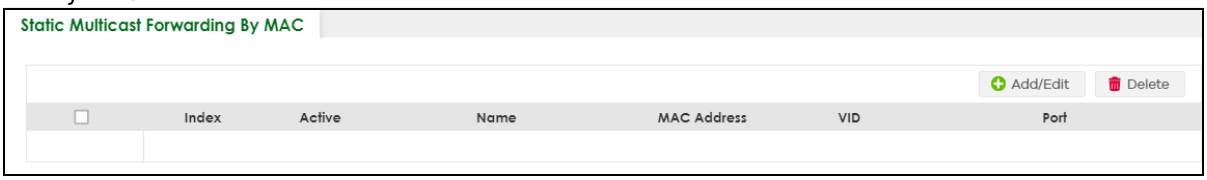
Table 422 SWITCHING > Multicast > IPv4 Multicast > IGMP Filtering Profile > Add Rule

LABEL	DESCRIPTION
Profile Name	Select a profile from the drop-down list to add a additional rule for the existing profile.
Start Address	Enter the starting multicast IP address for a range of multicast IP addresses that you want to belong to the IGMP filter profile.
End Address	Enter the ending multicast IP address for a range of IP addresses that you want to belong to the IGMP filter profile. If you want to add a single multicast IP address, enter it in both the **Start Address** and **End Address** fields.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.34 Static Multicast Forwarding By MAC

Use this screen to view and configure static multicast MAC addresses for ports to receive the multicast stream. Click **SWITCHING** > **Multicast** > **Static Multicast Forwarding By MAC** > **Static Multicast Forwarding By MAC** to display the screen as shown next.

Figure 597 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Static Multicast Forwarding By MAC



The following table describes the labels in this screen.

Table 423 SWITCHING > Multicast > Static Multicast Forwarding By MAC > Static Multicast Forwarding By MAC

LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the static multicast MAC address rule.
Active	This field displays whether a static multicast MAC address forwarding rule is active or not. You may temporarily deactivate a rule without deleting it.
Name	This field displays the descriptive name for identification purposes for a static multicast MAC address-forwarding rule.
MAC Address	This field displays the multicast MAC address that identifies a multicast group.
VID	This field displays the ID number of a VLAN group to which frames containing the specified multicast MAC address will be forwarded.
Port	This field displays the ports within an identified VLAN group to which frames containing the specified multicast MAC address will be forwarded.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

88.35 Configure Static Multicast Forwarding by IP

Use this screen to configure static multicast IPv4 addresses for ports to receive the multicast stream. Click **SWITCHING** > **Multicast** > **Static Multicast Forwarding By IP** to display the screen as shown next.

Figure 598 SWITCHING > Multicast > Static Multicast Forwarding By IP

The following table describes the labels in this screen.

Table 424 SWITCHING > Multicast > Static Multicast Forwarding By IP

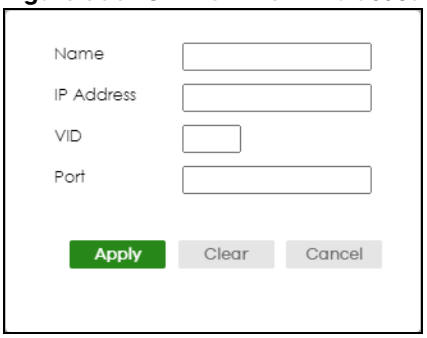
LABEL	DESCRIPTION
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Index	This is the index number of the static multicast IP address rule.
Name	This field displays the descriptive name for identification purposes for a static multicast IP address-forwarding rule.
IP Address	This field displays the multicast IP address that identifies a multicast group.
VID	This field displays the ID number of a VLAN group to which frames containing the specified multicast IP address will be forwarded.
Port	This field displays the ports within an identified VLAN group to which frames containing the specified multicast IP address will be forwarded.
Add/Edit	Click **Add/Edit** to add a new rule or edit a selected one.
Delete	Click **Delete** to remove the selected rules.

88.35.1 Add/Edit a Static Multicast Address By IP

Use this screen to configure ports and VLAN to receive the multicast stream with this multicast IPv4 address.

Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **Multicast** > **Static Multicast Forwarding By IP** to display this screen.

Figure 599 SWITCHING > Multicast > Static Multicast Forwarding By IP > Add/Edit



The following table describes the labels in this screen.

Table 425 SWITCHING > Multicast > Static Multicast Forwarding By IP > Add/Edit

LABEL	DESCRIPTION
Name	Enter a descriptive name (up to 32 printable ASCII characters except [?], [|], ['], ["] or [,]) for this static multicast IPv4 address forwarding rule. This is for identification only.
IP Address	Enter a multicast IPv4 address (224.0.0.0 – 239.255.255.255) which identifies the multicast group.
VID	You can forward frames with matching destination multicast IPv4 address to ports within a VLAN group. Enter the ID that identifies the VLAN group here. If you do NOT have a specific target VLAN, enter 1.
Port	Enter the ports where frames with destination multicast IPv4 address that matched the entry above are forwarded. You can enter multiple ports separated by (no space) comma (,) or hyphen (-). For example, enter “3-5” for ports 3, 4, and 5. Enter “3,5,7” for ports 3, 5, and 7.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.36 VLAN

This section shows you how to configure 802.1Q tagged and port-based VLANs.

88.36.1 What You Can Do

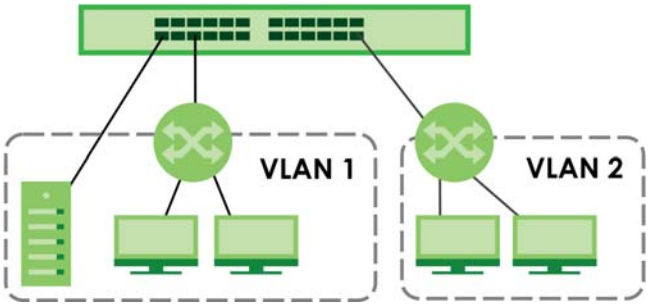
- Use the **VLAN Status** screen (Section 88.37 on page 771) to view and search all static VLAN groups.
- Use the **VLAN Details** screen (Section 88.37.1 on page 772) to view detailed port settings and status of the static VLAN group.
- Use the **Static VLAN** screen (Section 88.38 on page 773) to configure a static VLAN for the Switch.

- Use the **VLAN Port Setup** screen (Section 88.39 on page 776) to configure the static VLAN (IEEE 802.1Q) settings on a port.
- Use the **Port-Based VLAN Setup** screen (Section 88.40 on page 777) to set up VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

88.36.2 What You Need to Know

Read this section to know more about VLAN and how to configure the screens.

Figure 600 Shared Server Using VLAN Example



IEEE 802.1Q Tagged VLANs

A tagged VLAN uses an explicit tag (VLAN ID) in the MAC header to identify the VLAN membership of a frame across bridges – they are not confined to the switch on which they were created. The VLANs can be created statically by hand dynamically through GVRP. The VLAN ID associates a frame with a specific VLAN and provides the information that switches need to process the frame across the network. A tagged frame is 4 bytes longer than an untagged frame and contains 2 bytes of TPID (Tag Protocol Identifier, residing within the type or length field of the Ethernet frame) and 2 bytes of TCI (Tag Control Information, starts after the source address field of the Ethernet frame).

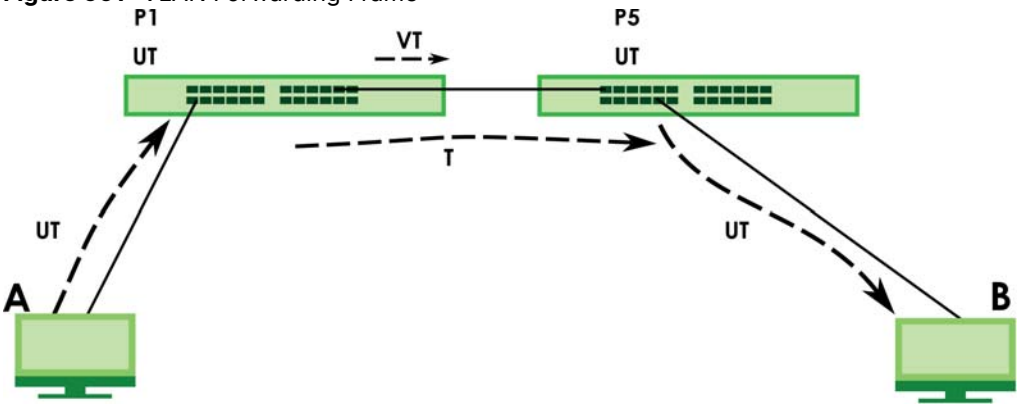
The CFI (Canonical Format Indicator) is a single-bit flag, always set to zero for Ethernet switches. If a frame received at an Ethernet port has a CFI set to 1, then that frame should not be forwarded as it is to an untagged port. The remaining twelve bits define the VLAN ID, giving a possible maximum number of 4,096 VLANs. Note that user priority and VLAN ID are independent of each other. A frame with VID (VLAN Identifier) of null (0) is called a priority frame, meaning that only the priority level is significant and the default VID of the ingress port is given as the VID of the frame. Of the 4,096 possible VIDs, a VID of 0 is used to identify priority frames and value 4095 (FFF) is reserved, so the maximum possible VLAN configurations are 4,094.

TPID	User Priority	CFI	VLAN ID
2 Bytes	3 Bits	1 Bit	12 bits

Forwarding Tagged and Untagged Frames

Each port on the Switch is capable of passing tagged (**T**) or untagged (**UT**) frames. To forward a frame from an 802.1Q VLAN-aware switch to an 802.1Q VLAN-unaware switch, the Switch first decides where to forward the frame and then strips off the VLAN tag (**VT**). To forward a frame from an 802.1Q VLAN-unaware switch to an 802.1Q VLAN-aware switch, the Switch first decides where to forward the frame, and then inserts a VLAN tag (**VT**) reflecting the ingress port's default VID. The default PVID is VLAN 1 for all ports, but this can be changed.

Figure 601 VLAN Forwarding Frame



A broadcast frame (or a multicast frame for a multicast group that is known by the system) is duplicated only on ports that are members of the VID (except the ingress port itself), thus confining the broadcast to a specific domain.

88.36.2.1 Automatic VLAN Registration

GARP and GVRP are the protocols used to automatically register VLAN membership across switches.

GARP

GARP (Generic Attribute Registration Protocol) allows network switches to register and de-register attribute values with other GARP participants within a bridged LAN. GARP is a protocol that provides a generic mechanism for protocols that serve a more specific application, for example, GVRP.

GARP Timers

Switches join VLANs by making a declaration. A declaration is made by issuing a Join message using GARP. Declarations are withdrawn by issuing a Leave message. A Leave All message terminates all registrations. GARP timers set declaration timeout values.

GVRP

GVRP (GARP VLAN Registration Protocol) is a registration protocol that defines a way for switches to register necessary VLAN members on ports across the network. Enable this function to permit VLAN groups beyond the local Switch.

Please refer to the following table for common IEEE 802.1Q VLAN terminology.

Table 426 IEEE 802.1Q VLAN Terminology

VLAN PARAMETER	TERM	DESCRIPTION
VLAN Type	Permanent VLAN	This is a static VLAN created manually.
	Dynamic VLAN	This is a VLAN configured by a GVRP registration or de-registration process.
VLAN Administrative Control	Registration Fixed	Fixed registration ports are permanent VLAN members.
	Registration Forbidden	Ports with registration forbidden are forbidden to join the specified VLAN.
	Normal Registration	Ports dynamically join a VLAN using GVRP.

Table 426 IEEE 802.1Q VLAN Terminology (continued)

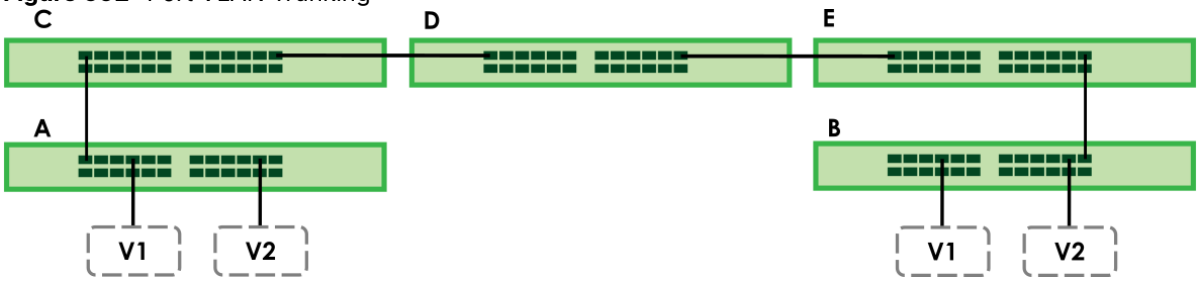
VLAN PARAMETER	TERM	DESCRIPTION
VLAN Tag Control	Tagged	Ports belonging to the specified VLAN tag all outgoing frames transmitted.
	Untagged	Ports belonging to the specified VLAN do not tag all outgoing frames transmitted.
VLAN Port	Port VID	This is the VLAN ID assigned to untagged frames that this port received.
	Acceptable Frame Type	You may choose to accept both tagged and untagged incoming frames, just tagged incoming frames or just untagged incoming frames on a port.
	Ingress filtering	If set, the Switch discards incoming frames for VLANs that do not have this port as a member.

88.36.2.2 Port VLAN Trunking

Enable **VLAN Trunking** on a port to allow frames belonging to unknown VLAN groups to pass through that port. This is useful if you want to set up VLAN groups on end devices without having to configure the same VLAN groups on intermediary devices.

Refer to the following figure. Suppose you want to create VLAN groups 1 and 2 (**V1** and **V2**) on switches **A** and **B**. Without **VLAN Trunking**, you must configure VLAN groups 1 and 2 on all intermediary switches **C**, **D** and **E**; otherwise they will drop frames with unknown VLAN group tags. However, with **VLAN Trunking** enabled on ports in each intermediary switch you only need to create VLAN groups in the end devices (**A** and **B**). **C**, **D** and **E** automatically allow frames with VLAN group tags 1 and 2 (VLAN groups that are unknown to those switches) to pass through their VLAN trunking ports.

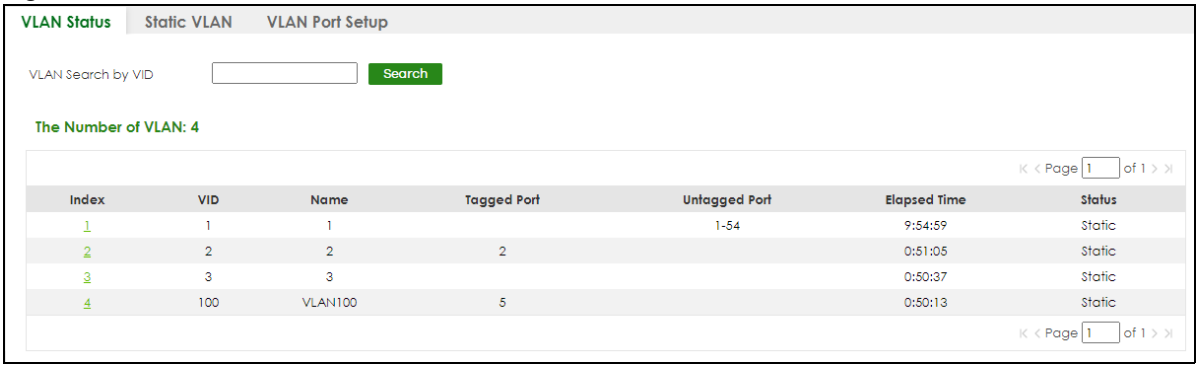
Figure 602 Port VLAN Trunking



88.37 VLAN Status

Use this screen to view and search all static VLAN groups. Click **SWITCHING** > **VLAN** > **VLAN Status** from the navigation panel to display the screen as shown next.

Figure 603 SWITCHING > VLAN > VLAN Status



The following table describes the labels in this screen.

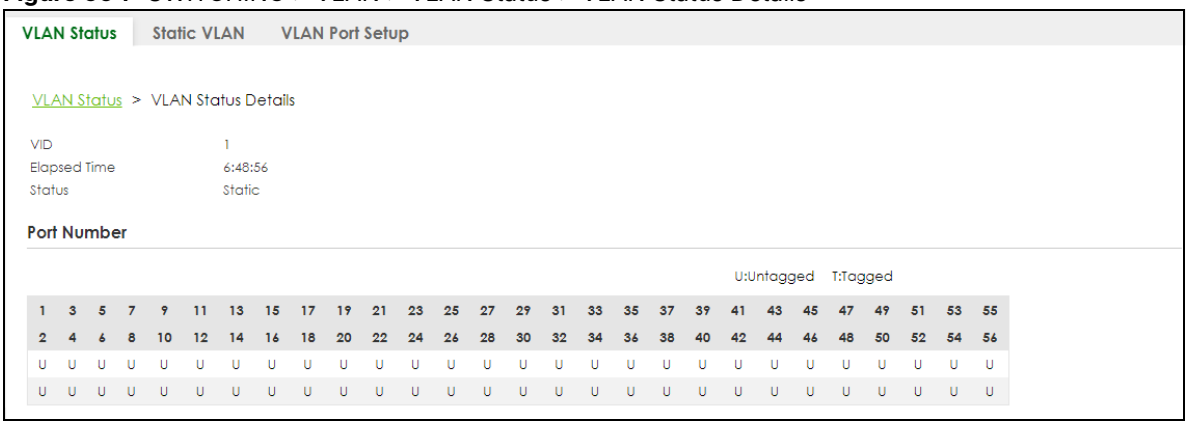
Table 427 SWITCHING > VLAN > VLAN Status

LABEL	DESCRIPTION
VLAN Search by VID	Enter (an) existing VLAN ID numbers (use a comma (,) to separate individual VLANs or a hyphen (-) to indicate a range of VLANs. For example, “3,4” or “3-9”) and click **Search** to display only the specified VLANs in the list below. Leave this field blank and click **Search** to display all VLANs configured on the Switch.
The Number of VLAN	This is the number of VLANs configured on the Switch.
The Number of Search Results	This is the number of VLANs that match the searching criteria and display in the list below. This field displays only when you use the **Search** button to look for certain VLANs.
Index	This is the VLAN index number. Click an index number to view more VLAN details.
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Name	This fields shows the descriptive name of the VLAN.
Tagged Port	This field shows the tagged ports that are participating in the VLAN.
Untagged Port	This field shows the untagged ports that are participating in the VLAN.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.
Status	This field shows how this VLAN was added to the Switch. • **Dynamic** – using GVRP • **Static** – added as a permanent VLAN • **Voice** – manually added as a Voice VLAN

88.37.1 VLAN Details

Use this screen to view detailed port settings and status of the static VLAN group. Click an index number in the **VLAN Status** screen to display VLAN details.

Figure 604 SWITCHING > VLAN > VLAN Status > VLAN Status Details



The following table describes the labels in this screen.

Table 428 SWITCHING > VLAN > VLAN Status > VLAN Status Details

LABEL	DESCRIPTION
VID	This is the VLAN identification number that was configured in the corresponding VLAN configuration screen.
Elapsed Time	This field shows how long it has been since a normal VLAN was registered or a static VLAN was set up.
Status	This field shows how this VLAN was added to the Switch. • **Dynamic**: using GVRP • **Static**: added as a permanent entry
Port Number	This section displays the ports that are participating in a VLAN. A tagged port is marked as **T**, an untagged port is marked as **U** and ports not participating in a VLAN are marked as "**–**".

88.38 Configure a Static VLAN

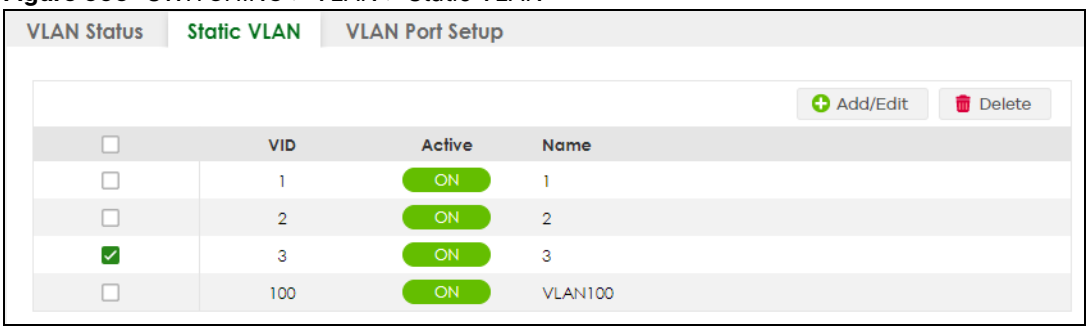
Use a static VLAN to decide whether an incoming frame on a port should be

- sent to a VLAN group as normal depending on its VLAN tag.
- sent to a group whether it has a VLAN tag or not.
- blocked from a VLAN group regardless of its VLAN tag.

You can also tag all outgoing frames (that were previously untagged) from a port with the specified VID.

Use this screen to view and configure a static VLAN for the Switch. Click **SWITCHING** > **VLAN** > **Static VLAN** to display the screen as shown next.

Figure 605 SWITCHING > VLAN > Static VLAN



The following table describes the related labels in this screen.

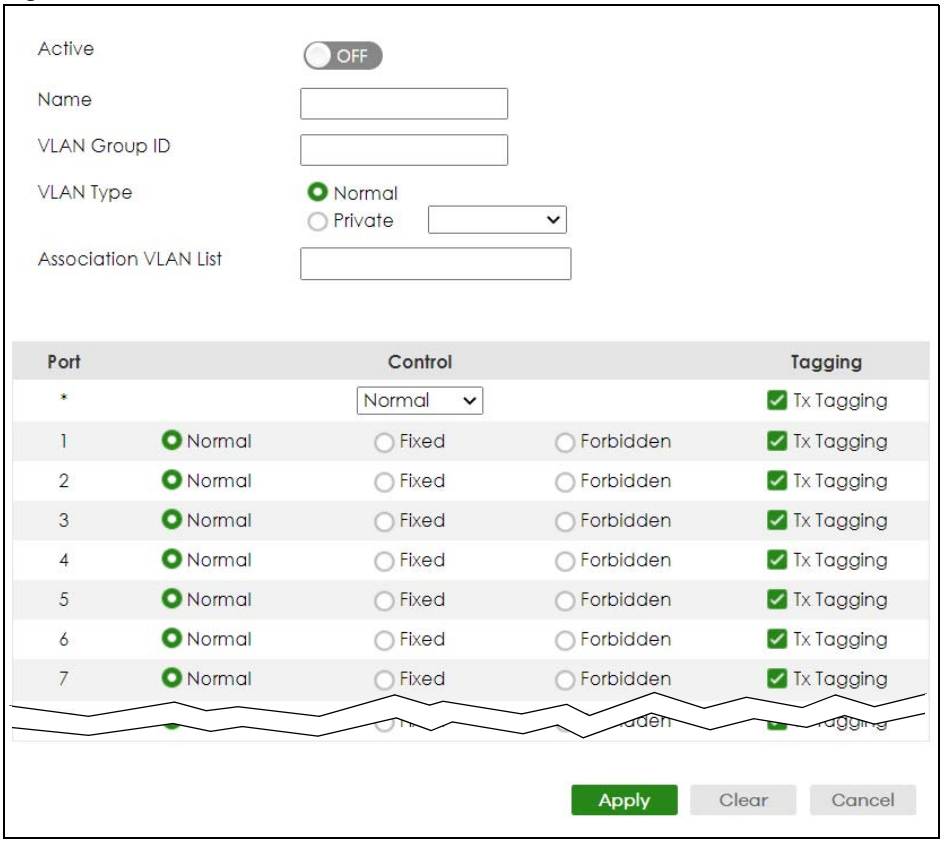
Table 429 SWITCHING > VLAN > Static VLAN

LABEL	DESCRIPTION
VID	This field displays the ID number of the VLAN group.
Active	This field indicates whether the VLAN settings are enabled or disabled.
Name	This field displays the descriptive name for this VLAN group.
	Select an entry's checkbox to select a specific entry. Otherwise, select the checkbox in the table heading row to select all entries.
Add/Edit	Click **Add/Edit** to add a new static VLAN or edit a selected one.
Delete	Click **Delete** to remove the selected static VLAN.

88.38.1 Add/Edit a Static VLAN

Use this screen to configure a static VLAN for the Switch. Click **Add/Edit**, or select an entry and click **Add/Edit** in the **SWITCHING** > **VLAN** > **Static VLAN** screen to display this screen.

Figure 606 SWITCHING > VLAN > Static VLAN > Add/Edit



The following table describes the related labels in this screen.

Table 430 SWITCHING > VLAN > Static VLAN > Add/Edit

LABEL	DESCRIPTION
Active	Enable the switch button to activate the VLAN settings.
Name	Enter a descriptive name for the VLAN group for identification purposes. This name consists of up to 64 printable ASCII characters. The string should not contain [?], [|], ['], ["], or [,].
VLAN Group ID	Enter the VLAN ID for this static entry; the valid range is between 1 and 4094.
VLAN Type	Select **Normal** (static) or **Private**. For **Private** VLANs, select **Primary**, **Isolated** or **Community**.
Association VLAN List	**Primary** private VLANs can associate with several (secondary) **Community** private VLANs and up to one (secondary) **Isolated** private VLAN. You only configure **VLAN Association List** for **Primary** private VLANs. Use a dash to associate consecutive VLANs and a comma (no spaces) to associate non-consecutive VLANs. For example, 51–53 includes 51, 52 and 53, but 51,53 does not include 52. Secondary private VLANs can only be associated with one primary private VLAN.
Port	The port number identifies the port you are configuring.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

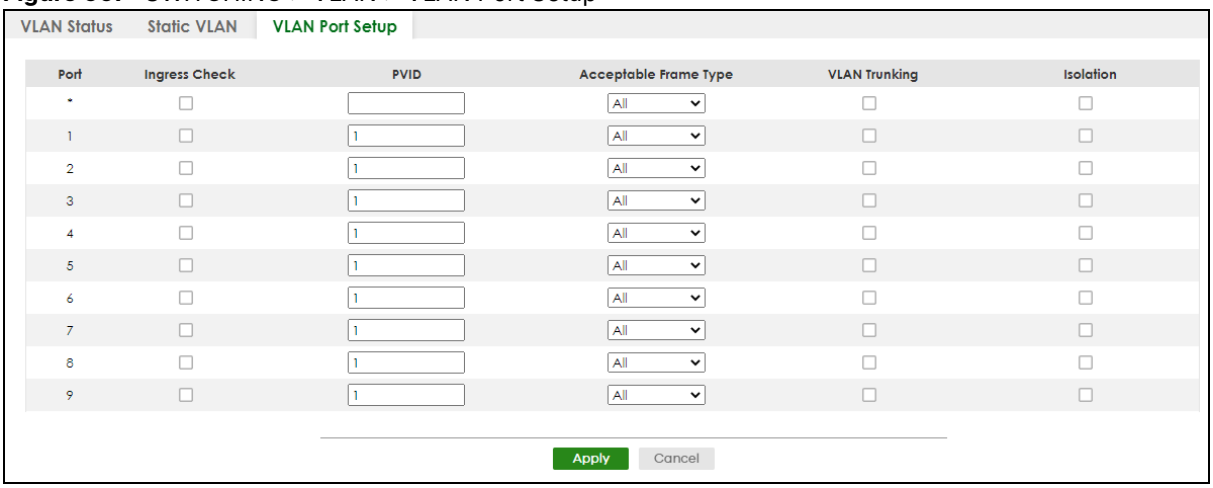
Table 430 SWITCHING > VLAN > Static VLAN > Add/Edit (continued)

LABEL	DESCRIPTION
Control	Select **Normal** for the port to dynamically join this VLAN group using GVRP. This is the default selection. Select **Fixed** for the port to be a permanent member of this VLAN group. Select **Forbidden** if you want to prohibit the port from joining this VLAN group.
Tagging	Select **Tx Tagging** if you want the port to tag all outgoing frames transmitted with this VLAN Group ID.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Clear	Click **Clear** to clear the fields to the factory defaults.
Cancel	Click **Cancel** to not save the configuration you make and return to the last screen.

88.39 VLAN Port Setup

Use this screen to configure the static VLAN (IEEE 802.1Q) settings on a port. Click **SWITCHING** > **VLAN** > **VLAN Port Setup** to display the screen as shown.

Figure 607 SWITCHING > VLAN > VLAN Port Setup



The following table describes the labels in this screen.

Table 431 SWITCHING > VLAN > VLAN Port Setup

LABEL	DESCRIPTION
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.

Table 431 SWITCHING > VLAN > VLAN Port Setup (continued)

LABEL	DESCRIPTION
Ingress Check	If this checkbox is selected, the Switch discards incoming frames on a port for VLANs that do not include this port in its member set. Clear this checkbox to disable ingress filtering.
PVID	A PVID (Port VLAN ID) is a tag that adds to incoming untagged frames received on a port so that the frames are forwarded to the VLAN group that the tag defines. Enter a number between 1and 4094 as the port VLAN ID.
Acceptable Frame Type	Specify the type of frames allowed on a port. Choices are **All**, **Tag Only** and **Untag Only**. Select **All** from the drop-down list box to accept all untagged or tagged frames on this port. This is the default setting. Select **Tag Only** to accept only tagged frames on this port. All untagged frames will be dropped. Select **Untag Only** to accept only untagged frames on this port. All tagged frames will be dropped.
VLAN Trunking	Enable **VLAN Trunking** on ports connected to other switches or routers (but not ports directly connected to end users) to allow frames belonging to unknown VLAN groups to pass through the Switch.
Isolation	Select this to allows this port to communicate only with the CPU management port and the ports on which the isolation feature is NOT enabled.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.40 Port-Based VLAN Setup

Port-based VLANs are VLANs where the packet forwarding decision is based on the destination MAC address and its associated port.

Port-based VLANs require allowed outgoing ports to be defined for each port. Therefore, if you wish to allow two subscriber ports to talk to each other, for example, between conference rooms in a hotel, you must define the egress (an egress port is an outgoing port, that is, a port through which a data packet leaves) for both ports.

Port-based VLANs are specific only to the Switch on which they were created.

Note: When you activate port-based VLAN, the Switch uses a default VLAN ID of 1. You cannot change it.

Note: In screens (such as **SYSTEM** > **IP Setup** > **IP Setup**) that require a VID, you must enter 1 as the VID.

The port-based VLAN setup screen is shown next. The **CPU** management port forms a VLAN with all Ethernet ports.

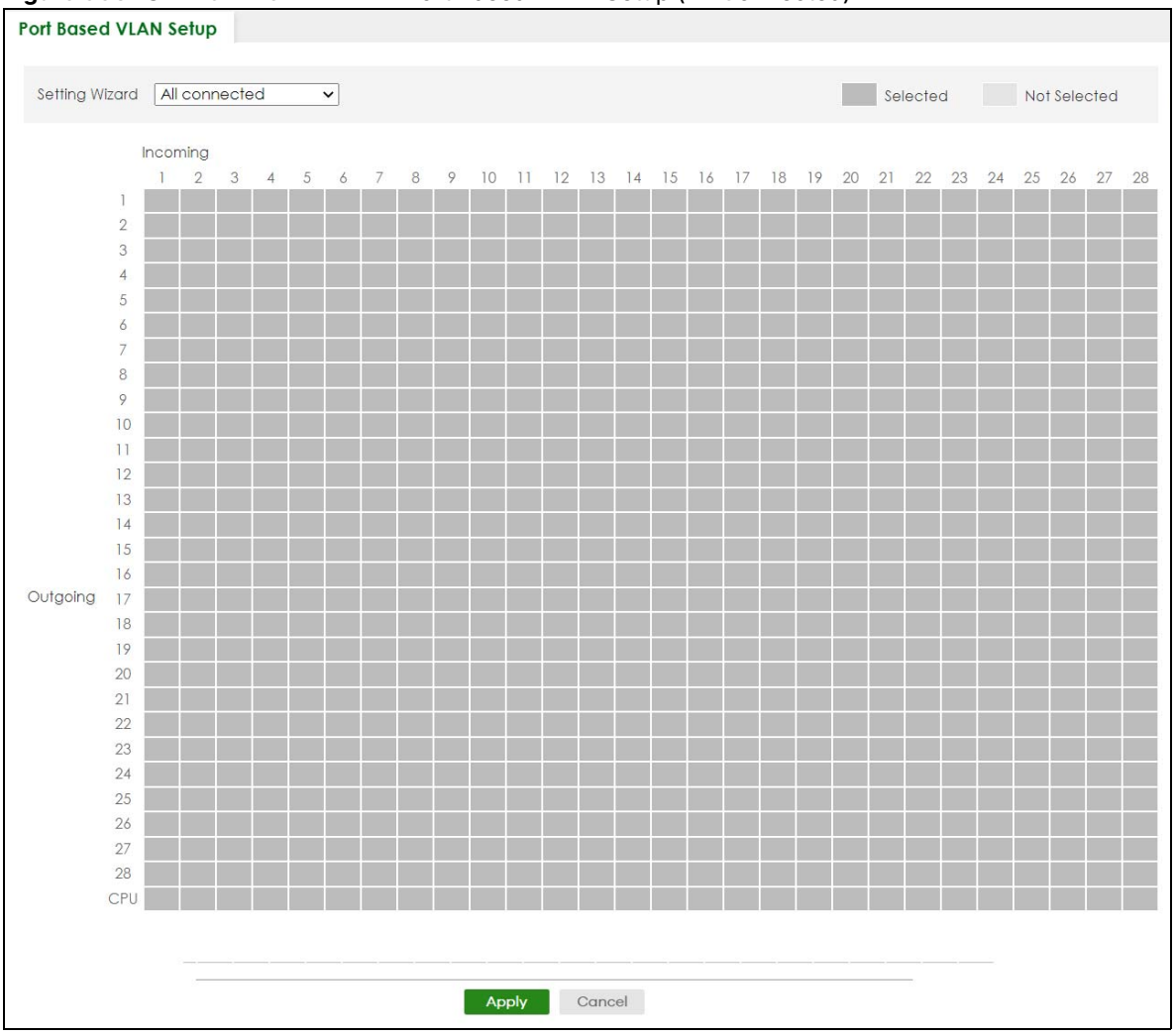
88.41 Configure a Port-Based VLAN

Select **Port Based** as the **VLAN Type** in the **SYSTEM** > **Switch Setup** > **Switch Setup** screen (in **Standard** mode) and then click **SWITCHING** > **VLAN** from the navigation panel to display the next screen.

Select either **All Connected** or **Port Isolated** from the drop-down list depending on your VLAN and VLAN security requirements. If VLAN members need to communicate directly with each other, then select **All Connected**. Select **Port Isolated** if you want to restrict users from communicating directly. Click **Apply** to save your settings.

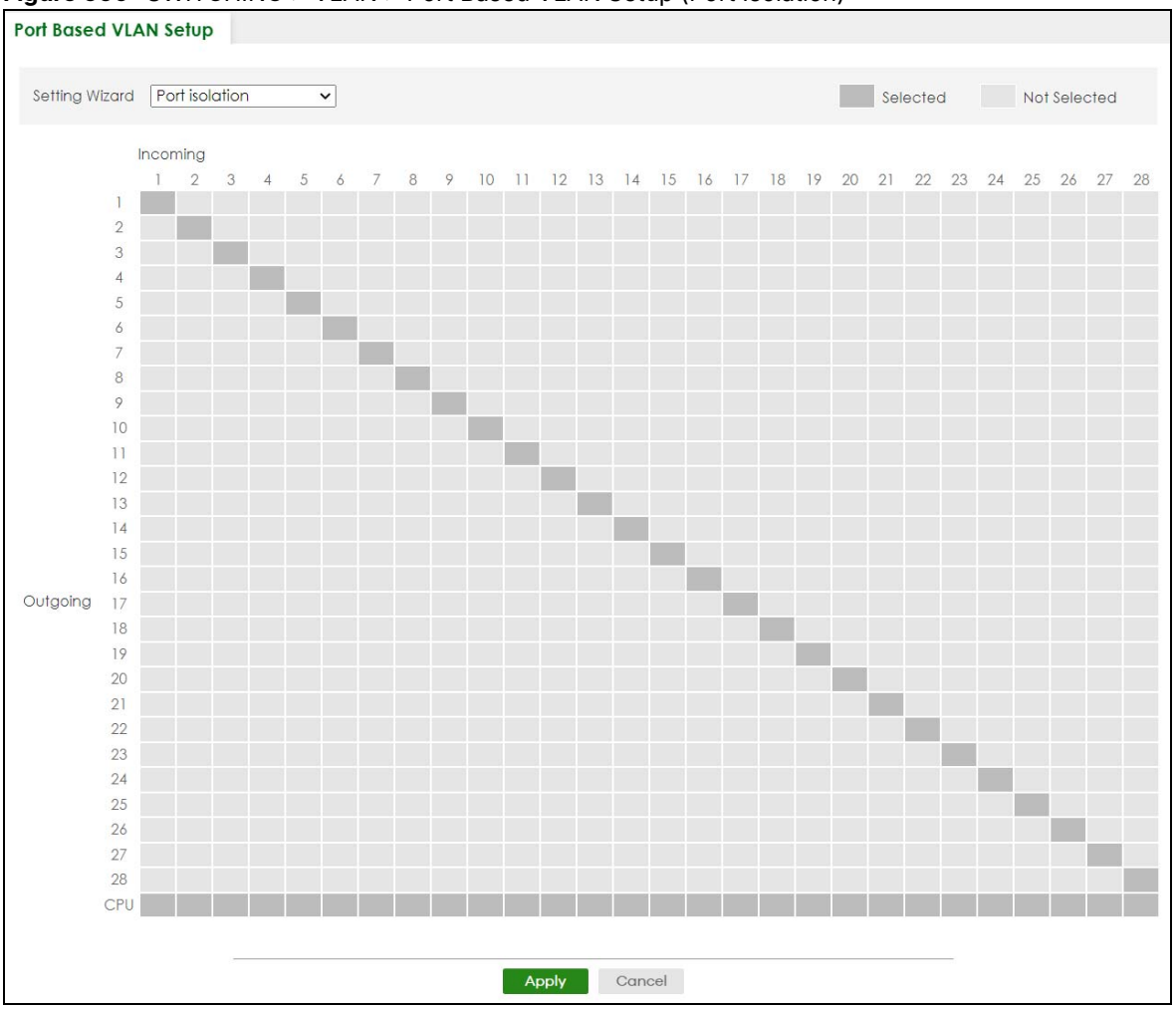
The following screen shows users on a port-based, all-connected VLAN configuration.

Figure 608 SWITCHING > VLAN > Port Based VLAN Setup (All Connected)



The following screen shows users on a port-based, port-isolated VLAN configuration.

Figure 609 SWITCHING > VLAN > Port Based VLAN Setup (Port Isolation)



The following table describes the labels in this screen.

Table 432 SWITCHING > VLAN > Port Based VLAN Setup

LABEL	DESCRIPTION
Setting Wizard	Choose **Current configuration** to display the Switch's current port-based VLAN configuration. Choose **All connected** or **Port isolation** wizard to quickly set up a port-based VLAN according to the below descriptions. **All connected** means all ports can communicate with each other, that is, there are no virtual LANs. All incoming and outgoing ports are selected. This option is the most flexible but also the least secure. **Port isolation** means that each port can only communicate with the CPU management port and cannot communicate with each other. All incoming ports are selected while only the CPU outgoing port is selected. This option is the most limiting but also the most secure. After selecting the setting wizard, you can customize the port settings. Click on the ports to add or delete incoming or outgoing ports. The configuration will be saved only after you click **Apply** at the bottom of the screen.
Incoming	These are the ingress ports; an ingress port is an incoming port, that is, a port through which a data packet enters. If you wish to allow two subscriber ports to talk to each other, you must define the ingress port for both ports. The numbers in the top row denote the incoming port for the corresponding port listed on the left (its outgoing port). **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.
Outgoing	These are the egress ports; an egress port is an outgoing port, that is, a port through which a data packet leaves. If you wish to allow two subscriber ports to talk to each other, you must define the egress port for both ports. **CPU** refers to the Switch management port. By default it forms a VLAN with all Ethernet ports. If it does not form a VLAN with a particular port then the Switch cannot be managed from that port.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.42 SECURITY

The following sections introduce the **SECURITY** screens.

88.43 Access Control

A console port and FTP are allowed one session each, Telnet and SSH share nine sessions, up to five Web sessions (five different user names and passwords) and/or limitless SNMP access control sessions are allowed.

Table 433 Access Control Overview

Console Port	SSH	Telnet	FTP	Web	SNMP
One session	Share up to 9 sessions		One session	Up to 5 accounts	No limit

A console port access control session and Telnet access control session cannot coexist when multi-login is disabled. See the CLI Reference Guide for more information on disabling multi-login.

This section describes how to control access to the Switch.

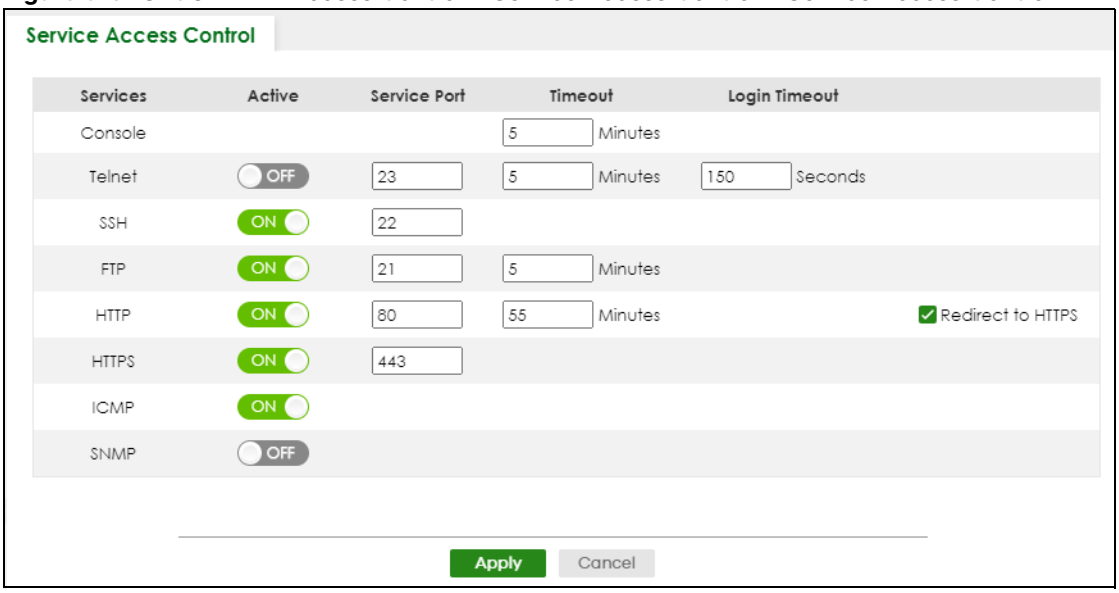
88.43.1 What You Can Do

- Use the **Service Access Control** screen (Section 88.44 on page 781) to decide what services you may use to access the Switch.
- Use the **Remote Management** screen (Section 88.45 on page 782) to specify a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.

88.44 Service Access Control

Service Access Control allows you to decide what services you may use to access the Switch. You may also change the default service port and configure “trusted computers” for each service in the **Remote Management** screen (discussed earlier). Click **SECURITY** > **Access Control** > **Service Access Control** > **Service Access Control** to view the screen as shown.

Figure 610 SECURITY > Access Control > Service Access Control > Service Access Control



The following table describes the fields in this screen.

Table 434 SECURITY > Access Control > Service Access Control > Service Access Control

LABEL	DESCRIPTION
Services	Services you may use to access the Switch are listed here.
Active	Enable the switch button for the corresponding services that you want to allow to access the Switch.
Service Port	For Telnet, SSH, FTP, HTTP or HTTPS services, you may change the default service port by typing the new port number in the **Service Port** field. If you change the default port number then you will have to let people (who wish to use the service) know the new port number for that service.
Timeout	Enter how many minutes (from 1 to 255) a management session can be left idle before the session times out. After it times out you have to log in with your password again. Very long idle timeouts may have security risks.

Table 434 SECURITY > Access Control > Service Access Control > Service Access Control (continued)

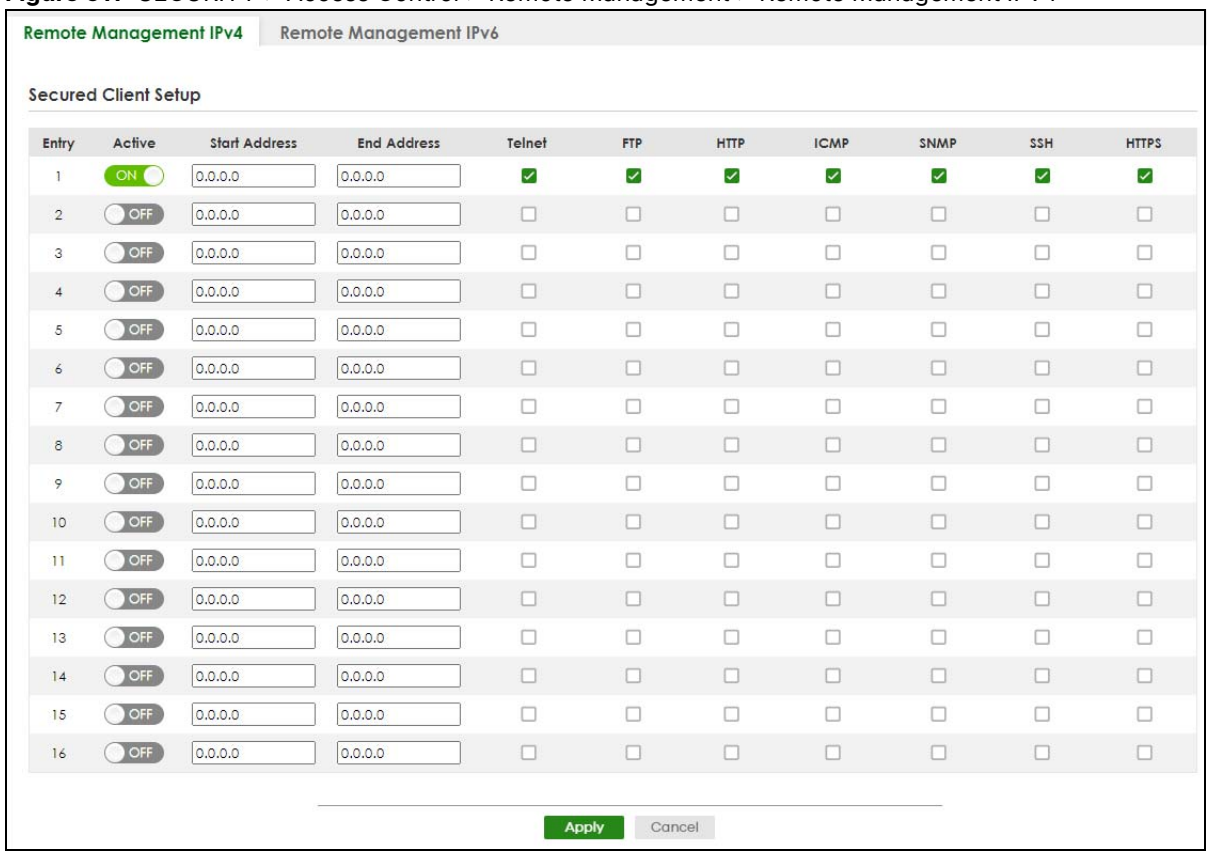
LABEL	DESCRIPTION
Login Timeout	The Telnet or SSH server do not allow multiple user logins at the same time. Enter how many seconds (from 30 to 300 seconds) a login session times out. After it times out you have to start the login session again. Very long login session timeouts may have security risks. For example, if User A attempts to connect to the Switch (through SSH), but during the login stage, do not enter the user name and/or password, User B cannot connect to the Switch (through SSH) before the **Login Timeout** for User A expires (default 150 seconds).
Redirect to HTTPS	This option allows your web browser to automatically redirect to a secure page, from HTTP to HTTPS (secure hypertext transfer protocol). SSL (Secure Sockets Layer) in HTTPS encrypts the transferred data by changing plain text to random letters and numbers.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.45 Remote Management (IPv4)

Use this screen to specify a group of one or more from which an administrator may use a service to manage the Switch.

Click **SECURITY** > **Access Control** > **Remote Management** > **Remote Management IPv4** to view the screen as shown next.

Figure 611 SECURITY > Access Control > Remote Management > Remote Management IPv4



The following table describes the labels in this screen.

Table 435 SECURITY > Access Control > Remote Management > Remote Management IPv4

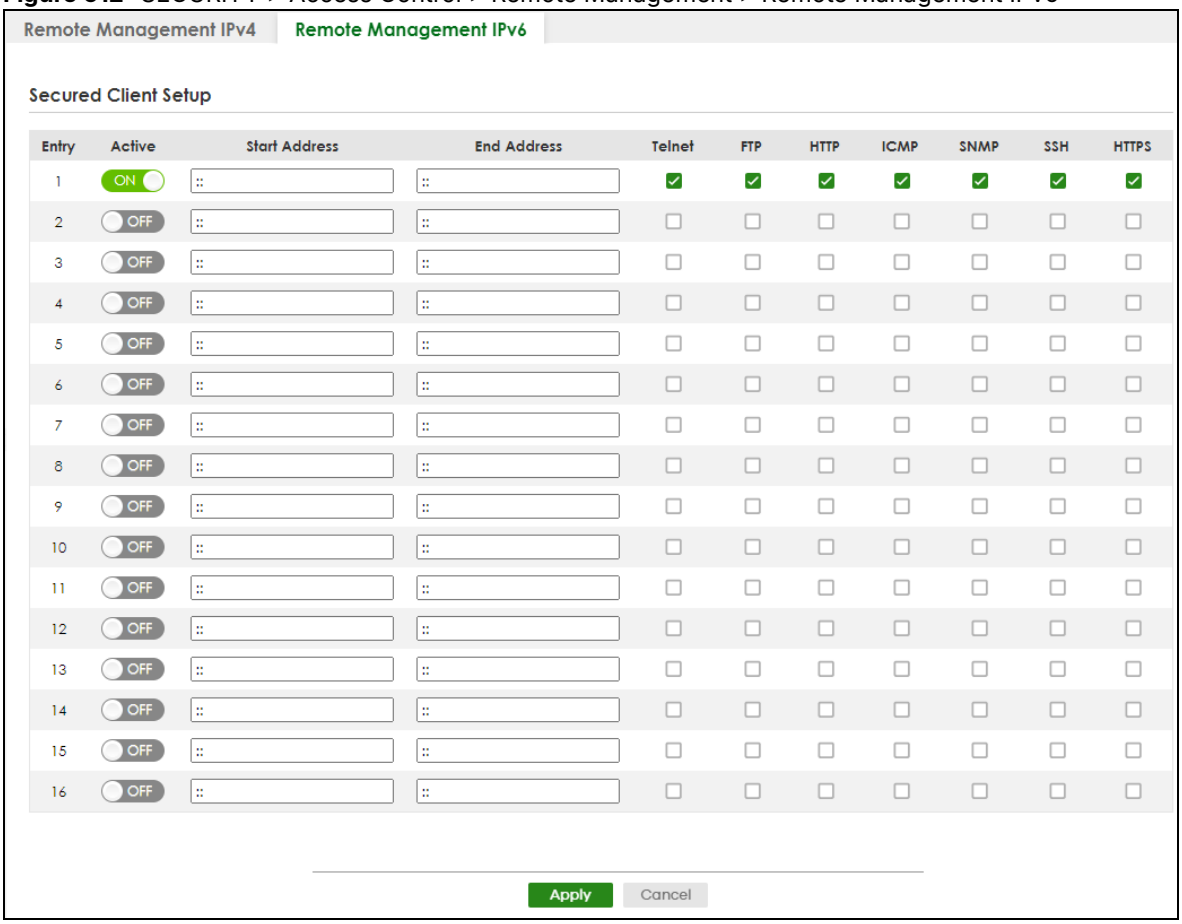
LABEL	DESCRIPTION
Entry	This is the client set index number. A “client set” is a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Active	Enable the switch button to activate this secured client set. Clear the checkbox if you wish to temporarily disable the set without deleting it.
Start Address End Address	Configure the IPv4 address range of trusted computers from which you can manage this Switch. The Switch checks if the client IPv4 address of a computer requesting a service or protocol matches the range set here. The Switch immediately disconnects the session if it does not match.
Telnet / FTP / HTTP / ICMP / SNMP / SSH / HTTPS	Select services that may be used for managing the Switch from the specified trusted computers.
Apply	Click **Apply** to save your changes to the Switch’s run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.46 Remote Management (IPv6)

Use this screen to specify a group of one or more “trusted computers using IPv6 addresses” from which an administrator may use a service to manage the Switch.

Click **SECURITY** > **Access Control** > **Remote Management** > **Remote Management IPv6** to view the screen as shown next.

Figure 612 SECURITY > Access Control > Remote Management > Remote Management IPv6



The following table describes the labels in this screen.

Table 436 SECURITY > Access Control > Remote Management > Remote Management IPv6

LABEL	DESCRIPTION
Entry	This is the client set index number. A “client set” is a group of one or more “trusted computers” from which an administrator may use a service to manage the Switch.
Active	Enable the switch button to activate this secured client set. Clear the checkbox if you wish to temporarily disable the set without deleting it.
Start Address End Address	Configure the IPv6 address range of trusted computers from which you can manage this Switch. The Switch checks if the client IPv6 address of a computer requesting a service or protocol matches the range set here. The Switch immediately disconnects the session if it does not match.

Table 436 SECURITY > Access Control > Remote Management > Remote Management IPv6 (continued)

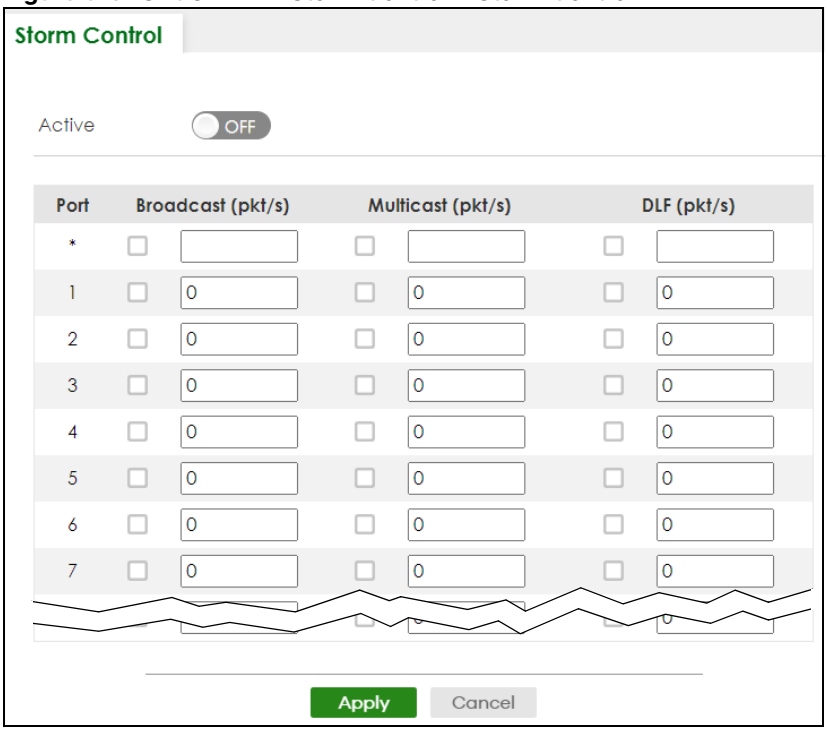
LABEL	DESCRIPTION
Telnet / FTP / HTTP / ICMP / SNMP / SSH / HTTPS	Select services that may be used for managing the Switch from the specified trusted computers.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to begin configuring this screen afresh.

88.47 Storm Control

Storm control limits the number of broadcast, multicast and destination lookup failure (DLF) packets the Switch receives per second on the ports. When the maximum number of allowable broadcast, multicast and/or DLF packets is reached per second, the subsequent packets are discarded. Enable this feature to reduce broadcast, multicast and/or DLF packets in your network. You can specify limits for each packet type on each port.

Click **SECURITY** > **Storm Control** > **Storm Control** in the navigation panel to display the screen as shown next.

Figure 613 SECURITY > Storm Control > Storm Control



The following table describes the labels in this screen.

Table 437 SECURITY > Storm Control > Storm Control

LABEL	DESCRIPTION
Active	Enable the switch button to enable traffic storm control on the Switch. Disable the switch button to disable this feature.
Port	This field displays the port number.
*	Settings in this row apply to all ports. Use this row only if you want to make some settings the same for all ports. Use this row first to set the common settings and then make adjustments on a port-by-port basis. Note: Changes in this row are copied to all the ports as soon as you make them.
Broadcast (pkt/s)	Select this option and specify how many broadcast packets the port receives per second.
Multicast (pkt/s)	Select this option and specify how many multicast packets the port receives per second.
DLF (pkt/s)	Select this option and specify how many destination lookup failure (DLF) packets the port receives per second.
Apply	Click **Apply** to save your changes to the Switch's run-time memory. The Switch loses these changes if it is turned off or loses power, so use the **Save** link on the top navigation panel to save your changes to the non-volatile memory when you are done configuring.
Cancel	Click **Cancel** to reset the fields.

88.48 MAINTENANCE

This section explains how to configure the screens that let you maintain the firmware and configuration files.

88.49 What You Can Do

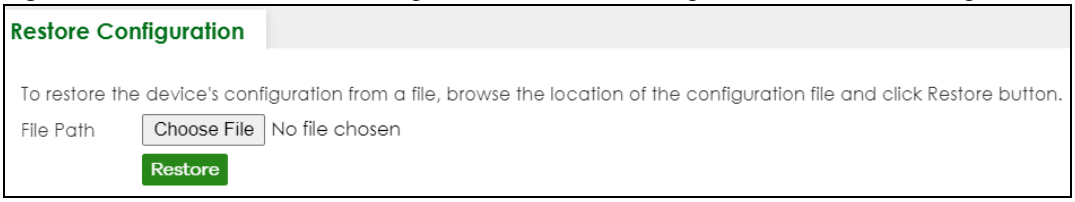
- Use the **Restore Configuration** screen (Section 88.50 on page 786) to upload a stored device configuration file.
- Use the **Backup Configuration** screen (Section 88.51 on page 787) to save your configuration for later use.
- Use the **Save Configuration** screen (Section 88.52 on page 788) to save the current configuration settings to a specific configuration file on the Switch.
- Use the **Firmware Upgrade** screen (Section 88.53 on page 788) to upload the latest firmware.
- Use the **Reboot System** screen (Section 88.54 on page 789) to restart the Switch without physically turning the power off and load a specific configuration file.
- Use the **Tech-Support** screen (Section 88.55 on page 790) to create reports for customer support if there are problems with the Switch.

88.50 Restore Configuration

Use this screen to restore a previously saved configuration file from your computer to the Switch.

Click **MAINTENANCE** > **Configuration** > **Restore Configuration** > **Restore Configuration** to access this screen.

Figure 614 MAINTENANCE > Configuration > Restore Configuration > Restore Configuration

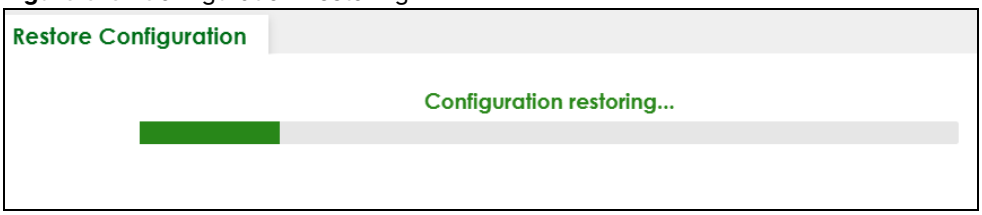


1 Click **Choose File** or **Browse** to locate the configuration file you wish to restore.

2 After you have specified the file, click **Restore**.

The Switch will run on the restored configuration after the restore process.

Figure 615 Configuration Restoring

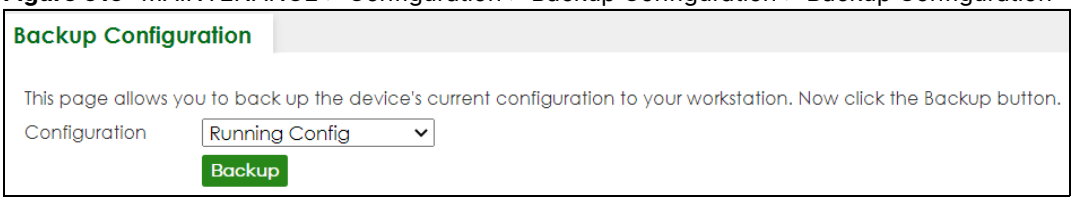


88.51 Backup Configuration

Backing up your Switch configurations allows you to create various “snap shots” of your device from which you may restore at a later date. Use this screen to back up your current Switch configuration to a computer.

To access this screen, click **MAINTENANCE** > **Configuration** > **Backup Configuration** > **Backup Configuration** in the navigation panel.

Figure 616 MAINTENANCE > Configuration > Backup Configuration > Backup Configuration



Follow the steps below to back up the current Switch configuration to your computer in this screen.

1 Select which Switch configuration file you want to download to your computer.

Note: **Custom Default** is only available in Standalone/Stacking mode.

2 Click **Backup**.

3 If the current configuration file is open and/or downloaded to your computer automatically, you can click **File** > **Save As** on your computer to save the file to a specific place.

If a dialog box pops up asking whether you want to open or save the file, click **Save** or **Save File** to download it to the default downloads folder on your computer. If a **Save As** screen displays after you click **Save** or **Save File**, choose a location to save the file on your computer from the **Save in** drop-down list box and type a descriptive name for it in the **File name** list box. Click **Save** to save the configuration file to your computer.

88.52 Save Configuration

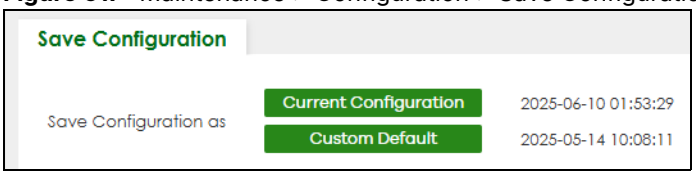
To access this screen, click **MAINTENANCE** > **Configuration** > **Save Configuration** > **Save Configuration** in the navigation panel.

Click **Current Configuration** to save the current configuration settings permanently to the Switch. This configuration is set up according to your network environment.

Click **Custom Default** to save the current configuration settings permanently to a customized default file on the Switch.

Note: **Custom Default** is only available in Standalone/Stacking mode.

Figure 617 Maintenance > Configuration > Save Configuration > Save Configuration



Note: If a customized default file was not saved, clicking **Custom Default** loads the factory default configuration on the Switch.

Alternatively, click **Save** on the top right in any screen to save the configuration changes to the current configuration.

Note: Clicking the **Apply** button after making configuration does NOT save the changes permanently. All unsaved changes are erased after you reboot the Switch.

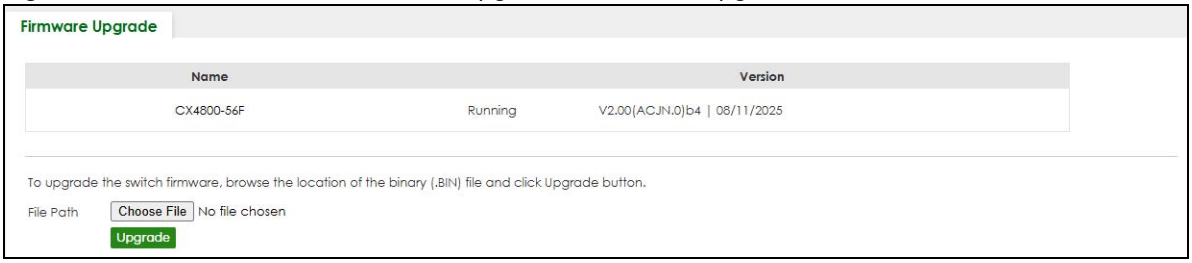
88.53 Firmware Upgrade

Use the following screen to upgrade your Switch to the latest firmware.

Note: Make sure you have downloaded (and unzipped) the correct model firmware and version to your computer before uploading to the device.

Click **MAINTENANCE** > **Firmware Upgrade** > **Firmware Upgrade** to view the screen as shown next.

Figure 618 MAINTENANCE > Firmware Upgrade > Firmware Upgrade



Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch. Firmware upgrades are only applied after a reboot. Click **Upgrade** to load the new firmware.

After the firmware upgrade process is complete, see the **MONITOR** > **System Information** > **System Information** screen to verify your current firmware version number.

Table 438 MAINTENANCE > Firmware Upgrade > Firmware Upgrade

LABEL	DESCRIPTION
Name	This is the name of the Switch that you are configuring.
Version	This is the version number (and model code) and MM/DD/YYYY creation date of the firmware currently in use on the Switch. The firmware information is also displayed in **MONITOR** > **System Information** > **System Information**.
File Path	Click **Choose File** or **Browse** to locate the firmware file you wish to upload to the Switch.
Upgrade	Click **Upgrade** to load the new firmware. Firmware upgrades are only applied after a reboot. To reboot, go to **MAINTENANCE** > **Reboot System** > **Reboot System** and click **Current Configuration**, **Factory Default**, or **Custom Default** (**Current Configuration**, **Factory Default**, and **Custom Default** are the configuration files you want the Switch to use when it restarts).

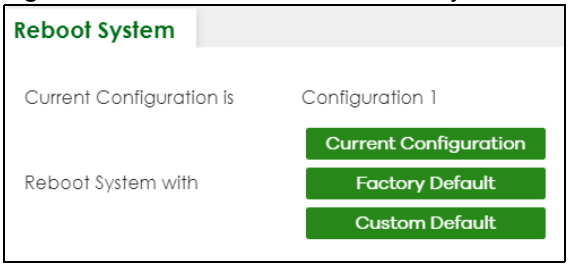
88.54 Reboot System

Reboot System allows you to restart the Switch without physically turning the power off. It also allows you to load the **Current Configuration**, a **Custom Default** or the **Factory Default** configuration when you reboot. Follow the steps below to reboot the Switch.

Note: **Custom Default** is only available in Standalone/Stacking mode.

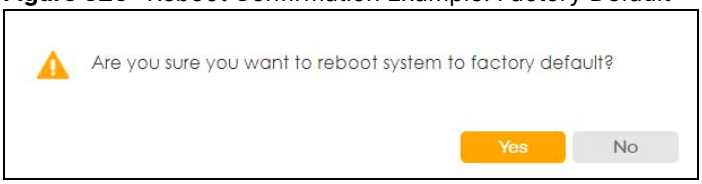
Click **MAINTENANCE** > **Reboot System** > **Reboot System** to view the screen as shown next.

Figure 619 MAINTENANCE > Reboot System > Reboot System



1 Click the **Current Configuration**, **Factory Default**, or **Custom Default** button to reboot and load that configuration file. The confirmation screen displays.

Figure 620 Reboot Confirmation Example: Factory Default



2 Click **YES** and then wait for the Switch to restart. This takes up to 2 minutes.

Click **Current Configuration** and follow steps 1 to 2 to reboot and load configuration one on the Switch.

Click **Factory Default** and follow steps 1 to 2 to reboot and load Zyxel factory default configuration settings on the Switch.

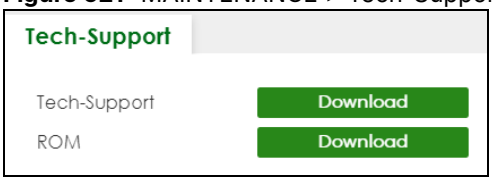
Click **Custom Default** and follow steps 1 to 2 to reboot and load a customized default file on the Switch.

88.55 Tech-Support

The Tech-Support feature is a log enhancement tool that logs useful information such as CPU utilization history, memory and Mbuf (Memory Buffer) log and crash reports for issue analysis by customer support should you have difficulty with your Switch. The Tech Support menu eases your effort in obtaining reports and it is also available in CLI command by typing “Show tech-support” command.

Click **MAINTENANCE** > **Tech-Support** > **Tech-Support** to see the following screen.

Figure 621 MAINTENANCE > Tech-Support > Tech-Support



You may need WordPad or similar software to see the log report correctly. The table below describes the fields in the above screen.

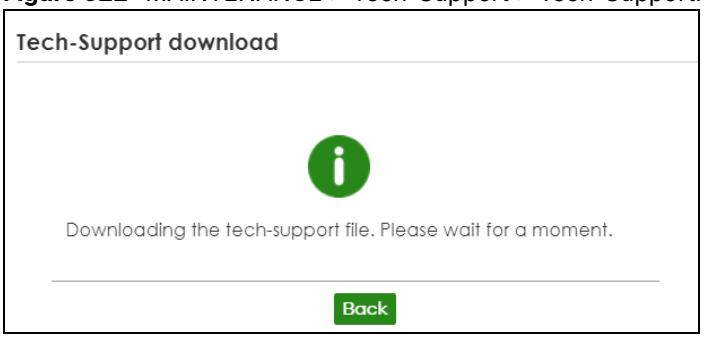
Table 439 MAINTENANCE > Tech-Support > Tech-Support

LABEL	DESCRIPTION
Tech-Support	Click **Download** to see all the log report and system status. This log report is stored in flash memory. If the All log report is too large, you can download the log reports separately below.
ROM	Click **Download** to see the Read Only Memory (ROM) log report. This report is stored in flash memory.

88.55.1 Tech-Support Download

When you click **Download** to save your current Switch configuration to a computer, the following screen appears. When the log report has downloaded successfully, click **Back** to return to the previous screen.

Figure 622 MAINTENANCE > Tech-Support > Tech-Support: Download



Part III
Troubleshooting and Appendices

CHAPTER 89
Troubleshooting

This chapter offers some suggestions to solve problems you might encounter. The potential problems are divided into the following categories.

- Accessibility and Compatibility Problems
- Power, Hardware Connections, and LEDs
- Switch Access and Login
- Switch Configuration
- PoE Supply
- Nebula Registration

89.1 Accessibility and Compatibility Problems

Screen reader not reading content

- Ensure the latest version of the screen reader is installed.
- Check if the screen reader's accessibility settings are enabled.

Web browser not displaying correctly

- Clear your web browser cache.
- Ensure that JavaScript is enabled.
- Try using a different supported web browser.

89.2 Power, Hardware Connections, and LEDs

The Switch does not turn on. None of the LEDs turn on.

1 Make sure you are using the power adapter or cord included with the Switch.

2 Make sure the power adapter or cord is connected to the Switch and plugged in to an appropriate power source. Make sure the power source is turned on.

3 Disconnect and re-connect the power adapter or cord to the Switch.

4 Make sure the **LED ECO** button is not on. Otherwise, only the **PWR** and **SYS** LEDs will light.

5 If the problem continues, contact the vendor.

One of the LEDs does not behave as expected.

1 Make sure you understand the normal behavior of the LED. See LEDs.

2 Make sure the **LED ECO** button is not on. Otherwise, only the **PWR** and **SYS** LEDs will light.

3 Check the hardware connections. See Front Panel Connections.

4 Inspect your cables for damage. Contact the vendor to replace any damaged cables.

5 Disconnect and re-connect the power adapter or cord to the Switch (in AC models or if the AC power supply is connected in AC/DC models).

6 If the problem continues, contact the vendor.

I want to reduce the power consumption of my Switch.

There are several ways to reduce your Switch's power consumption.

- Turn off your Switch during inactive hours

  Schedule your Switch to power off when it is not in use (for example, overnight or outside business hours). Use the **PoE schedule** to send power from the Switch to Powered Devices (PDs) only when the PDs need it. For example, PDs may not need it at night. This reduces energy usage.

  - Web Configurator: Go to **PORT** > **PoE Setup** > **PoE Time Range Setup**.
  - NCC: Go to **Site-wide** > **Configure** > **Switches** > **PoE schedules**.
- Monitor the fan speed

  If your Switch has a fan, you can monitor the fan speed. The fan speed automatically adjusts according to the environment the Switch is in. Keep the device in a well-ventilated environment to prevent fans from running at higher speeds unnecessarily.

  - Web Configurator: Go to **MONITOR** > **System Information** > **System Information** > **Fan Speed (RPM)**.
  - NCC: Go to **Site-wide** > **Devices** > **Switches**: **Switch Details** > **Fan**.

- Configure **Green Ethernet** on the Switch ports

  Green Ethernet reduces power consumption using **IEEE 802.3az Energy Efficient Ethernet (EEE)**, **Auto Power Down**, and **Short Reach**.

  EEE allows the port to enter Low Power Idle (LPI) mode when idle and resume normal operation when traffic is detected. **Auto Power Down** allows the port to use minimal power to detect a link up pulse when the link is down. The port resumes normal operation once a link is detected. **Short Reach** saves power by adjusting the transmit power based on the cable length.

  - Web configurator: Go to **PORT** > **Green Ethernet** > **Green Ethernet**. Click the **EEE**, **Auto Power Down** or **Short Reach** switch to the right. Click **Apply**.

89.3 Switch Access and Login

I can see the **Login** screen, but I cannot log in to the Switch. (I forgot the user name and/or password.)

1. Check the Switch's management mode by using the **CLOUD** LED. See LEDs for more information on the LED descriptions.
   - If you are in Cloud management mode, use the **Local credentials Password** to log in to the cloud mode – local GUI. The **Local credentials Password** can be found in **Site-wide** > **Configure** > **Site settings** > **Device configuration**: **Local credentials**: **Password** in the NCC portal.
   - If you are in standalone management mode, use the default user name **admin** and the default password on the label on the back of the Switch.
2. Depending on your Switch's management mode, make sure you have entered the correct user name and password. These fields are case-sensitive, please make sure [Caps Lock] is not on.

   Note: Steps 1 and 2 are applicable if you get an invalid administrator password when using some functions in the ZON utility. See ZON Utility for more information.

3. You may have exceeded the maximum number of concurrent Telnet sessions. Close other Telnet sessions or try connecting again later.

   Check that you have enabled logins for HTTP or Telnet. If you have configured a secured client IP address, your computer's IP address must match it. Refer to the chapter on access control for details.

4. If this does not work, or you are not sure what the Switch's management mode is, you have to reset the device to its factory defaults (Standalone management mode) first. See Restoring the Switch to the Factory Defaults for more information on resetting the Switch. (Temporarily disconnect the Internet connection to the Switch after the reset process, to prevent the Switch from being managed by NCC again.)

   Note: After performing step 4 and you want to use the Cloud management mode, make sure the Switch is registered in your organization and site in the NCC portal. To register the Switch again, scan the QR code using the Zyxel Nebula Mobile app. See the Mode Changing for more information on using the app to register the Switch.

I forgot the IP address for the Switch.

1 You can use the default IP address **https://DHCP-assigned IP** (when connecting to a DHCP server) or **192.168.1.1**. When in Cloud mode, the DHCP-assigned IP address could be found in the NCC portal, in **Site-wide** > **Devices** > **Switches** (The Switch must be registered and added to a site in Nebula in order for it to be managed by Nebula).

Note: When your computer is directly connected to the Switch, you can always use the domain name **setup.zyxel** to access the Web Configurator. This requires your computer to be able to connect to a DNS server.

2 If the Switch is removed from a site in Nebula, all the settings in the configuration file are reset to the Nebula factory defaults except for the IP address. If you changed the default dynamic IP address to a static IP address while the Switch was in a site in Nebula, the Switch will retain that static IP address after you remove it from the site in Nebula.

3 Use the ZON utility to find the IP address.

4 If you are using the console/USB port, use the command line **show ip** to find the IP address.

5 If the Switch is removed from a site in Nebula, all the settings in the configuration file are reset to the Nebula factory defaults except for the IP address. If you changed the default dynamic IP address to a static IP address while the Switch was in a site in Nebula, the Switch will retain that static IP address after you remove it from the site in Nebula.

6 Use the console port to log in to the Switch.

7 Use the **MGMT** port to log in to the Switch, the default IP address of the **MGMT** port is **192.168.0.1**.

8 If this does not work, you have to reset the device to its factory defaults. See Restoring the Switch to the Factory Defaults.

I cannot see or access the **Login** screen in the Web Configurator.

1 Make sure you are using the correct IP address.

- The default IP address is https://DHCP-assigned IP (when connecting to a DHCP server) or 192.168.1.1.
- If you changed the IP address, use the new IP address.
- If you changed the IP address and have forgotten it, see the troubleshooting suggestions for I forgot the IP address for the Switch.

2 Check the hardware connections, and make sure the LEDs are behaving as expected. See LEDs.

3 Make sure the **LED ECO** button is not on. Otherwise, only the **PWR** and **SYS** LEDs will light.

4 Make sure your Internet browser does not block pop-up windows and has JavaScripts and Java enabled.

5 Make sure your computer is in the same subnet as the Switch. (If you know that there are routers between your computer and the Switch, skip this step.)

6 Reset the Switch to its factory defaults, and try to access the Switch with the default IP address. See Switch Lockout.

7 If the problem continues, contact *Zyxel technical support*, or try the advanced suggestion.

Advanced Suggestion

- Try to access the Switch using another service, such as Telnet. If you can access the Switch, check the remote management settings to find out why the Switch does not respond to HTTP.

Pop-up Windows, JavaScripts and Java Permissions

In order to use the Web Configurator you need to allow:

- Web browser pop-up windows from your device.
- JavaScripts (enabled by default).
- Java permissions (enabled by default).

There is unauthorized access to my Switch through telnet, HTTP and SSH.

Go to the **MONITOR** > **System Log** screen to check for logs of unauthorized access to your Switch. To avoid unauthorized access, configure the secured client setting in the **SECURITY** > **Access Control** > **Remote Management** screen for telnet, HTTP and SSH (see Technical Reference). Computers not belonging to the secured client set cannot get permission to access the Switch.

The Switch is already registered with NCC, but it is still in Standalone mode; it cannot connect to the NCC.

1 Make sure that NCC Discovery is enabled. Check the three NCC connection status circles on the **DASHBOARD** screen. All status circles display green (normal) when the Switch is connected and managed by NCC. If a circle displays orange (fails), hover a mouse over the circle to see diagnostic messages for troubleshooting. You can also go to the **SYSTEM** > **Cloud Management** screen to check the diagnostic messages.

2 Check your network's firewall or security settings. Make sure the following TCP ports are allowed: 443, 4335, and 6667.

3 Make sure your Switch can access the Internet.

4 Make sure your Switch does not have to go through network authentication such as a captive portal, If your network uses a captive portal, the network administrator may have to create a new VLAN without this requirement. Change your Switch's management VLAN settings as necessary.

89.4 Switch Configuration

I lost my configuration settings after I restarted the Switch.

Make sure you save your configuration into the Switch's non-volatile memory each time you make changes. Click **Save** at the top right of the Web Configurator to save the configuration permanently. See also Save Configuration for more information about how to save your configuration.

I accidentally unplugged the Switch. I am not sure which configuration file will be loaded.

If you plug the power cable back to the Switch, it will reboot and load the configuration file that was used the last time. For example, if **Config 1** was used on the Switch before you accidentally unplugged the Switch, **Config 1** will be loaded when rebooting.

I want to use a different configuration file on the Switch, what should I do?

1. Go to **MAINTENANCE** > **Configuration** > **Restore Configuration**.
2. Click **Choose File** or **Browse** to locate the configuration file you wish to restore.
3. After you have specified the file, click **Restore**. The Switch will run on the restored configuration after the restore process.

I cannot access the NCC portal.

- Check that you are using the correct URL:
  - NCC: *https://nebula.zyxel.com/*
- Make sure your computer's Ethernet card is installed and functioning properly.
- Check that you have Internet access. In your computer, click **Start**, **(All) Programs**, **Accessories** and then **Command Prompt**. In the **Command Prompt** window, enter 'ping' followed by a website such as 'zyxel.com'. If you get a reply, try to ping 'nebula.zyxel.com'.
- Make sure you are using the correct web browser that supports HTML5. View the browser in full screen mode to display the NCC portal properly. Browsers supported are:
  - Google Chrome
  - Microsoft Edge
  - Mozilla Firefox

I cannot log into the NCC portal.

- Open your web browser and go to *https://nebula.zyxel.com.* If you do not have a Nebula Zyxel Account, click **Create account** and create an account.
- If you already have an account but cannot login, click **Forgot Password** to reset the password.

Some features I set using the NCC do not work as expected.

1. Make sure your Switch can access the Internet.
2. Make sure the Switch's **Status** displays "**Online**" in **Site-wide** > **Devices** > **Switches** on the NCC portal.
3. If the Switch is offline when the settings were changed, wait for ten minutes after the Switch goes back online.
4. After changing your Switch settings using the NCC, wait 1 – 2 minutes for the changes to take effect.
5. Check the Switch **Configuration status** in **Site-wide** > **Devices** > **Switches** on the NCC portal. The status should display "**up to date**".

89.5 PoE Supply

My Powered Devices (PDs) are not receiving power.

1. Check the PoE usage of the Switch.
   - Check the **PoE Usage** on the **Dashboard**. This field displays the amount of power the Switch is currently supplies to the connected PDs and the total power the Switch can provide to the connected PDs. It also shows the percentage of PoE power usage. Or, see the **PoE** LED on the front panel of your Switch.
   - Make sure the **LED ECO** button is not on. Otherwise, only the **PWR** and **SYS** LEDs will light.
   - If the PoE usage exceeds the Switch's PoE power budget, follow the step below to configure the PoE power or add another PoE-capable Switch for additional PDs.
2. Check the PoE configuration of the Switch.
   - Make sure the **Active** checkbox for the port supplying PoE power to PDs is enabled.
   - Check the **Priority** on the ports. When PoE usage reaches 100%, the Switch will shut down PDs one-by-one according to the PD **Priority** which you configured in **PORT** > **PoE Setup** > **PoE Setup**.
   - Check if you have set a pre-defined schedule to control when the Switch enables PoE to provide power on the port in **PORT** > **PoE Setup** > **PoE Time Range Setup**.
3. Make sure the PDs are functional.

- Check whether the PDs are malfunctioning. See your PDs user's guide for more information.
- Make sure the connected PDs support PoE.
- If the connected PDs do not fully comply with the Switch's supported PoE standard (See Section 1.5.4 on page 45 for the Switch's supported PoE standards), select **Compatible** in **PORT** > **PoE Setup** > **PoE Setup** > **Power-Up**. Or, replace the PDs with PoE standard-compliant devices for better compatibility.

4 Make sure the Ethernet cables connected to the PDs are functional.

- Use the correct type of Ethernet cable for the corresponding PoE standard you are using. See Section 1.5.4 on page 45 for the Switch's supported PoE standards and supported Ethernet cables.
- Check whether the Ethernet cables are malfunctioning. Use functional Ethernet cables to reconnect the Switch to the PDs.

5 Disconnect and re-connect the power adapter or cord to the Switch (in AC models or if the AC power supply is connected in AC/DC models).

6 If the problem continues, contact Zyxel technical support.

89.6 Nebula Registration

I cannot register the Switch in Nebula because the previous owner has registered/locked it.

- To register a pre-owned Switch in Nebula, use the Nebula Mobile app to scan the Nebula QR code on the back label of the Switch.
- To register a pre-owned Switch in Nebula locked by the previous owner, inform the previous owner to remove the Switch from the Nebula organization or contact *Zyxel technical support*.

I no longer want to use Nebula to manage the Switch, what should I do?

- Remove the Switch from the Nebula organization first. See From Nebula-managed to Standalone Mode for details. The Switch will reboot and restore its factory-default settings.
- Make sure the **CLOUD** LED is off or blinking green. See LEDs for more information on LED behavior. This means the Switch is operating in standalone mode. Nebula Control Center Discovery is disabled in **SYSTEM** > **Cloud Management** > **Nebula Control Center Discovery** in the Web Configurator.
- Make sure the **LED ECO** button is not on. Otherwise, only the **PWR** and **SYS** LEDs will light.

APPENDIX A
Customer Support

In the event of problems that cannot be solved by using this manual, you should contact your vendor. If you cannot contact your vendor, then contact a Zyxel office for the region in which you bought the device.

For Zyxel Communications offices, see *https://service-provider.zyxel.com/global/en/contact-us* for the latest information.

For Zyxel Networks offices, see *https://www.zyxel.com/index.shtml* for the latest information.

Please have the following information ready when you contact an office.

Required Information

- Product model and serial number.
- Warranty Information.
- Date that you received your device.
- Brief description of the problem and the steps you took to solve it.

Corporate Headquarters (Worldwide)

Taiwan

- Zyxel Communications (Taiwan) Co., Ltd.
- *https://www.zyxel.com*

Asia

China

- Zyxel Communications Corporation–China Office
- *https://www.zyxel.com/cn/sc*

India

- Zyxel Communications Corporation–India Office
- *https://www.zyxel.com/in/en-in*

Kazakhstan

- Zyxel Kazakhstan

- *https://www.zyxel.com/ru/ru*

Korea

- Zyxel Korea Co., Ltd.
- *http://www.zyxel.kr/*

Malaysia

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Philippines

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Singapore

- Zyxel Communications Corp.
- *https://www.zyxel.com/global/en*

Taiwan

- Zyxel Communications (Taiwan) Co., Ltd.
- *https://www.zyxel.com/tw/zh*

Thailand

- Zyxel Thailand Co., Ltd.
- *https://www.zyxel.com/th/th*

Vietnam

- Zyxel Communications Corporation–Vietnam Office
- *https://www.zyxel.com/vn/vi*

Europe

Belarus

- Zyxel Communications Corp.
- *https://www.zyxel.com/ru/ru*

Belgium (Netherlands)

- Zyxel Benelux
- *https://www.zyxel.com/nl/nl*
- https://www.zyxel.com/fr/fr

Bulgaria

- Zyxel Bulgaria
- *https://www.zyxel.com/bg/bg*

Czech Republic

- Zyxel Communications Czech s.r.o.
- *https://www.zyxel.com/cz/cs*

Denmark

- Zyxel Communications A/S
- *https://www.zyxel.com/dk/da*

Finland

- Zyxel Communications
- *https://www.zyxel.com/fi/fi*

France

- Zyxel France
- *https://www.zyxel.com/fr/fr*

Germany

- Zyxel Deutschland GmbH.
- *https://www.zyxel.com/de/de*

Hungary

- Zyxel Hungary & SEE
- *https://www.zyxel.com/hu/hu*

Italy

- Zyxel Communications Italy S.r.l.
- *https://www.zyxel.com/it/it*

Norway

- Zyxel Communications A/S
- *https://www.zyxel.com/no/no*

Poland

- Zyxel Communications Poland
- *https://www.zyxel.com/pl/pl*

Romania

- Zyxel Romania

- *https://www.zyxel.com/ro/ro*

Russian Federation

- Zyxel Communications Corp.
- *https://www.zyxel.com/ru/ru*

Slovakia

- Zyxel Slovakia
- *https://www.zyxel.com/sk/sk*

Spain

- Zyxel Iberia
- *https://www.zyxel.com/es/es*

Sweden

- Zyxel Communications A/S
- *https://www.zyxel.com/se/sv*

Switzerland

- Studerus AG
- *https://www.zyxel.com/ch/de-ch*
- *https://www.zyxel.com/fr/fr*

Turkey

- Zyxel Turkey A.S.
- *https://www.zyxel.com/tr/tr*

UK

- Zyxel Communications UK Ltd.
- *https://www.zyxel.com/uk/en-gb*

Ukraine

- Zyxel Ukraine
- *https://www.zyxel.com/ua/uk-ua*

South America

Argentina

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Brazil

- Zyxel Communications Brasil Ltda.
- *https://www.zyxel.com/br/pt*

Colombia

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Ecuador

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

South America

- Zyxel Communications Corp.
- *https://www.zyxel.com/co/es-co*

Middle East

Israel

- Zyxel Communications Corp.
- *https://il.zyxel.com*

North America

USA

- Zyxel Communications, Inc. – North America Headquarters
- *https://www.zyxel.com/us/en-us*

APPENDIX B
Common Services

The following table lists some commonly-used services and their associated protocols and port numbers. For a comprehensive list of port numbers, ICMP type or code numbers and services, visit the IANA (Internet Assigned Number Authority) web site.

- **Name**: This is a short, descriptive name for the service. You can use this one or create a different one, if you like.
- **Protocol**: This is the type of IP protocol used by the service. If this is **TCP/UDP**, then the service uses the same port number with TCP and UDP. If this is **User-Defined**, the **Port(s)** is the IP protocol number, not the port number.
- **Port(s)**: This value depends on the **Protocol**. Please refer to RFC 1700 for further information about port numbers.
  - If the **Protocol** is **TCP**, **UDP**, or **TCP/UDP**, this is the IP port number.
  - If the **Protocol** is **USER**, this is the IP protocol number.
- **Description**: This is a brief explanation of the applications that use this service or the situations in which this service is used.

Table 440 Commonly Used Services

NAME	PROTOCOL	PORT(S)	DESCRIPTION
AH (IPSEC_TUNNEL)	User-Defined	51	The IPSEC AH (Authentication Header) tunneling protocol uses this service.
AIM/New-ICQ	TCP	5190	AOL's Internet Messenger service. It is also used as a listening port by ICQ.
AUTH	TCP	113	Authentication protocol used by some servers.
BGP	TCP	179	Border Gateway Protocol.
BOOTP_CLIENT	UDP	68	DHCP Client.
BOOTP_SERVER	UDP	67	DHCP Server.
CU-SEEME	TCP UDP	7648 24032	A popular videoconferencing solution from White Pines Software.
DNS	TCP/UDP	53	Domain Name Server, a service that matches web names (for example *www.zyxel.com*) to IP numbers.
ESP (IPSEC_TUNNEL)	User-Defined	50	The IPSEC ESP (Encapsulation Security Protocol) tunneling protocol uses this service.
FINGER	TCP	79	Finger is a UNIX or Internet related command that can be used to find out if a user is logged on.
FTP	TCP TCP	20 21	File Transfer Program, a program to enable fast transfer of files, including large files that may not be possible by email.
H.323	TCP	1720	NetMeeting uses this protocol.
HTTP	TCP	80	Hyper Text Transfer Protocol – a client or server protocol for the world wide web.

Table 440 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
HTTPS	TCP	443	HTTPS is a secured http session often used in e-commerce.
ICMP	User-Defined	1	Internet Control Message Protocol is often used for diagnostic or routing purposes.
ICQ	UDP	4000	This is a popular Internet chat program.
IGMP (MULTICAST)	User-Defined	2	Internet Group Multicast Protocol is used when sending packets to a specific group of hosts.
IKE	UDP	500	The Internet Key Exchange algorithm is used for key distribution and management.
IRC	TCP/UDP	6667	This is another popular Internet chat program.
MSN Messenger	TCP	1863	Microsoft Networks' messenger service uses this protocol.
NEW-ICQ	TCP	5190	An Internet chat program.
NEWS	TCP	144	A protocol for news groups.
NFS	UDP	2049	Network File System – NFS is a client or server distributed file service that provides transparent file sharing for network environments.
NNTP	TCP	119	Network News Transport Protocol is the delivery mechanism for the USENET newsgroup service.
PING	User-Defined	1	Packet INternet Groper is a protocol that sends out ICMP echo requests to test whether or not a remote host is reachable.
POP3	TCP	110	Post Office Protocol version 3 lets a client computer get e-mail from a POP3 server through a temporary connection (TCP/IP or other).
PPTP	TCP	1723	Point-to-Point Tunneling Protocol enables secure transfer of data over public networks. This is the control channel.
PPTP_TUNNEL (GRE)	User-Defined	47	PPTP (Point-to-Point Tunneling Protocol) enables secure transfer of data over public networks. This is the data channel.
RCMD	TCP	512	Remote Command Service.
REAL_AUDIO	TCP	7070	A streaming audio service that enables real time sound over the web.
REXEC	TCP	514	Remote Execution Daemon.
RLOGIN	TCP	513	Remote Login.
RTELNET	TCP	107	Remote Telnet.
RTSP	TCP/UDP	554	The Real Time Streaming (media control) Protocol (RTSP) is a remote control for multimedia on the Internet.
SFTP	TCP	115	Simple File Transfer Protocol.
SMTP	TCP	25	Simple Mail Transfer Protocol is the message-exchange standard for the Internet. SMTP enables you to move messages from one email server to another.
SNMP	TCP/UDP	161	Simple Network Management Program.
SNMP-TRAPS	TCP/UDP	162	Traps for use with the SNMP (RFC:1215).

Table 440 Commonly Used Services (continued)

NAME	PROTOCOL	PORT(S)	DESCRIPTION
SQL-NET	TCP	1521	Structured Query Language is an interface to access data on many different types of database systems, including mainframes, midrange systems, UNIX systems and network servers.
SSH	TCP/UDP	22	Secure Shell Remote Login Program.
STRM WORKS	UDP	1558	Stream Works Protocol.
SYSLOG	UDP	514	Syslog allows you to send system logs to a UNIX server.
TACACS	UDP	49	Login Host Protocol used for (Terminal Access Controller Access Control System).
TELNET	TCP	23	Telnet is the login and terminal emulation protocol common on the Internet and in UNIX environments. It operates over TCP/IP networks. Its primary function is to allow users to log into remote host systems.
TFTP	UDP	69	Trivial File Transfer Protocol is an Internet file transfer protocol similar to FTP, but uses the UDP (User Datagram Protocol) rather than TCP (Transmission Control Protocol).
VDOLIVE	TCP	7000	Another videoconferencing solution.

APPENDIX C
IPv6

Overview

IPv6 (Internet Protocol version 6), is designed to enhance IP address size and features. The increase in IPv6 address size to 128 bits (from the 32-bit IPv4 address) allows up to 3.4 x 10^{38} IP addresses.

IPv6 Addressing

The 128-bit IPv6 address is written as eight 16-bit hexadecimal blocks separated by colons (:). This is an example IPv6 address `2001:0db8:1a2b:0015:0000:0000:1a2f:0000`.

IPv6 addresses can be abbreviated in two ways:

- Leading zeros in a block can be omitted. So `2001:0db8:1a2b:0015:0000:0000:1a2f:0000` can be written as `2001:db8:1a2b:15:0:0:1a2f:0`.
- Any number of consecutive blocks of zeros can be replaced by a double colon. A double colon can only appear once in an IPv6 address. So `2001:0db8:0000:0000:1a2f:0000:0000:0015` can be written as `2001:0db8::1a2f:0000:0000:0015`, `2001:0db8:0000:0000:1a2f::0015`, `2001:db8::1a2f:0:0:15` or `2001:db8:0:0:1a2f::15`.

Prefix and Prefix Length

Similar to an IPv4 subnet mask, IPv6 uses an address prefix to represent the network address. An IPv6 prefix length specifies how many most significant bits (start from the left) in the address compose the network address. The prefix length is written as "/x" where x is a number. For example,

```
2001:db8:1a2b:15::1a2f:0/32
```

means that the first 32 bits (`2001:db8`) is the subnet prefix.

Link-local Address

A link-local address uniquely identifies a device on the local network (the LAN). It is similar to a "private IP address" in IPv4. You can have the same link-local address on multiple interfaces on a device. A link-local unicast address has a predefined prefix of fe80::/10. The link-local unicast address format is as follows.

Table 441 Link-local Unicast Address Format

1111 1110 10	0	Interface ID
10 bits	54 bits	64 bits

Global Address

A global address uniquely identifies a device on the Internet. It is similar to a “public IP address” in IPv4. A global unicast address starts with a 2 or 3.

Unspecified Address

An unspecified address (0:0:0:0:0:0:0:0 or ::) is used as the source address when a device does not have its own address. It is similar to “0.0.0.0” in IPv4.

Loopback Address

A loopback address (0:0:0:0:0:0:0:1 or ::1) allows a host to send packets to itself. It is similar to “127.0.0.1” in IPv4.

Multicast Address

In IPv6, multicast addresses provide the same functionality as IPv4 broadcast addresses. Broadcasting is not supported in IPv6. A multicast address allows a host to send packets to all hosts in a multicast group.

Multicast scope allows you to determine the size of the multicast group. A multicast address has a predefined prefix of ff00::/8. The following table describes some of the predefined multicast addresses.

Table 442 Predefined Multicast Address

MULTICAST ADDRESS	DESCRIPTION
FF01:0:0:0:0:0:0:1	All hosts on a local node.
FF01:0:0:0:0:0:0:2	All routers on a local node.
FF02:0:0:0:0:0:0:1	All hosts on a local connected link.
FF02:0:0:0:0:0:0:2	All routers on a local connected link.
FF05:0:0:0:0:0:0:2	All routers on a local site.
FF05:0:0:0:0:0:1:3	All DHCP severs on a local site.

The following table describes the multicast addresses which are reserved and cannot be assigned to a multicast group.

Table 443 Reserved Multicast Address

MULTICAST ADDRESS
FF00:0:0:0:0:0:0:0
FF01:0:0:0:0:0:0:0
FF02:0:0:0:0:0:0:0
FF03:0:0:0:0:0:0:0
FF04:0:0:0:0:0:0:0
FF05:0:0:0:0:0:0:0
FF06:0:0:0:0:0:0:0
FF07:0:0:0:0:0:0:0
FF08:0:0:0:0:0:0:0
FF09:0:0:0:0:0:0:0

Table 443 Reserved Multicast Address (continued)

MULTICAST ADDRESS
FF0A:0:0:0:0:0:0:0
FF0B:0:0:0:0:0:0:0
FF0C:0:0:0:0:0:0:0
FF0D:0:0:0:0:0:0:0
FF0E:0:0:0:0:0:0:0
FF0F:0:0:0:0:0:0:0

Subnet Masking

Both an IPv6 address and IPv6 subnet mask compose of 128-bit binary digits, which are divided into eight 16-bit blocks and written in hexadecimal notation. Hexadecimal uses 4 bits for each character (1 – 10, A – F). Each block's 16 bits are then represented by 4 hexadecimal characters. For example, FFFF:FFFF:FFFF:FFFF:FC00:0000:0000:0000.

Interface ID

In IPv6, an interface ID is a 64-bit identifier. It identifies a physical interface (for example, an Ethernet port) or a virtual interface (for example, the management IP address for a VLAN). One interface should have a unique interface ID.

EUI-64

The EUI-64 (Extended Unique Identifier) defined by the IEEE (Institute of Electrical and Electronics Engineers) is an interface ID format designed to adapt with IPv6. It is derived from the 48-bit (6-byte) Ethernet MAC address as shown next. EUI-64 inserts the hex digits fffe between the third and fourth bytes of the MAC address and complements the seventh bit of the first byte of the MAC address. See the following example.

Table 444

MAC	00	:	13	:	49	:	12	:	34	:	56

Table 445

EUI-64	02	:	13	:	49	:	FF	:	FE	:	12	:	34	:	56

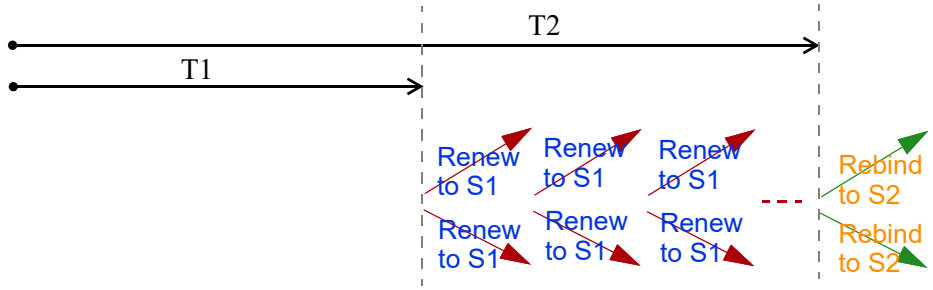
DHCPv6

The Dynamic Host Configuration Protocol for IPv6 (DHCPv6, RFC 3315) is a server-client protocol that allows a DHCP server to assign and pass IPv6 network addresses, prefixes and other configuration information to DHCP clients. DHCPv6 servers and clients exchange DHCP messages using UDP.

Each DHCP client and server has a unique DHCP Unique IDentifier (DUID), which is used for identification when they are exchanging DHCPv6 messages. The DUID is generated from the MAC address, time, vendor assigned ID and/or the vendor's private enterprise number registered with the IANA. It should not change over time even after you reboot the device.

Identity Association

An Identity Association (IA) is a collection of addresses assigned to a DHCP client, through which the server and client can manage a set of related IP addresses. Each IA must be associated with exactly one interface. The DHCP client uses the IA assigned to an interface to obtain configuration from a DHCP server for that interface. Each IA consists of a unique IAID and associated IP information.
The IA type is the type of address in the IA. Each IA holds one type of address. IA_NA means an identity association for non-temporary addresses and IA_TA is an identity association for temporary addresses. An IA_NA option contains the T1 and T2 fields, but an IA_TA option does not. The DHCPv6 server uses T1 and T2 to control the time at which the client contacts with the server to extend the lifetimes on any addresses in the IA_NA before the lifetimes expire. After T1, the client sends the server (**S1**) (from which the addresses in the IA_NA were obtained) a Renew message. If the time T2 is reached and the server does not respond, the client sends a Rebind message to any available server (**S2**). For an IA_TA, the client may send a Renew or Rebind message at the client's discretion.



DHCP Relay Agent

A DHCP relay agent is on the same network as the DHCP clients and helps forward messages between the DHCP server and clients. When a client cannot use its link-local address and a well-known multicast address to locate a DHCP server on its network, it then needs a DHCP relay agent to send a message to a DHCP server that is not attached to the same network.

The DHCP relay agent can add the remote identification (remote-ID) option and the interface-ID option to the Relay-Forward DHCPv6 messages. The remote-ID option carries a user-defined string, such as the system name. The interface-ID option provides slot number, port information and the VLAN ID to the DHCPv6 server. The remote-ID option (if any) is stripped from the Relay-Reply messages before the relay agent sends the packets to the clients. The DHCP server copies the interface-ID option from the Relay-Forward message into the Relay-Reply message and sends it to the relay agent. The interface-ID should not change even after the relay agent restarts.

Prefix Delegation

Prefix delegation enables an IPv6 router to use the IPv6 prefix (network address) received from the ISP (or a connected uplink router) for its LAN. The Switch uses the received IPv6 prefix (for example, 2001:db2::/48) to generate its LAN IP address. Through sending Router Advertisements (RAs) regularly by multicast, the Switch passes the IPv6 prefix information to its LAN hosts. The hosts then can use the prefix to generate their IPv6 addresses.

ICMPv6

Internet Control Message Protocol for IPv6 (ICMPv6 or ICMP for IPv6) is defined in RFC 4443. ICMPv6 has a preceding Next Header value of 58, which is different from the value used to identify ICMP for IPv4. ICMPv6 is an integral part of IPv6. IPv6 nodes use ICMPv6 to report errors encountered in packet processing and perform other diagnostic functions, such as "ping".

Neighbor Discovery Protocol (NDP)

The Neighbor Discovery Protocol (NDP) is a protocol used to discover other IPv6 devices and track neighbor's reachability in a network. An IPv6 device uses the following ICMPv6 messages types:

- Neighbor solicitation: A request from a host to determine a neighbor's link-layer address (MAC address) and detect if the neighbor is still reachable. A neighbor being "reachable" means it responds to a neighbor solicitation message (from the host) with a neighbor advertisement message.
- Neighbor advertisement: A response from a node to announce its link-layer address.
- Router solicitation: A request from a host to locate a router that can act as the default router and forward packets.
- Router advertisement: A response to a router solicitation or a periodical multicast advertisement from a router to advertise its presence and other parameters.

IPv6 Cache

An IPv6 host is required to have a neighbor cache, destination cache, prefix list and default router list. The Switch maintains and updates its IPv6 caches constantly using the information from response messages. In IPv6, the Switch configures a link-local address automatically, and then sends a neighbor solicitation message to check if the address is unique. If there is an address to be resolved or verified, the Switch also sends out a neighbor solicitation message. When the Switch receives a neighbor advertisement in response, it stores the neighbor's link-layer address in the neighbor cache. When the Switch uses a router solicitation message to query for a router and receives a router advertisement message, it adds the router's information to the neighbor cache, prefix list and destination cache. The Switch creates an entry in the default router list cache if the router can be used as a default router.

When the Switch needs to send a packet, it first consults the destination cache to determine the next hop. If there is no matching entry in the destination cache, the Switch uses the prefix list to determine whether the destination address is on-link and can be reached directly without passing through a router. If the address is onlink, the address is considered as the next hop. Otherwise, the Switch determines the next-hop from the default router list or routing table. Once the next hop IP address is known, the Switch looks into the neighbor cache to get the link-layer address and sends the packet when the neighbor is reachable. If the Switch cannot find an entry in the neighbor cache or the state for the neighbor is not reachable, it starts the address resolution process. This helps reduce the number of IPv6 solicitation and advertisement messages.

Multicast Listener Discovery

The Multicast Listener Discovery (MLD) protocol (defined in RFC 2710) is derived from IPv4's Internet Group Management Protocol version 2 (IGMPv2). MLD uses ICMPv6 message types, rather than IGMP message types. MLDv1 is equivalent to IGMPv2 and MLDv2 is equivalent to IGMPv3.

MLD allows an IPv6 switch or router to discover the presence of MLD listeners who wish to receive multicast packets and the IP addresses of multicast groups the hosts want to join on its network.

MLD snooping and MLD proxy are analogous to IGMP snooping and IGMP proxy in IPv4.

MLD filtering controls which multicast groups a port can join.

MLD Messages

A multicast router or switch periodically sends general queries to MLD hosts to update the multicast forwarding table. When an MLD host wants to join a multicast group, it sends an MLD Report message for that address.

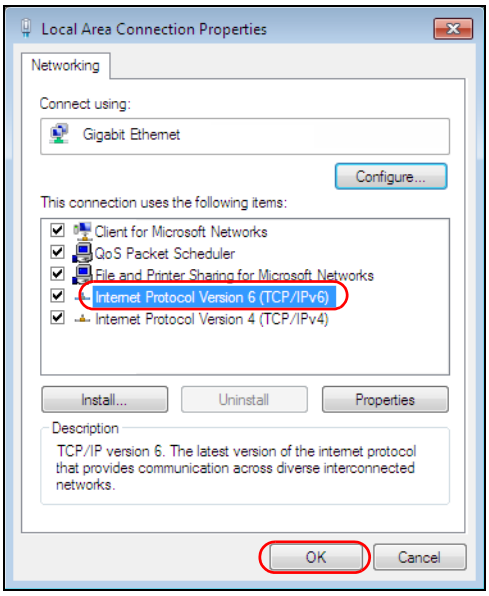
An MLD Done message is equivalent to an IGMP Leave message. When an MLD host wants to leave a multicast group, it can send a Done message to the router or switch. The router or switch then sends a group-specific query to the port on which the Done message is received to determine if other devices connected to this port should remain in the group.

Example – Enabling IPv6 on Windows 7

Windows 7 supports IPv6 by default. DHCPv6 is also enabled when you enable IPv6 on a Windows 7 computer.

To enable IPv6 in Windows 7:

1. Select **Control Panel** > **Network and Sharing Center** > **Local Area Connection**.
2. Select the **Internet Protocol Version 6 (TCP/IPv6)** check box to enable it.
3. Click **OK** to save the change.



4 Click **Close** to exit the **Local Area Connection Status** screen.

5 Select **Start** > **All Programs** > **Accessories** > **Command Prompt**.

6 Use the `ipconfig` command to check your dynamic IPv6 address. This example shows a global address (2001:b021:2d::1000) obtained from a DHCP server.

```
C:\>ipconfig

Windows IP Configuration


Ethernet adapter Local Area Connection:

   Connection-specific DNS Suffix  . :
   IPv6 Address. . . . . . . . . . . : 2001:b021:2d::1000
   Link-local IPv6 Address . . . . . : fe80::25d8:dcab:c80a:5189%11
   IPv4 Address. . . . . . . . . . . : 172.16.100.61
   Subnet Mask . . . . . . . . . . . : 255.255.255.0
   Default Gateway . . . . . . . . . : fe80::213:49ff:feaa:7125%11
                                       172.16.100.254
```

Example – Enabling IPv6 on Windows 10

Windows 10 supports IPv6 by default. DHCPv6 is enabled when you enable IPv6 on a Windows 10 PC.

To enable IPv6 in Windows 10:

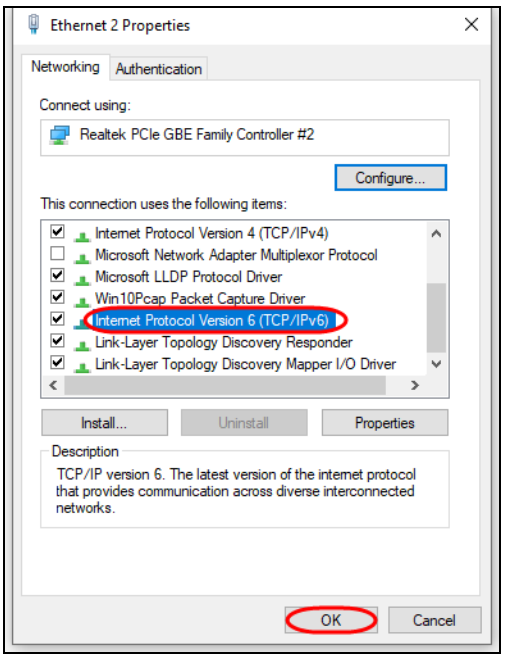
1 Select **Control Panel** > **Network and Sharing Center**.

2 On the left side of the **Network and Sharing Center**, select **Change adapter settings**.

3 Right-click your network connection and select **Properties**.

4 Select the **Internet Protocol Version 6 (TCP/IPv6)** check box to enable it.

5 Click **OK** to save the changes for the selected network adapter.



6 Click **OK** to exit the selected network adapter **Properties** screen.

Example – Enabling DHCPv6 on Windows 10

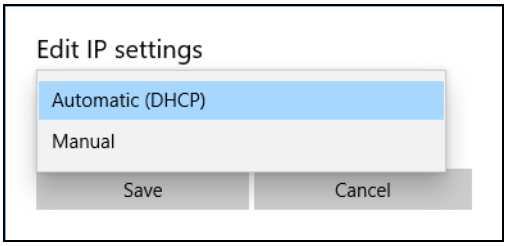
Windows 10 supports DHCPv6 by default. To enable DHCPv6 client on your computer:

1 Select **Start** > **Settings** > **Network & Internet**.

2 On the left side of the **Network & Internet**, select **Ethernet**. Then select the Ethernet network you are connected to.

3 Under **IP assignment**, select **Edit**.

4 Under **Edit IP settings**, select **Automatic (DHCP)** or **Manual**. Then click **Save**.



- When you select **Automatic (DHCP)**, the IP address settings and DNS server address setting are set automatically by your router.

- When you select **Manual**, you can manually set your IP address settings and DNS server address.

Now your computer can obtain an IPv6 address from a DHCPv6 server.

APPENDIX D
Importing a Certificate

When you connect to the Switch Web Configurator using HTTPS, a warning screen “Your connection is not private” may show up. If you see this warning screen, it indicates that your web browser has failed to verify the Secure Sockets Layer (SSL) certificate, which opens an encrypted connection. You can ignore this message and proceed to the website.

This appendix shows you how to import a public key certificate into your web browser to avoid the “Your connection is not private” screen. The web browsers are:

- Google Chrome
- Microsoft Edge
- Mozilla Firefox.

Public key certificates are used by web browsers to ensure that a secure web site is legitimate. When a certificate authority such as VeriSign, Comodo, or Network Solutions, to name a few, receives a certificate request from a website operator, they confirm that the web domain and contact information in the request match those on public record with a domain name registrar. If they match, then the certificate is issued to the website operator, who then places it on the website to be issued to all visiting web browsers to let them know that the website is legitimate.

Many Zyxel products, such as the Switch, issue their own public key certificates. These can be used by web browsers on a LAN or WAN to verify that they are in fact connecting to the legitimate device and not one masquerading as it. However, because the certificates were not issued by one of the several organizations officially recognized by the most common web browsers, you will need to import the Zyxel-created certificate into your web browser and flag that certificate as a trusted authority.

Note: You can see if you are browsing on a secure website if the URL on your web browser’s address bar begins with `https://` or there is a sealed padlock icon (🔒) somewhere in the web browser window (not all web browsers show the padlock in the same location).

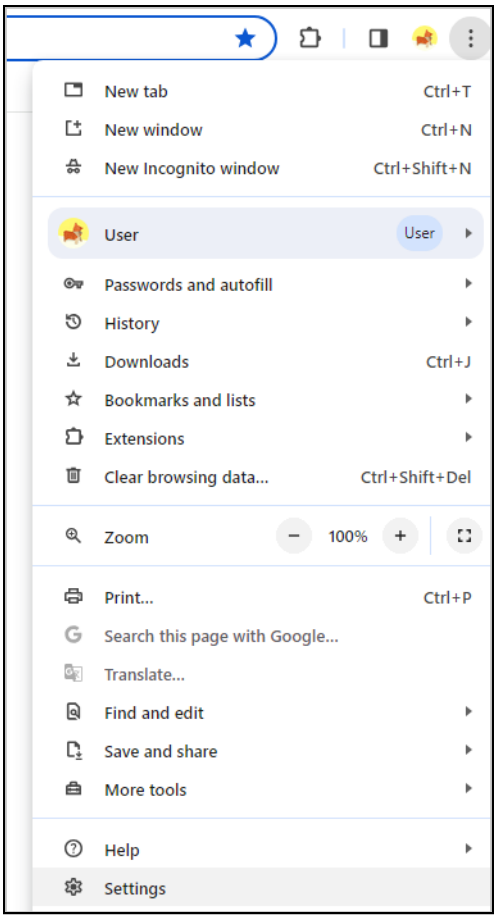
Note: You need a certificate from a trusted Certification Authority (CA) for this Switch.

Importing a Certificate to Google Chrome and Microsoft Edge

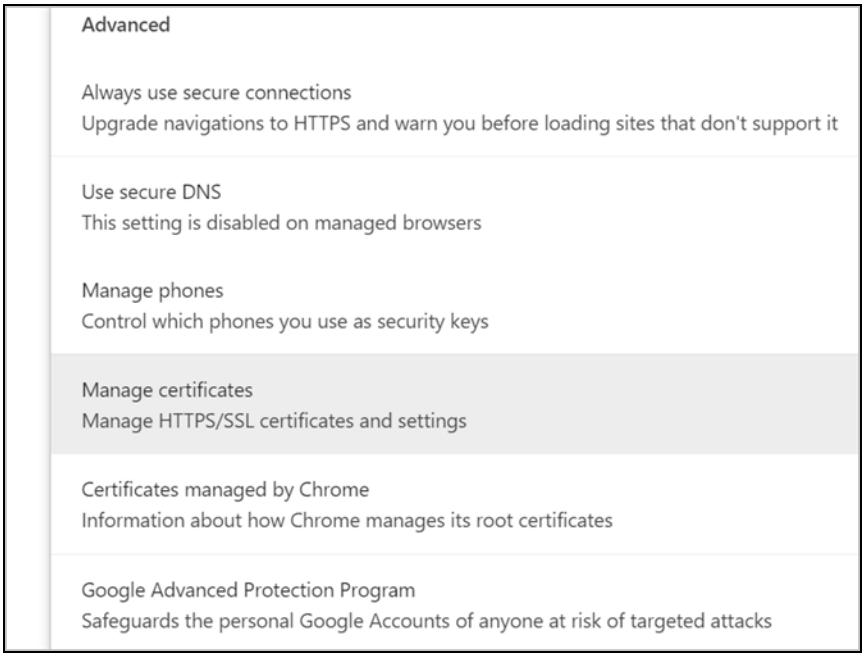
The following example uses Google Chrome on Windows 10. You first have to store the certificate in your computer and then install it as a Trusted Root CA, as shown in the following tutorial.

The Importing process is quite similar between Google Chrome and Microsoft Edge. The following procedures in Google Chrome can apply the same way in Microsoft Edge.

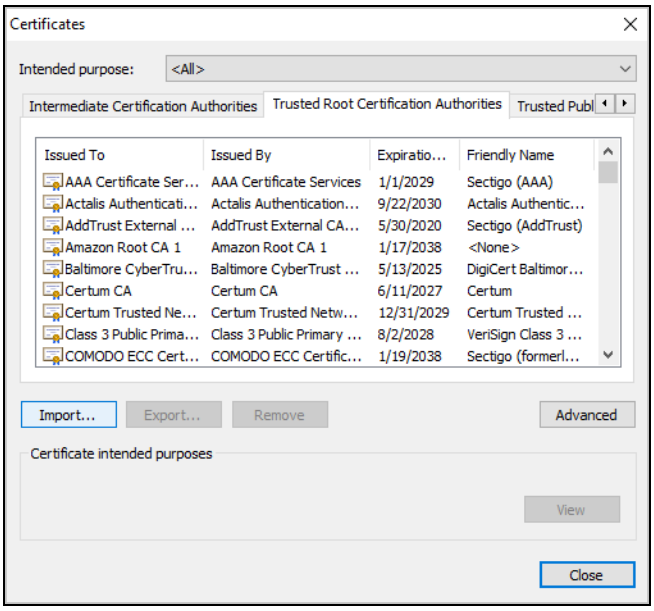
1 Open the Google Chrome browser. Click the three dots on the upper right. Then choose **Settings**.



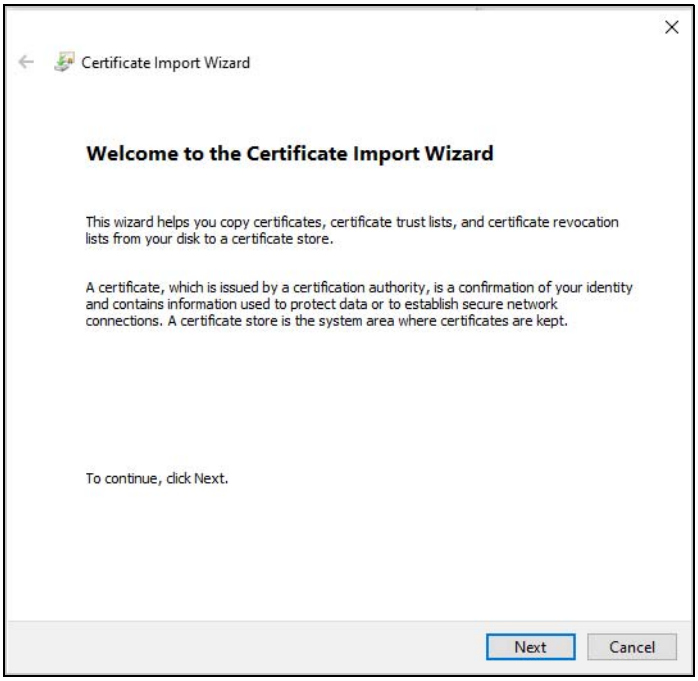
2 In Google Chrome, click **Privacy and security** > **Security** > **Manage certificates**.
In Microsoft Edge, click **Privacy, search, and services** > **Manage certificates**.



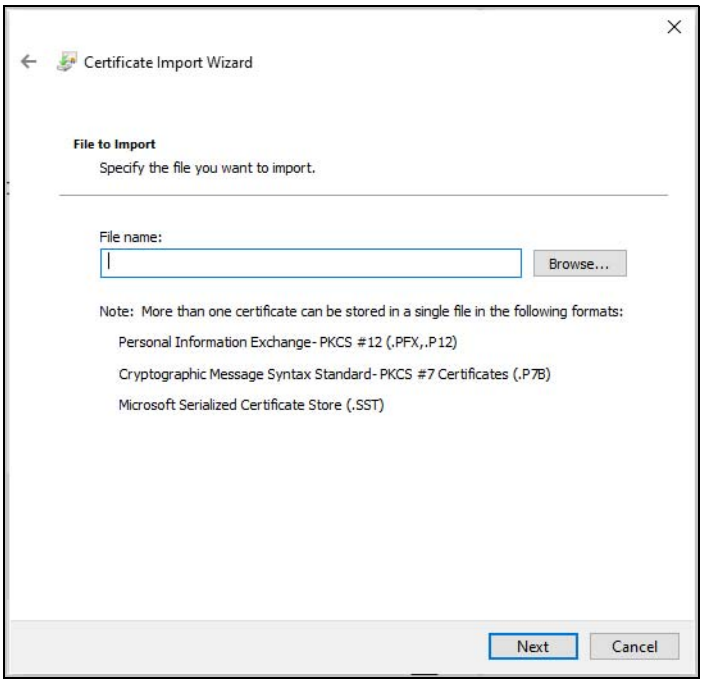
3 Select the **Trusted Root Certification Authorities** tab and click **Import**.



4 The **Certificate Import Wizard** screen appears. Click **Next** to continue.

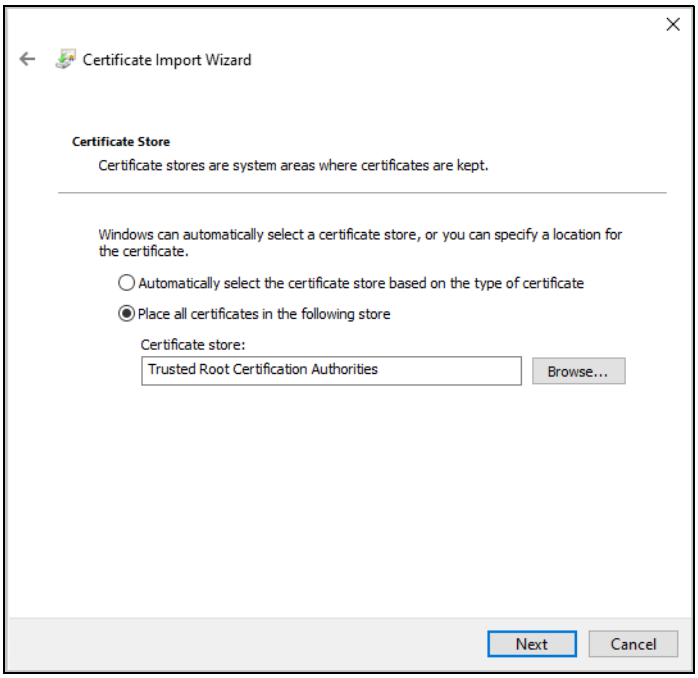


5 Click **Browse** to select a certificate already saved in your computer and click **Next** to continue.

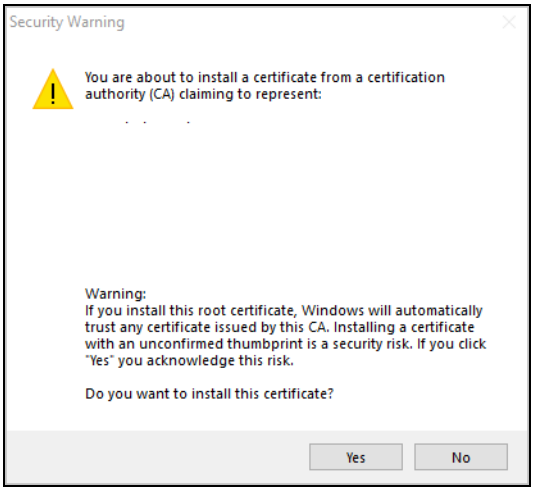


6 Select **All Files** to locate the certificate in your computer.

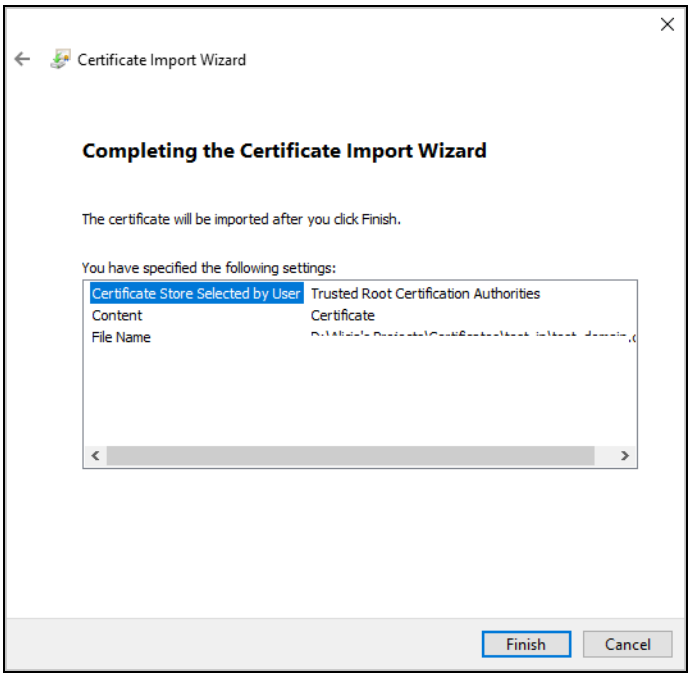
7 Two options are available for certificate stores. One is **Automatically select the certificate store based on the type of certificate**. This means the certificate import wizard can identify from the certificate whether it is a CA certificate or a personal certificate, and install it into the appropriate certificate store. The other option is **Place all certificates in the following store.** With this option, you can choose the desired folder for the certificate store. After selection, click **Next**.



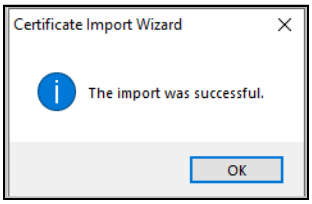
8 A security warning message appears, click **Yes** to continue.



9 Click **Finish** to exit the wizard.



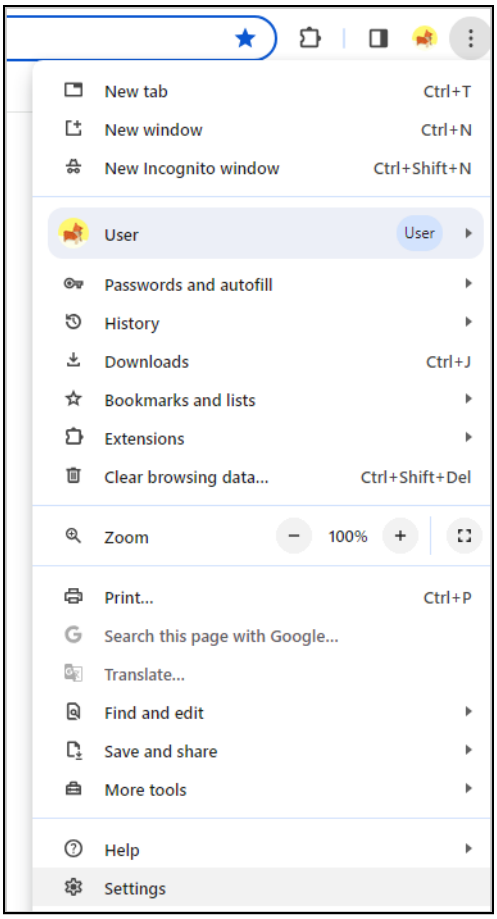
A pop-up screen informs you that the import was successful.



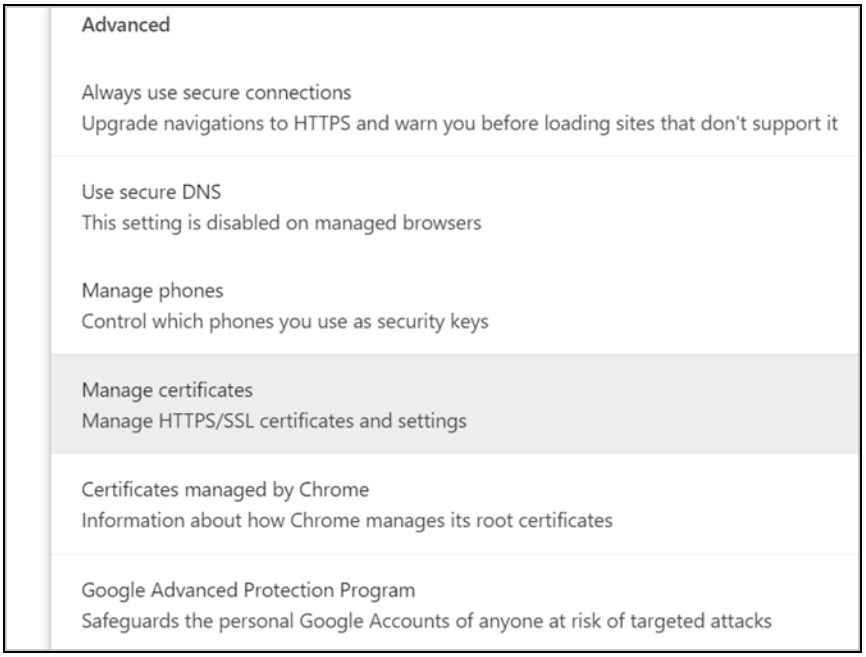
Remove a Certificate in Google Chrome and Microsoft Edge

This section shows you how to remove a public key certificate in Google Chrome and Microsoft Edge on Windows 10.

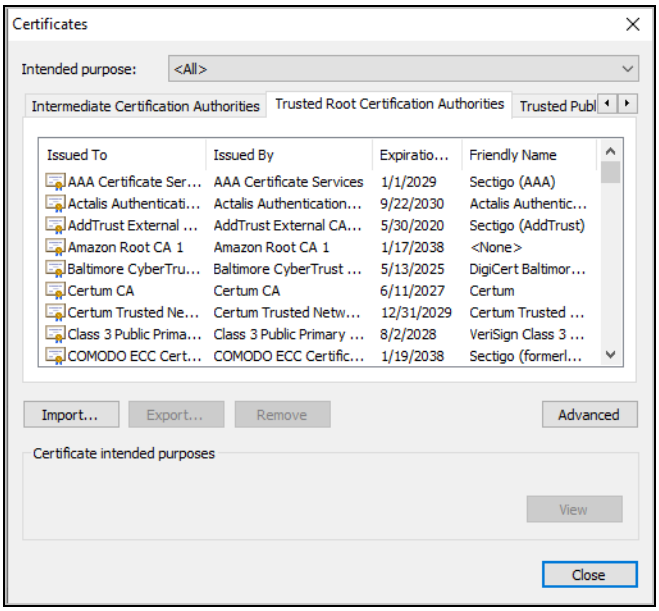
1 Open your web browser, click the three dots on the upper right, and click **Settings**.



2 In Google Chrome, click **Privacy and security > Security > Manage certificates**.
In Microsoft Edge, click **Privacy, search, and services > Manage certificates**.

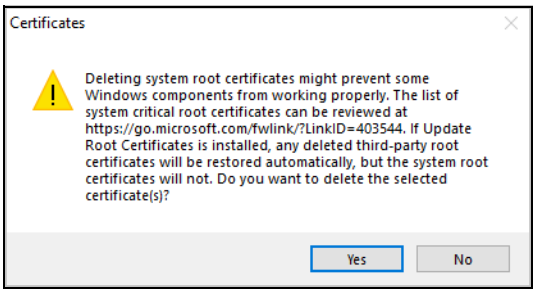


3 On the **Certificates** screen, select the **Trusted Root Certification Authorities** tab.



4 Select the certificate you want to remove and click **Remove**.

5 Click **Yes** when you see the following warning message.

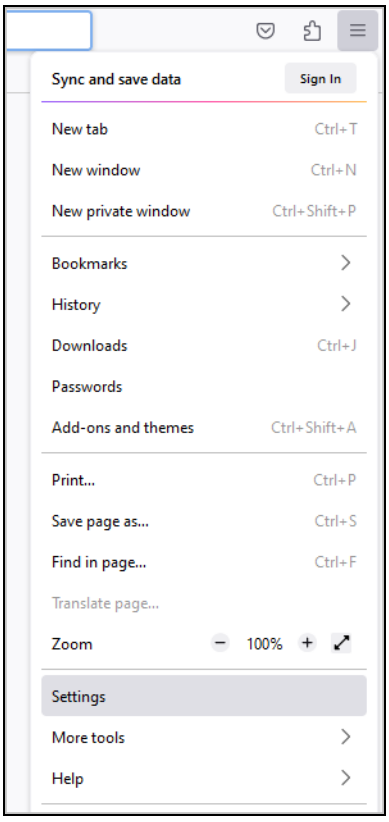


6 Confirm the details displayed in the warning message and click **Yes**.

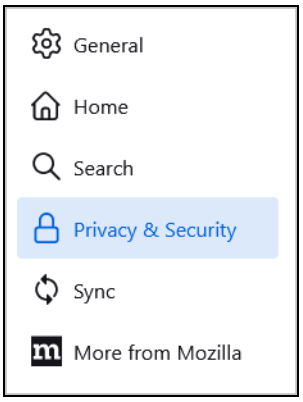
Import a Certificate to Mozilla Firefox

The following example uses Mozilla Firefox on Windows 10. You first have to store the certificate in your computer and then install it as a Trusted Root CA. To import a certificate to the Firefox browser, do the following:

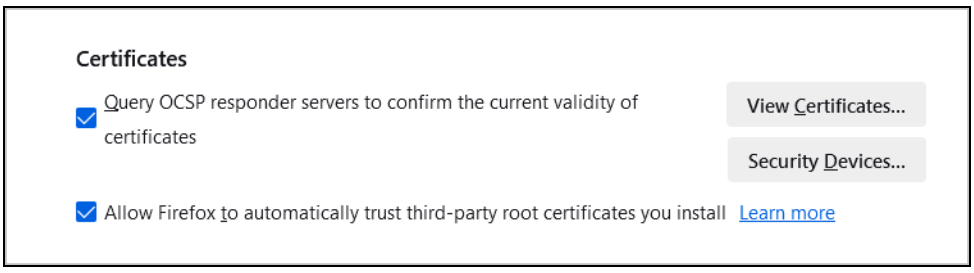
1 Open the Firefox browser and click the **Open application menu** icon on the upper right. Then click **Settings**.



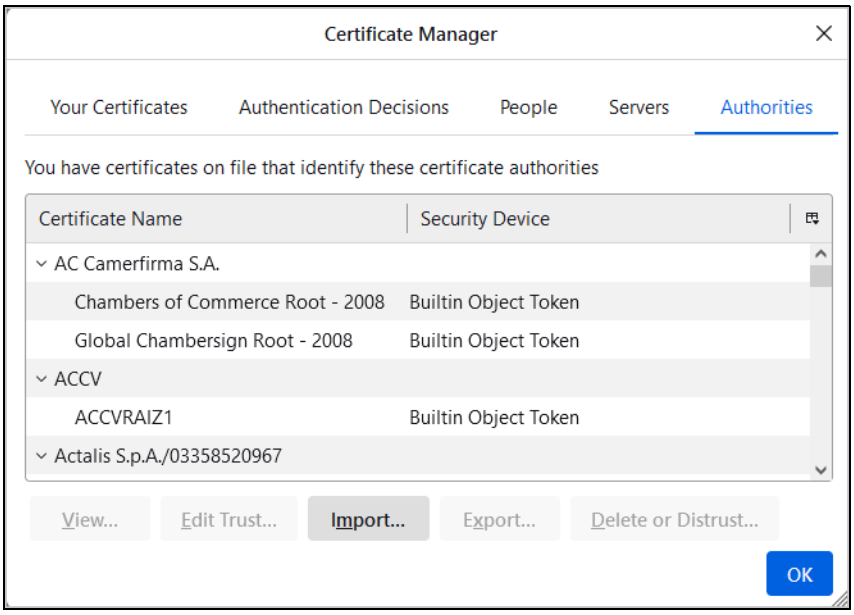
2 Click **Privacy & Security**.



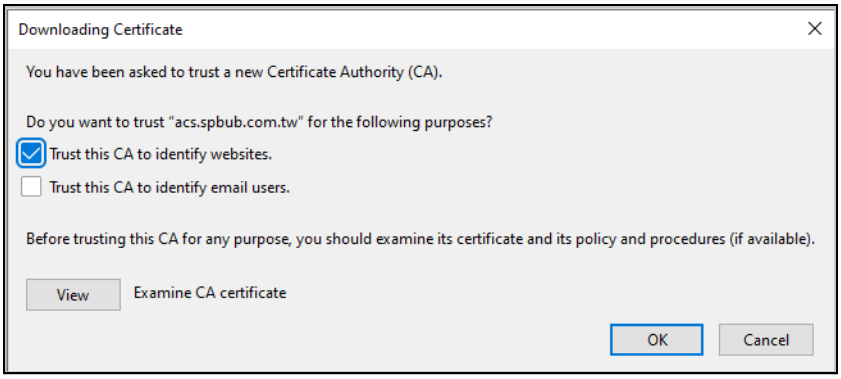
3 On the **Privacy & Security** screen, scroll down to locate **Certificates** and click **View Certificates**.



4 On the **Certificate Manager** screen, select the **Authorities** tab and click **Import**.



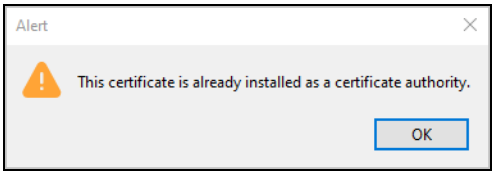
5 Open the certificate file in your computer and the **Downloading Certificate** screen appears. Click **Trust this CA to identify websites**. Click **View** to examine the imported CA certificate.



6 When the certificate details appear, view the content to confirm the correct organization name. Confirm that the validity period has the correct start and end dates. The **Common Name** can be either an IP address or domain name. Confirm that the client's IP address or domain name aligns with the **Common Name** on the certificate. If all the information on the certificate is correct, close the certificate screen and click **OK**.

The certificate file is now installed in the Firefox browser.

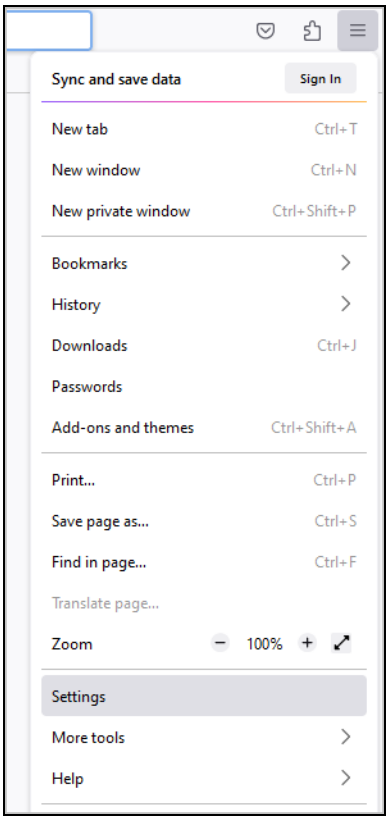
To check if the import is successful, click **Import** to select the same certificate again to see if the alert **This certificate is already installed as a certificate authority** pops up.



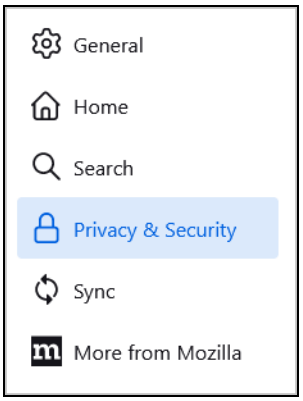
Removing a Certificate in Mozilla Firefox

This section shows you how to remove a public key certificate in Mozilla Firefox.

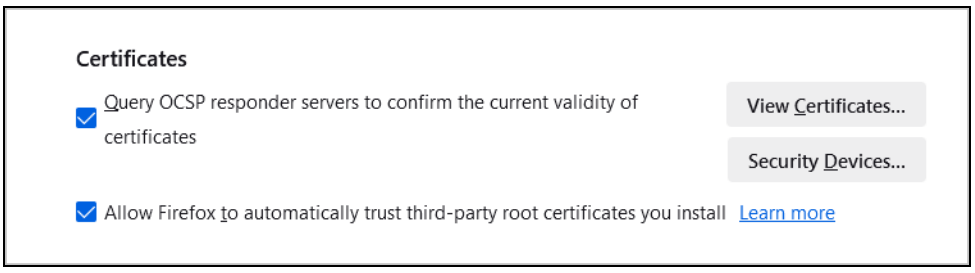
1 Open the Firefox browser and click the **Open application menu** icon on the upper right. Then click **Settings**.



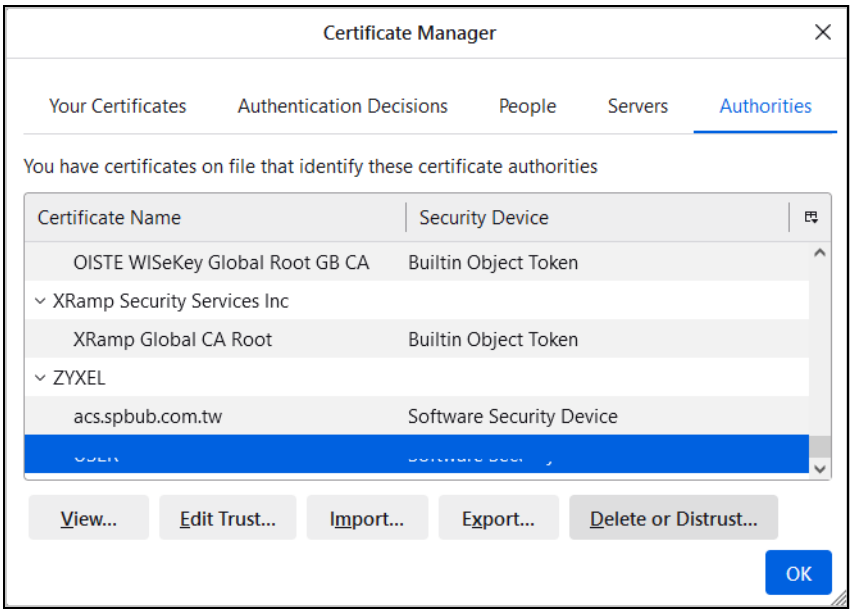
2 Click **Privacy & Security**.



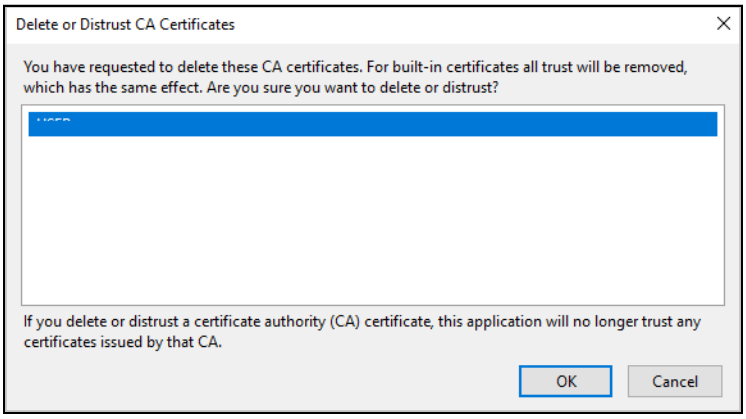
3 On the **Privacy & Security** screen, locate **Certificates** and click **View Certificates**.



4 In the **Certificate Manager** screen, click the **Authorities** tab and select the certificate you want to remove. Then, click **Delete or Distrust**.



5 On the next screen, click **OK**.



The next time you visit the web site with the public key certificate removed, a certification error will appear.

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