

**D-Link™ DGS-3324SR**

**High-Density Layer 3 Stackable Gigabit Ethernet Switch**

# ***User's Guide***

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February 2004 P/N 651GS3324025

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## Intended Readers

The *DGS-3324SR User Guide* contains information for setup and management of the DGS-3324SR Switch. This guide is intended for network managers familiar with network management concepts and terminology.

## Typographical Conventions

Convention	Description
[ ]	In a command line, square brackets indicate an optional entry. For example: [ <b>copy filename</b> ] means that optionally you can type copy followed by the name of the file. Do not type the brackets.
<b>Bold font</b>	Indicates a button, a toolbar icon, menu, or menu item. For example: Open the <b>File</b> menu and choose <b>Cancel</b> . Used for emphasis. May also indicate system messages or prompts appearing on your screen. For example: You have mail. Bold font is also used to represent filenames, program names and commands. For example: use the <b>copy</b> command.
<b>Boldface Typewriter Font</b>	Indicates commands and responses to prompts that must be typed exactly as printed in the manual.
Initial capital letter	Indicates a window name. Names of keys on the keyboard have initial capitals. For example: Click Enter.
<i>Italics</i>	Indicates a window name or a field. Also can indicate a variables or parameter that is replaced with an appropriate word or string. For example: type <i>filename</i> means that you should type the actual filename instead of the word shown in italic.
<b>Menu Name &gt; Menu Option</b>	Menu Name > Menu Option      Indicates the menu structure. <b>Device &gt; Port &gt; Port Properties</b> means the Port Properties menu option under the Port menu option that is located under the Device menu.

## Notes, Notices, and Cautions



**NOTE:** A NOTE indicates important information that helps you make better use of your device.




**NOTICE:** A NOTICE indicates either potential damage to hardware or loss of data and tells you how to avoid the problem.



**CAUTION:** A CAUTION indicates a potential for property damage, personal injury, or death.

## Safety Instructions

Use the following safety guidelines to ensure your own personal safety and to help protect your system from potential damage. Throughout this safety section, the caution icon (  ) is used to indicate cautions and precautions that you need to review and follow.



### Safety Cautions

To reduce the risk of bodily injury, electrical shock, fire, and damage to the equipment, observe the following precautions.

Observe and follow service markings. Do not service any product except as explained in your system documentation. Opening or removing covers that are marked with the triangular symbol with a lightning bolt may expose you to electrical shock. Components inside these compartments should be serviced only by a trained service technician.

If any of the following conditions occur, unplug the product from the electrical outlet and replace the part or contact your trained service provider:

- The power cable, extension cable, or plug is damaged.
- An object has fallen into the product.
- The product has been exposed to water.
- The product has been dropped or damaged.
- The product does not operate correctly when you follow the operating instructions.
- Keep your system away from radiators and heat sources. Also, do not block cooling vents.
- Do not spill food or liquids on your system components, and never operate the product in a wet environment. If the system gets wet, see the appropriate section in your troubleshooting guide or contact your trained service provider.

- Do not push any objects into the openings of your system. Doing so can cause fire or electric shock by shorting out interior components.
- Use the product only with approved equipment.
- Allow the product to cool before removing covers or touching internal components.
- Operate the product only from the type of external power source indicated on the electrical ratings label. If you are not sure of the type of power source required, consult your service provider or local power company.
- To help avoid damaging your system, be sure the voltage selection switch (if provided) on the power supply is set to match the power available at your location:
  - 115 volts (V)/60 hertz (Hz) in most of North and South America and some Far Eastern countries such as South Korea and Taiwan
  - 100 V/50 Hz in eastern Japan and 100 V/60 Hz in western Japan
  - 230 V/50 Hz in most of Europe, the Middle East, and the Far East
- Also be sure that attached devices are electrically rated to operate with the power available in your location.
- Use only approved power cable(s). If you have not been provided with a power cable for your system or for any AC-powered option intended for your system, purchase a power cable that is approved for use in your country. The power cable must be rated for the product and for the voltage and current marked on the product's electrical ratings label. The voltage and current rating of the cable should be greater than the ratings marked on the product.
- To help prevent electric shock, plug the system and peripheral power cables into properly grounded electrical outlets. These cables are equipped with three-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3-wire cable with properly grounded plugs.
- Observe extension cable and power strip ratings. Make sure that the total ampere rating of all products plugged into the extension cable or power strip does not exceed 80 percent of the ampere ratings limit for the extension cable or power strip.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or uninterruptible power supply (UPS).
- Position system cables and power cables carefully; route cables so that they cannot be stepped on or tripped over. Be sure that nothing rests on any cables.
- Do not modify power cables or plugs. Consult a licensed electrician or your power company for site modifications. Always follow your local/national wiring rules.
- When connecting or disconnecting power to hot-pluggable power supplies, if offered with your system, observe the following guidelines:
  - Install the power supply before connecting the power cable to the power supply.
  - Unplug the power cable before removing the power supply.
  - If the system has multiple sources of power, disconnect power from the system by unplugging *all* power cables from the power supplies.
- Move products with care; ensure that all casters and/or stabilizers are firmly connected to the system. Avoid sudden stops and uneven surfaces.



## General Precautions for Rack-Mountable Products

Observe the following precautions for rack stability and safety. Also refer to the rack installation documentation accompanying the system and the rack for specific caution statements and procedures.

Systems are considered to be components in a rack. Thus, "component" refers to any system as well as to various peripherals or supporting hardware.



**CAUTION:** Installing systems in a rack without the front and side stabilizers installed could cause the rack to tip over, potentially resulting in bodily injury under certain circumstances. Therefore, always install the stabilizers before installing components in the rack.

After installing system/components in a rack, never pull more than one component out of the rack on its slide assemblies at one time. The weight of more than one extended component could cause the rack to tip over and may result in serious injury.

- Before working on the rack, make sure that the stabilizers are secured to the rack, extended to the floor, and that the full weight of the rack rests on the floor. Install front and side stabilizers on a single rack or front stabilizers for joined multiple racks before working on the rack.

## Safety Instructions (continued)

Always load the rack from the bottom up, and load the heaviest item in the rack first.

Make sure that the rack is level and stable before extending a component from the rack.

Use caution when pressing the component rail release latches and sliding a component into or out of a rack; the slide rails can pinch your fingers.

After a component is inserted into the rack, carefully extend the rail into a locking position, and then slide the component into the rack.

Do not overload the AC supply branch circuit that provides power to the rack. The total rack load should not exceed 80 percent of the branch circuit rating.

Ensure that proper airflow is provided to components in the rack.

Do not step on or stand on any component when servicing other components in a rack.



**NOTE:** A qualified electrician must perform all connections to DC power and to safety grounds. All electrical wiring must comply with applicable local or national codes and practices.



**CAUTION:** Never defeat the ground conductor or operate the equipment in the absence of a suitably installed ground conductor. Contact the appropriate electrical inspection authority or an electrician if you are uncertain that suitable grounding is available.



**CAUTION:** The system chassis must be positively grounded to the rack cabinet frame. Do not attempt to connect power to the system until grounding cables are connected. Completed power and safety ground wiring must be inspected by a qualified electrical inspector. An energy hazard will exist if the safety ground cable is omitted or disconnected.

## **Protecting Against Electrostatic Discharge**

Static electricity can harm delicate components inside your system. To prevent static damage, discharge static electricity from your body before you touch any of the electronic components, such as the microprocessor. You can do so by periodically touching an unpainted metal surface on the chassis.

You can also take the following steps to prevent damage from electrostatic discharge (ESD):

1. When unpacking a static-sensitive component from its shipping carton, do not remove the component from the antistatic packing material until you are ready to install the component in your system. Just before unwrapping the antistatic packaging, be sure to discharge static electricity from your body.
2. When transporting a sensitive component, first place it in an antistatic container or packaging.
3. Handle all sensitive components in a static-safe area. If possible, use antistatic floor pads and workbench pads and an antistatic grounding strap.

## Section 1

# Introduction

### ***Switch Description***

### ***Features***

### ***Front-Panel Components***

### ***Back Panel Description***

### ***Plug-in Module Descriptions***

### ***Management Options***

## Switch Description

The DGS-3324SR is a modular Gigabit Ethernet backbone switch designed for adaptability and scalability. The Switch provides a management platform and uplink to backbone for a stacked group of twelve DGS-3324SR Layer 3 switches in a ring or chain topology arrangement. Alternatively, the Switch can utilize up to twenty-four Gigabit Ethernet ports to function as a central distribution hub for other switches or switch groups, or routers. The four built-in combination Gigabit ports have the option of being used as either 1000BASE-T or SFP Gigabit connections.

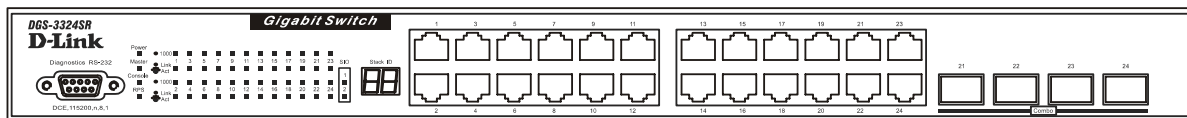
## Features

- 4 built-in combination 1000BASE-T/SFP ports
- Ring or chain topology switch stacking configuration for up to 12 additional DGS-3324SR switches
- 88 Gbps switching fabric capacity
- Supports 802.1D STP and 802.1w Rapid Spanning Tree for redundant back up bridge paths
- Supports 802.1Q VLAN, IGMP snooping, 802.1p Priority Queues, port trunking, port mirroring
- Multi-layer Access Control (based on MAC address, IP address, VLAN, Protocol, 802.1p, DSCP)
- Supports Layer 3 functions including multiple IP Interfaces, MD5 Key Configuration, Route Redistribution, Static and Default Route settings, Static ARP settings, RIP, OSPF, DNS Relay and IP Multicast Routing Protocol.
- Quality of Service (QoS) customized control
- 802.1x (port-based) access control and RADIUS Client support
- Administrator-definable port security
- Per-port bandwidth control
- IEEE 802.3z and IEEE 802.3x compliant Flow Control for all Gigabit ports
- SNMP v.1, v.2, v.3 network management, RMON support
- Support optional external Redundant Power Supply
- Supports Web-based management.
- CLI management support
- DHCP and BOOTP Client support.
- Fully configurable either in-band or out-of-band control via RS-232 console serial connection.
- Telnet remote control console

- TFTP upgrade
- Traffic Segmentation
- SysLog support
- Simple Network Time Protocol
- Web GUI Traffic Monitoring

## Front-Panel Components

The front panel of the Switch consists of LED indicators, an RS-232 communication port, and four SFP (Mini-GBIC) combo ports.



**Figure 1 - 1. Front Panel View of the switch**

Comprehensive LED indicators display the status of the Switch and the network.

An RS-232 DCE console port for setting up and managing the Switch via a connection to a console terminal or PC using a terminal emulation program.

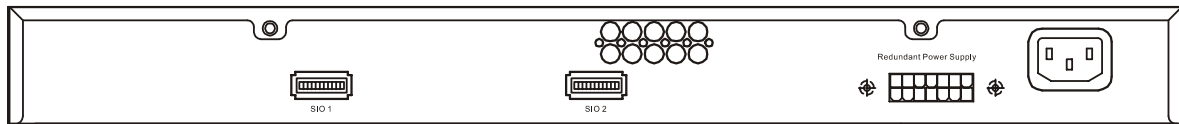
## LED Indicators

The LED indicators of the Switch include **Power**, **Master**, **Console**, **RPS** (Redundant Power Supply), **1000 Link/Act**, **Stack ID** and **SIO**. A bank of 24 LEDs (2 for each port) indicates link, activity status and connection speed for each port

<b>Power</b>	It will light green approximately 2 seconds after the switch is powered on to indicate the ready state of the device.
<b>Master</b>	Lights steady green when the Switch is configured as the Master Switch in a stack.
<b>Console</b>	This indicator on the front panel should be lit during the Power-On Self Test (POST). Lights green when the switch is being managed via out-of-band/local console management through the RS-232 console port using a straight-through serial cable.
<b>RPS</b>	This indicator will light steady amber when an external power supply is supplying power. This indicates the internal power supply has failed.
<b>1000 Link/Act</b>	Each on-board Gigabit Ethernet port has a corresponding indicator. This will light steady green for a valid link and blink whenever there is reception or transmission (i.e. Activity--Act) of data occurring at a port.
<b>Stack ID</b>	The switch includes a 7-segment LED (labeled STACK ID) to indicate the switch status in a stacked switch group.
<b>SIO</b>	Indicates which stacking port, if any, is in use.

## Rear Panel Description

The rear panel of the Switch contains an AC power connector, a connector for the Redundant Power Supply (RPS) and two stacking ports.



**Figure 1-2. Rear panel view of the Switch**

The AC power connector is a standard three-pronged connector that supports the power cord. Plug the female connector of the provided power cord into this socket, and the male side of the cord into a power outlet. The Switch automatically adjusts its power setting to any supply voltage in the range from 100 ~ 240 VAC at 50 ~ 60 Hz.

## RPS Connector

Connect the optional external redundant power supply to the RPS connector. If the Switch's internal power unit fails, the redundant power system automatically supplies power to the switch for uninterrupted operation. The switch supports the D-Link RPS-500 redundant power supply units.

## Management Options

The system may be managed out-of-band through the console port on the front panel or in-band using Telnet or a web browser.

### Web-based Management Interface

After you have successfully installed the Switch, you can configure the Switch, monitor the LED panel, and display statistics graphically using a web browser, such as Netscape Navigator (version 6.2 and higher) or Microsoft® Internet Explorer (version 5.0).



**NOTE:** To access the Switch through a web browser, the computer running the web browser must have IP-based network access to the switch.

### Command Line Console Interface Through the Serial Port or Telnet

You can also connect a computer or terminal to the serial console port or use Telnet to access the Switch. The command-line-driven interface provides complete access to all switch management features. For a full list of commands, see the *Command Line Interface Reference Manual*, which is included on the documentation CD.

### SNMP-Based Management

You can manage the Switch with an SNMP-compatible console program. The Switch supports SNMP version 1.0, version 2.0 and version 3.0. The SNMP agent decodes the incoming SNMP messages and responds to requests with MIB objects stored in the database. The SNMP agent updates the MIB objects to generate statistics and counters.

The Switch supports a comprehensive set of MIB extensions:

- RFC1213 MIB II
- RFC1493 Bridge
- RFC1643 Ether-like MIB
- RFC1724 RIP 2
- RFC1757 RMON
- RFC1850 OSPF Version 2



- RFC1907 (SNMPv2-MIB)
- RFC2021 (RMON2)
- RFC2096 IP Forwarding
- RFC2233 Interface MIB
- RFC2571 (SNMP Frameworks)
- RFC2572 (Message Processing for SNMP)
- RFC2573 (SNMP Applications)
- RFC2574 (USM for SNMP)
- RFC2575 (VACM for SNMP)
- RFC2576 (Coexistence between SNMPS)
- RFC2618 (Radius-Auth-Client-MIB)
- RFC2620 (Radius-Acc-Client-MIB)
- RFC2932 IPv4 Multicast Routing
- RFC2933 IGMP
- RFC2934 PIM
- DVMRP MIB
- D-Link Enterprise MIB
- 802.1p RFC2674
- IEEE8021-PAE-MIB
- RSTP-MIB

## Section 2

# Installation

### *Package Contents*

### *Before You Connect to the Network*

### *Switch Installation*

### *Connecting Stacked Switch Groups*

### *Gigabit Combo Ports*

### *External Redundant Power System*

### *Connecting the Console Port*

### *Password Protection*

### *SNMP Settings*

### *IP Address Assignment*

### *Connecting Devices to the Switch*

## Package Contents

Before you begin installing the Switch, confirm that your package contains the following items:

- One DGS-3324SR Layer 3 Gigabit Switch
- Mounting kit: 2 mounting brackets and screws
- Four rubber feet with adhesive backing
- One AC power cord
- This User's Guide with Registration Card
- CLI Reference
- CD-ROM with User's Guide and CLI Reference

## Before You Connect to the Network



**NOTICE:** Do not connect the Switch to the network until you have established the correct IP settings.

Before you connect to the network, you must install the Switch on a flat surface or in a rack, set up a terminal emulation program, plug in the power cord, and then set up a password and IP address.

The Switch is supplied with rubber feet for stationing it on a flat surface and mounting brackets and screws for mounting the Switch in a rack.



**NOTICE:** Do not connect the stacked switch group to the network until you have properly configured all switches for switch stacking. An improperly configured switch stack can cause a broadcast storm.

## Switch Installation

### Installing the Switch Without the Rack

1. Install the Switch on a level surface that can safely support the weight of the Switch and its attached cables. The Switch must have adequate space for ventilation and for accessing cable connectors.
2. Set the Switch on a flat surface and check for proper ventilation. Allow at least 5 cm (2 inches) on each side of the Switch and 15 cm (6 inches) at the back for the power cable.
3. Attach the rubber feet on the marked locations on the bottom of the chassis.
4. The rubber feet, although optional, are recommended to keep the unit from slipping.

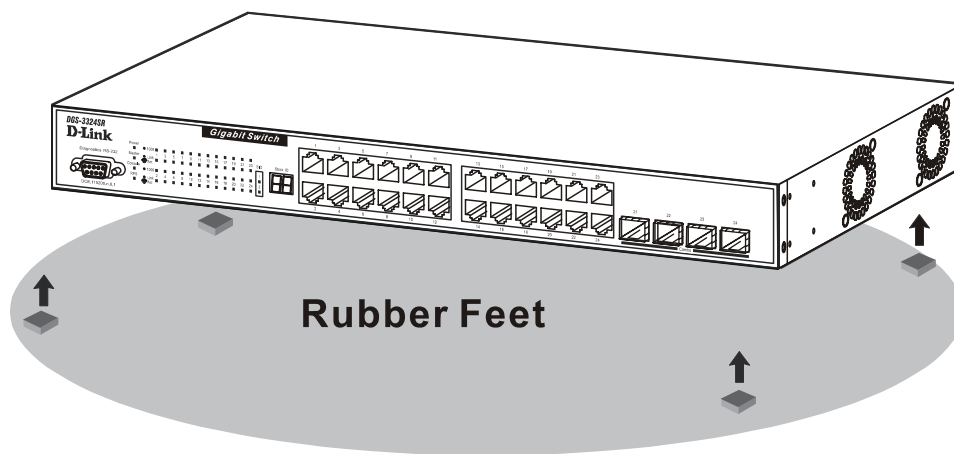


Figure 2-1. Install rubber feet for installations with or without a rack

### Installing the Switch in a Rack

You can install the Switch in most standard 19-inch (48.3-cm) racks. Refer to the illustrations below.

1. Use the supplied screws to attach a mounting bracket to each side of the Switch.
2. Align the holes in the mounting bracket with the holes in the rack.
3. Insert and tighten two screws through each of the mounting brackets.

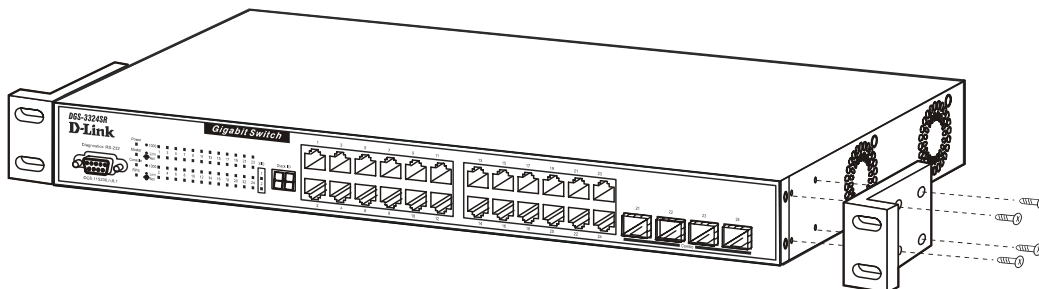


Figure 2-2. Attach mounting brackets

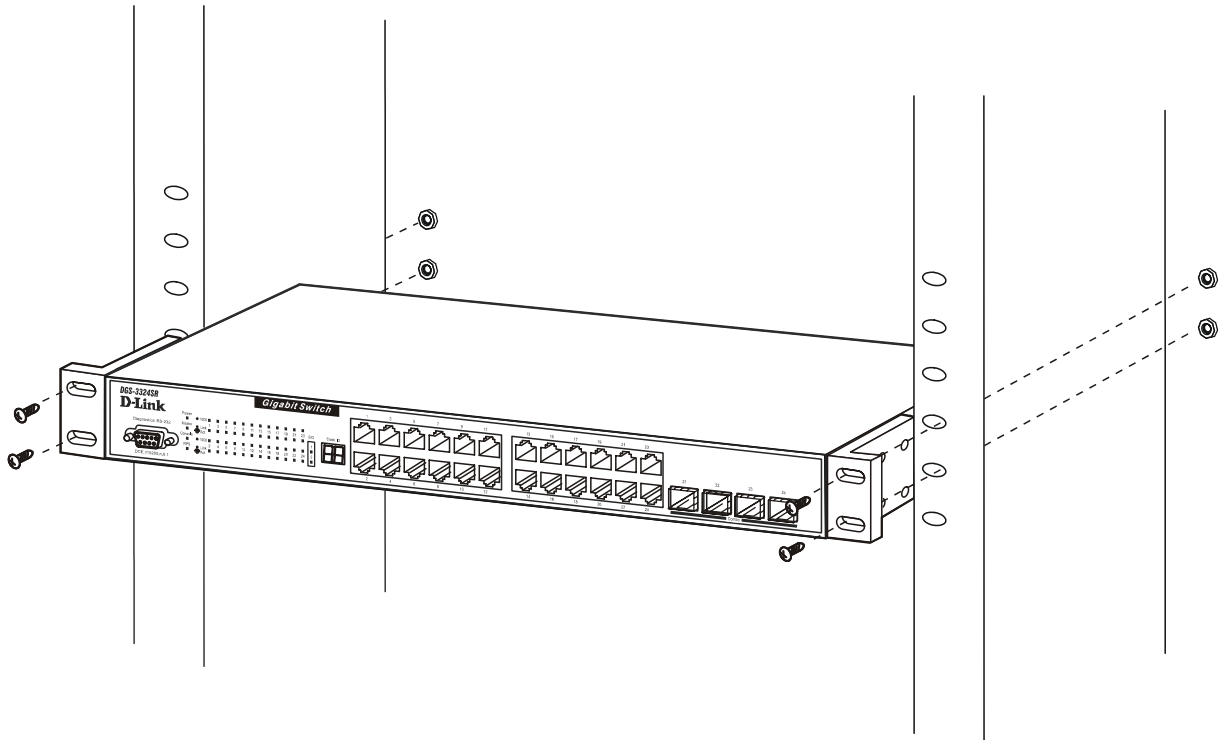
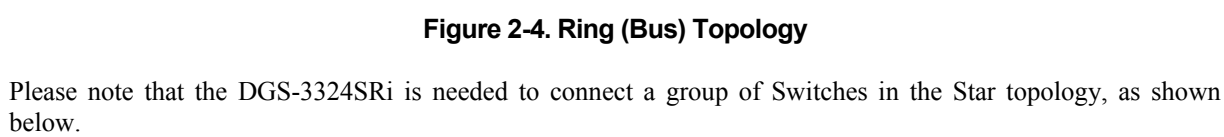


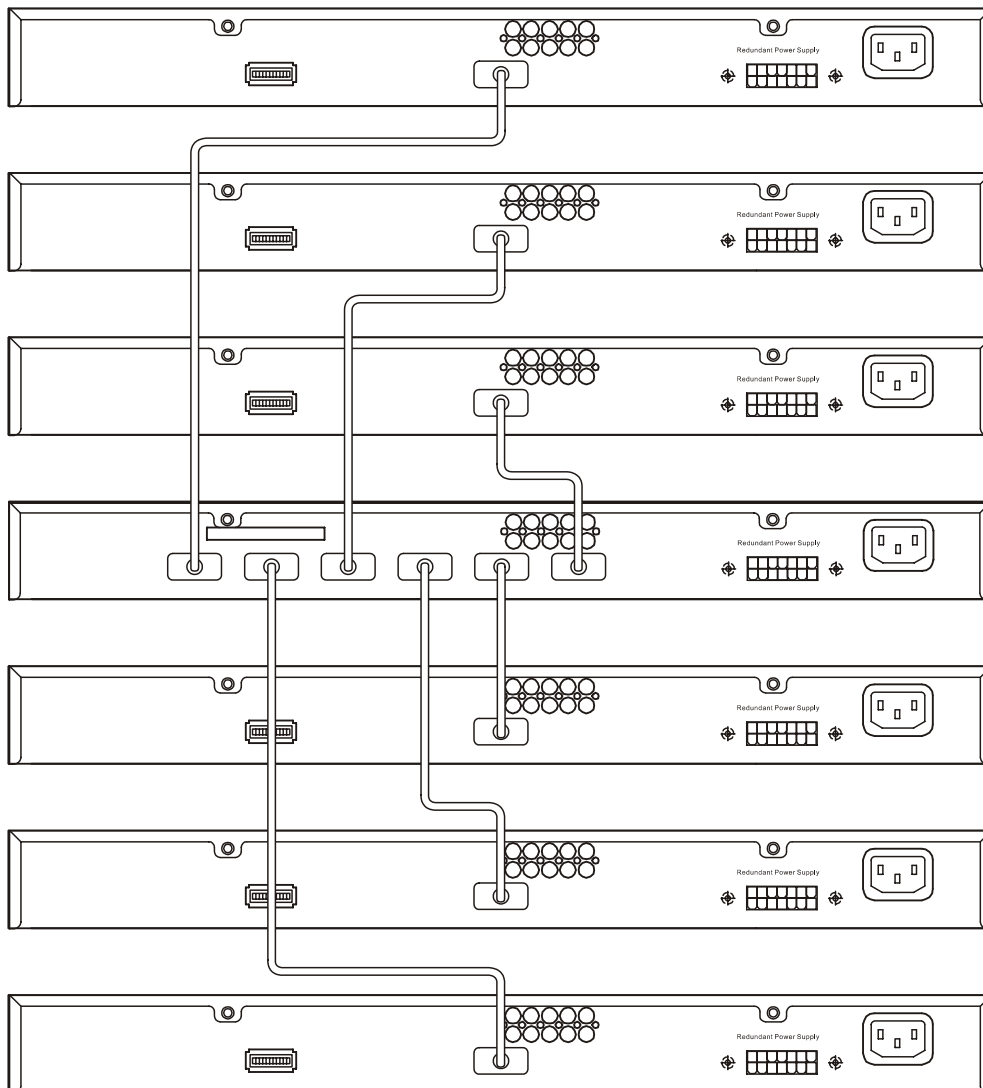
Figure 2-3. Install switch in equipment rack

## Connecting Stacked Switch Groups

Up to 12 switches can be stacked together for Ring mode or Chain mode to a Master Unit or in tandem with a second master unit via the second 10Gig stacking port. Users can add unit to reach maximum 288 GbE ports per Ring stack or 168 GbE ports per Star stack. Switches are stacked together through a high-speed stack cables that provide high speed of multiple Gigabit connections, allowing the entire stack to perform as a single IP entity. User can see the number of switches stacked together from 7-segment display on front panel. Please refer to the diagram below.



Please note that the DGS-3324SRi is needed to connect a group of Switches in the Star topology, as shown below.



**Figure 2-5. Star Topology Stacked Switch Group**

The stacking ports are designated 1 and 2, and the stacking port being used will have its matching LED (on the front panel) light a steady green when in use. Connection can be made from any stacking port to any other stacking port. That is, stacking port 1 may connect to 1 or 2, and stacking port 2 may connect to 2 or 1

## Configuring a Switch Group for Stacking

Follow the instructions below to configure the DGS-3324SR as the designated Master, and then to configure the slave units.

To configure the DGS-3324SR to function in a stacked group as a master, do the following:

1. At the CLI login prompt, enter **config box\_priority current\_box\_id 1 priority 1** and press the Enter key. (Where the lowest priority number in a stack is always the Master, i.e. 2 would have a higher priority than 5.)
2. Successful configuration will be verified by a **Success** message. It takes a few seconds for the change to take effect. See the example below for the DGS-3324SR.
3. Be sure to save the configuration change using the CLI command **save**.
4. Reboot the Switch.

```
DGS-3324SR:4#config box_priority current_box_id 1 priority 1
Command: config box_priority current_box_id 1 priority 1
```

Success.

```
DGS-3324SR:4#.....
```

```
DGS-3324SR:4#
```

To configure the same DGS-3324SR to function in a stacked group as the Slave, do the following:

1. At the CLI login prompt, enter **config box\_priority current\_box\_id 1 priority 2** and press the Enter key.
2. Successful configuration will be verified by a **Success** message. It takes a few seconds for the change to take effect. See the example below for the DGS-3324SR.
3. Be sure to save the configuration change using the CLI command **save**.

```
DGS-3324SR:4#config box_priority current_box_id 1 priority 2
Command: config config box_priority current_box_id 1 priority 2
```

Success.

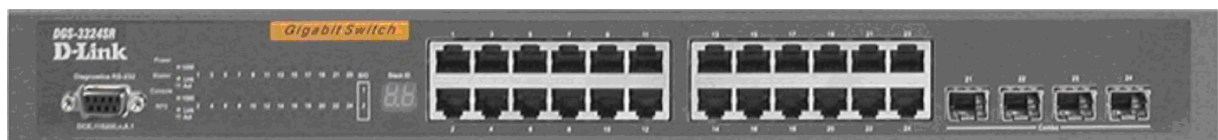
```
DGS-3324SR:4#.....
```



**NOTE:** Make sure that each box has a different ID. No two boxes can have the same ID.

## Unit ID Display for Switches in a Switch Stack

The **Stack ID**, 7-segment LED (as shown below) on the front panel displays the Stack ID of the Switch. Please also note that the **Master** LED is lit, indicating that this Switch is the Master unit in the stack.



## Gigabit Combo Ports

In addition to the 24 10/100/1000 Mbps ports, the Switch features four Mini-GBIC Combo ports. These four ports are 10/100/1000BASE-T copper ports (built-in) and Mini-GBIC ports (optional). Please note that the Mini-GBIC ports are used instead of the built-in 10/100/1000BASE-T ports. The Mini-GBIC ports will not work

simultaneously with its corresponding 10/100/1000BASE-T port. For example, if port 24x is used on the Mini GBIC module, port 24 is not available for the 10/100/1000BASE-T built-in port, and vice versa.

## External Redundant Power System

The Switch supports an external redundant power system.

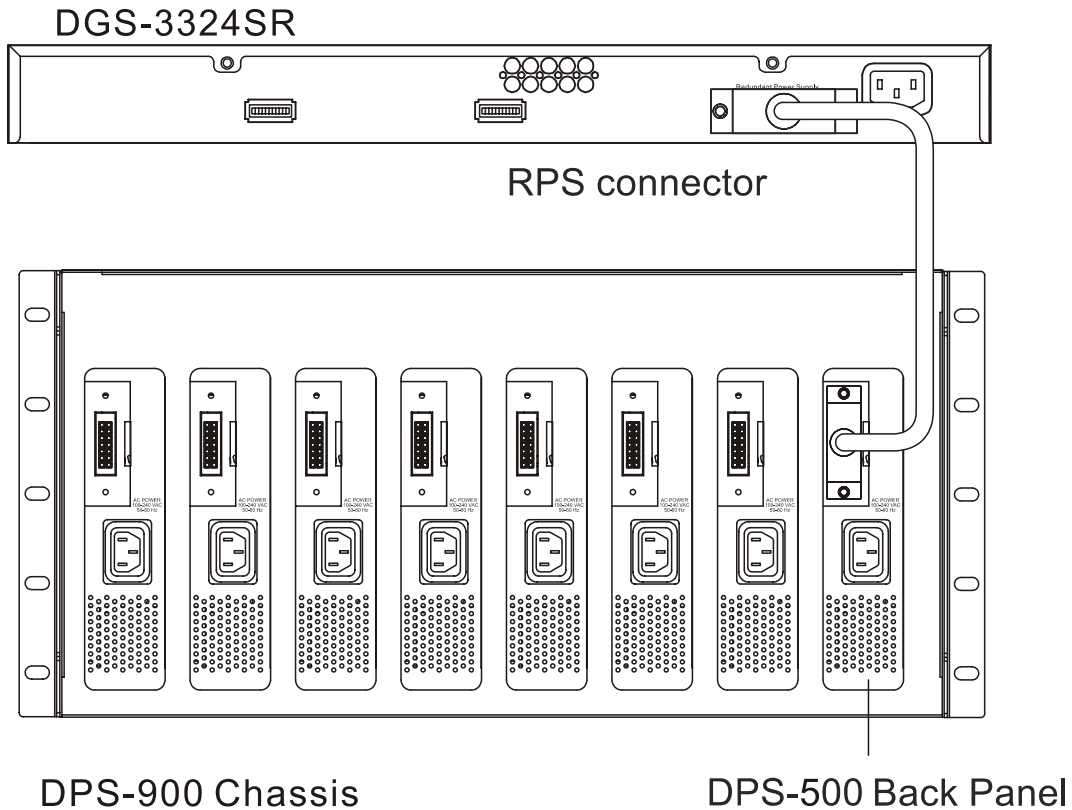


Figure 2-6. DPS-900 with DGS-3324SR

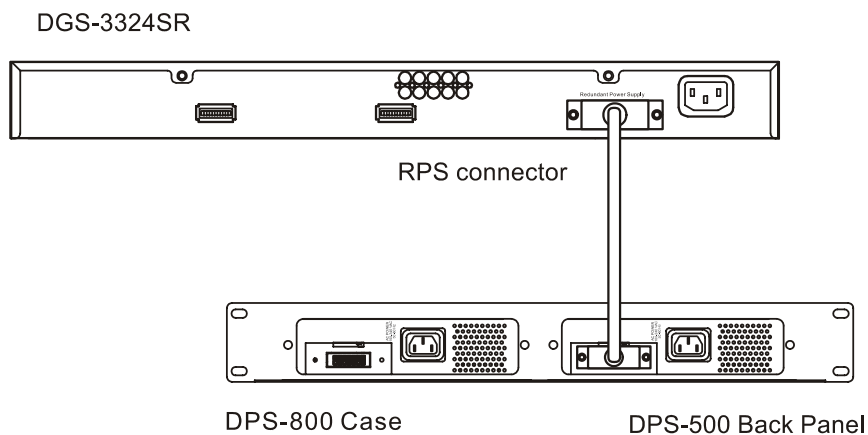


Figure 2-7. DPS-800 with DGS-3324SR





**NOTE:** See the DPS-900 documentation for more information.



**CAUTION:** Do not use the Switch with any redundant power system other than the DPS-900.

## Connecting the Console Port

The Switch provides an RS-232 serial port that enables a connection to a computer or terminal for monitoring and configuring the switch. This port is a DB-9 connector, implemented as a DCE connection.

*To use the console port, you need the following equipment:*

- A terminal or a computer with both a serial port and the ability to emulate a terminal
- A RS-232 cable with a female DB-9 connector for the console port on the switch

*To connect a terminal to the console port:*

1. Connect the RS-232 cable directly to the console port on the Switch, and tighten the captive retaining screws.
2. Connect the other end of the cable to a terminal or to the serial connector of a computer running terminal emulation software. Set the terminal emulation software as follows:
  1. Select the appropriate serial port (COM port 1 or COM port 2).
  3. Set the data rate to 115200 baud.
  4. Set the data format to 8 data bits, 1 stop bit, and no parity.
  5. Set flow control to none.
  6. Under **Properties**, select **VT100 for Emulation** mode.
  7. Select **Terminal keys** for **Function, Arrow, and Ctrl** keys. Ensure that you select **Terminal keys** (not **Windows keys**).



**NOTICE:** When you use HyperTerminal with the Microsoft® Windows® 2000 operating system, ensure that you have Windows 2000 Service Pack 2 or later installed. Windows 2000 Service Pack 2 allows you to use arrow keys in HyperTerminal's VT100 emulation. See [www.microsoft.com](http://www.microsoft.com) for information on Windows 2000 service packs.

8. After you have correctly set up the terminal, plug the power cable into the power receptacle on the back of the Switch. The boot sequence appears in the terminal.
9. After the boot sequence completes, the console login screen displays.
10. If you have not logged into the command line interface (CLI) program, press the Enter key at the User name and password prompts. There is no default user name and password for the Switch, user names and passwords must first be created by the administrator. If you have previously set up user accounts, log in and continue to configure the Switch.
11. Enter the commands to complete your desired tasks. Many commands require administrator-level access privileges. Read the next section for more information on setting up user accounts. See the *Command Line Reference* on the documentation CD for a list of all commands and additional information on using the CLI.

12. When you have completed your tasks, exit the session with the **logout** command or close the emulator program.

## Password Protection

The DGS-3324SR does not have a default user name and password. One of the first tasks when settings up the Switch is to create user accounts. If you log in using a predefined administrator-level user name you have privileged access to the Switch's management software.

After your initial login, define new passwords for both default user names to prevent unauthorized access to the Switch, and record the passwords for future reference.

To create an administrator-level account for the Switch, do the following:

1. At the CLI login prompt, enter **create account admin** followed by the <user name> and press the Enter key.
2. You will be asked to provide a password. Type the <password> used for the administrator account being created and press the Enter key.
3. You will be prompted to enter the same password again to verify it. Type the same password and press the Enter key.
4. Successful creation of the new administrator account will be verified by a **Success** message.

User names and passwords can be up to 15 characters in length.



**NOTE:** Passwords are case sensitive.

The sample below illustrates a successful creation of a new administrator-level account with the user name "newmanager".

```
DGS-3324SR:4#create account admin newmanager
```

```
Command: create account admin newmanager
```

```
Enter a case-sensitive new password:*****
```

```
Enter the new password again for confirmation:*****
```

```
Success.
```

```
DGS-3324SR:4#
```



**NOTICE:** CLI configuration commands only modify the running configuration file and are not saved when the Switch is rebooted. To save all your configuration changes in nonvolatile storage, you must use the **save** command to copy the running configuration file to the startup configuration.

## SNMP Settings

Simple Network Management Protocol (SNMP) is an OSI Layer 7 (Application Layer) function designed specifically for managing and monitoring network devices. SNMP enables network management stations to read and modify the settings of gateways, routers, switches, and other network devices. Use SNMP to configure system features for proper operation, monitor performance and detect potential problems in the Switch, switch group or network.

Managed devices that support SNMP include software (referred to as an agent), which runs locally on the device. A defined set of variables (managed objects) is maintained by the SNMP agent and used to manage the device. These objects are defined in a Management Information Base (MIB), which provides a standard presentation of the information controlled by the on-board SNMP agent. SNMP defines both the format of the MIB specifications and the protocol used to access this information over the network.

The DGS-3324SR supports the SNMP versions 1, 2c, and 3. You can specify which version of the SNMP you want to use to monitor and control the Switch. The three versions of SNMP vary in the level of security provided between the management station and the network device.

In SNMP v.1 and v.2, user authentication is accomplished using 'community strings', which function like passwords. The remote user SNMP application and the switch SNMP must use the same community string. SNMP packets from any station that has not been authenticated are ignored (dropped).

The default community strings for the Switch used for SNMP v.1 and v.2 management access are:

**public** - Allows authorized management stations to retrieve MIB objects.

**private** - Allows authorized management stations to retrieve and modify MIB objects.

SNMP v.3 uses a more sophisticated authentication process that is separated into two parts. The first part is to maintain a list of users and their attributes that are allowed to act as SNMP managers. The second part describes what each user on that list can do as an SNMP manager.

The Switch allows groups of users to be listed and configured with a shared set of privileges. The SNMP version may also be set for a listed group of SNMP managers. Thus, you may create a group of SNMP managers that are allowed to view read-only information or receive traps using SNMP v.1 while assigning a higher level of security to another group, granting read/write privileges using SNMP v.3.

Using SNMP v.3 individual users or groups of SNMP managers can be allowed to perform or be restricted from performing specific SNMP management functions. The functions allowed or restricted are defined using the Object Identifier (OID) associated with a specific MIB. An additional layer of security is available for SNMP v.3 in that SNMP messages may be encrypted. To read more about how to configure SNMP v.3 settings for the Switch read the next section.

## Traps

Traps are messages that alert network personnel of events that occur on the Switch. The events can be as serious as a reboot (someone accidentally turned OFF the Switch), or less serious like a port status change. The Switch generates traps and sends them to the trap recipient (or network manager). Typical traps include trap messages for Authentication Failure, Topology Change and Broadcast/Multicast Storm.

## MIBs

Management and counter information are stored by the switch in the Management Information Base (MIB). The Switch uses the standard MIB-II Management Information Base module. Consequently, values for MIB objects can be retrieved from any SNMP-based network management software. In addition to the standard MIB-II, the Switch also supports its own proprietary enterprise MIB as an extended Management Information Base. The proprietary MIB may also be retrieved by specifying the MIB Object Identifier. MIB values can be either read-only or read-write.

## IP Address Assignment

Each switch must be assigned its own IP Address, which is used for communication with an SNMP network manager or other TCP/IP application (for example BOOTP, TFTP). The Switch's default IP address is 10.90.90.90. You can change the default switch IP address to meet the specification of your networking address scheme.

The Switch is also assigned a unique MAC address by the factory. This MAC address cannot be changed, and can be found from the initial boot console screen – shown below.

Boot Procedure	1.00-B02
Power On Self Test .....	100 %
MAC Address : 00-01-02-03-04-00	
H/W Version : 1A1	
Please wait, loading Runtime image .....	15 %_

**Figure 2 - 4. Boot Screen**

The Switch's MAC address can also be found from the Web management program on the **Switch Information (Basic Settings)** window on the **Configuration** menu.

The IP address for the Switch must be set before it can be managed with the Web-based manager. The Switch IP address can be automatically set using BOOTP or DHCP protocols, in which case the actual address assigned to the switch must be known.

The IP address may be set using the Command Line Interface (CLI) over the console serial port as follows:

1. Starting at the command line prompt, enter the commands **config ipif System ipaddress xxx.xxx.xxx.xxx/yyy.yyy.yyy.yyy**. Where the **x**'s represent the IP address to be assigned to the IP interface named **System** and the **y**'s represent the corresponding subnet mask.
2. Alternatively, you can enter **config ipif System ipaddress xxx.xxx.xxx.xxx/z**. Where the **x**'s represent the IP address to be assigned to the IP interface named **System** and the **z** represents the corresponding number of subnets in CIDR notation.

The IP interface named **System** on the Switch can be assigned an IP address and subnet mask which can then be used to connect a management station to the Switch's Telnet or Web-based management agent.

```
DGS-3324SR:4#config ipif System ipaddress 10.52.19.13/255.0.0.0
Command: config ipif System ipaddress 10.52.19.13/8

Success.

DGS-3324SR:4#_
```

**Figure 2 - 5. Assigning the Switch an IP Address**

In the above example, the Switch was assigned an IP address of 10.52.19.13 with a subnet mask of 255.0.0.0. The system message **Success** indicates that the command was executed successfully. The Switch can now be configured and managed via Telnet and the CLI or via the Web-based management.

## Connecting Devices to the Switch

After assigning IP addresses to the Switch, you can connect devices to the Switch.

***To connect a device to an SFP transceiver port:***

1. Use your cabling requirements to select an appropriate SFP transceiver type.
2. Insert the SFP transceiver (sold separately) into the SFP transceiver slot.
3. Use the appropriate network cabling to connect a device to the connectors on the SFP transceiver.



**NOTICE:** When the SFP transceiver acquires a link, the associated integrated 10/100/1000BASE-T port is disabled.

## Section 3

# Introduction to Switch Management

*Login to Web Manager*

*Web-based User Interface*

*Basic Setup*

*Switch Information*

*IP Address*

*User Accounts*

*Saving Changes*

*Factory Reset*

*Restart System*

## Introduction

All software functions of the DGS-3324SR can be managed, configured and monitored via the embedded web-based (HTML) interface. The switch can be managed from remote stations anywhere on the network through a standard browser such as Netscape Navigator/Communicator or Microsoft Internet Explorer. The browser acts as a universal access tool and can communicate directly with the Switch using the HTTP protocol.

The Web-based management module and the Console program (and Telnet) are different ways to access the same internal switching software for configuration. Thus, all settings encountered in web-based management are the same as those found in the console program.

## Login to Web Manager

To begin managing your Switch simply run the browser you have installed on your computer and point it to the IP address you have defined for the device. The URL in the address bar should read something like: `http://123.123.123.123`, where the numbers 123 represent the IP address of the switch.



**NOTE:** The Factory default IP address for the Switch is 10.90.90.90.

In the page that opens, click on the **Login to make a setup** button at the top of the window:



**Figure 3- 1. Login Page**

This opens the management module's main page.

The switch management features available in the web-based manager are explained below.

This opens the management module's user authentication window, as seen below.



Figure 3- 2. Enter Network Password window

Leave both the **User Name** field and the **Password** field blank and click OK. This will open the Web-based user interface. The Switch management features available in the web-based manager are explained below.

## Web-based User Interface

The user interface provides access to various switch configuration and management screens, allows you to view performance statistics, and permits you to graphically monitor the system status.

## Areas of the User Interface

The figure below shows the user interface. The user interface is divided into 3 distinct areas as described in the table.

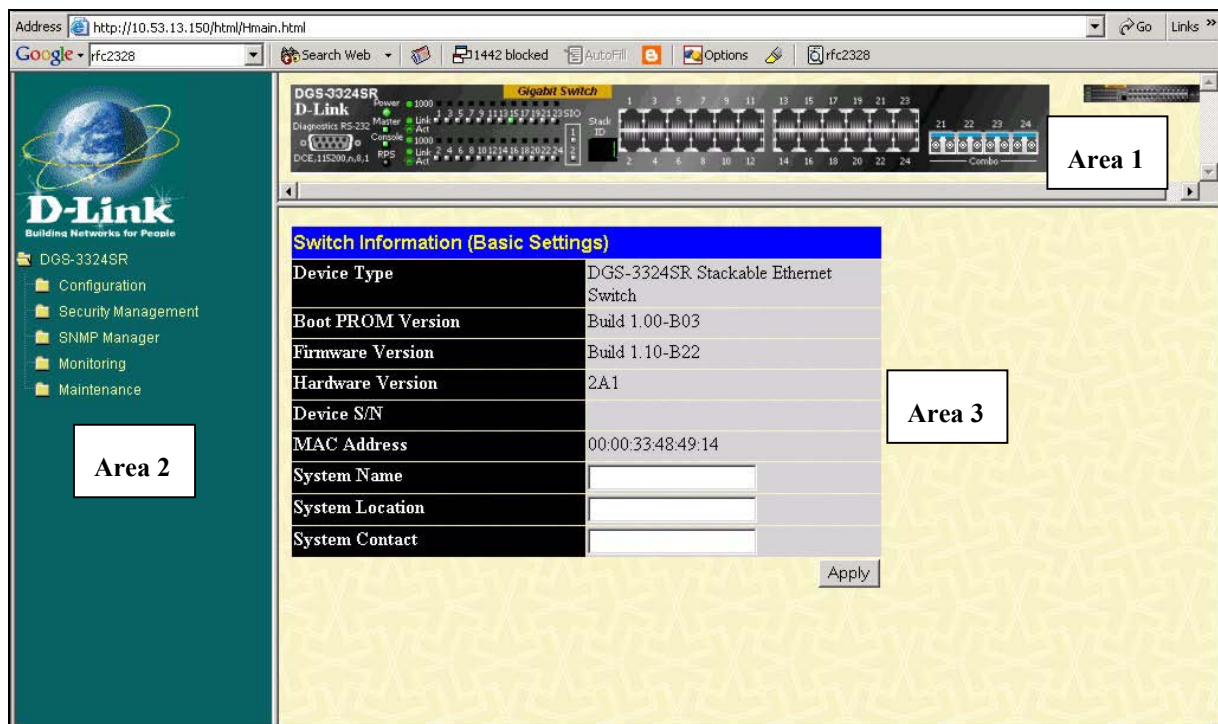


Figure 3- 3. Main Web-Manager Screen

Area	Function
1	<p>Presents a graphical near real-time image of the front panel of the Switch. This area displays the Switch's ports and expansion modules, showing port activity, duplex mode, or flow control, depending on the specified mode. To the right of the Switch's front panel is the current stacking configuration.</p> <p>Various areas of the graphic can be selected for performing management functions, including port configuration.</p>
2	<p>Select the menu or window to be displayed. The folder icons can be opened to display the hyperlinked menu buttons and subfolders contained within them. Click the D-Link logo to go to the D-Link website.</p>
3	<p>Presents switch information based on your selection and the entry of configuration data.</p>



**NOTICE:** Any changes made to the Switch configuration during the current session must be saved in the **Save Changes** web menu (explained below) or use the command line interface (CLI) command **save**.

## Web Pages

When you connect to the management mode of the Switch with a web browser, a login screen is displayed. Enter a user name and password to access the Switch's management mode.

Below is a list and description of the main folders available in the web interface:

**Configuration folder:** includes menus for port configuration, bandwidth control, link aggregation, port mirroring, VLANs configuration, Spanning Tree Protocol setup, forwarding & filtering configuration, Quality of Service, broadcast/multicast storm controls (Traffic Control), IGMP snooping, static router ports setup, SysLog server setup, port security, SNMP settings and the access profile table. This also contains the Advanced Settings menu which is used to configure miscellaneous settings such as for the serial port, MAC address aging time, and to enable/disable the following: RMON, IGMP snooping, Telnet and web management access, traffic segmentation, and 802.1x. The Switch Information page is used to enter system contact and physical location information and lists basic information such as the switch's MAC address, current firmware version and the modules installed.

**Security Management:** contains 802.1x settings including RADIUS server information and PAE setup and security management IP station setup.

**SNMP Manager:** contains menus for establishing the Switch IP settings, user accounts configuration and SNMP setup including SNMP v.3 configuration.

**Monitoring:** includes menus for monitoring Switch performance monitors, MAC address table information, router port information, IGMP Snooping information and 802.1x related information.

**Maintenance:** contains menus for upgrading firmware and saving configuration files (TFTP Services), saving configuration changes, resetting and rebooting the Switch, Ping test and logging out of the web manager.



**NOTE:** Be sure to configure the user name and password in the User Accounts menu before connecting the Switch to the greater network.



## Basic Setup

The subsections below describe how to change some of the basic settings for the Switch such as changing IP settings and assigning user names and passwords for management access privileges, as well as how to save the changes and restart the Switch.

### Switch Information

Click the **Switch Information** link in the **Configuration** menu.

Switch Information (Basic Settings)	
Device Type	DGS-3324SR Stackable Ethernet Switch
Boot PROM Version	Build 1.00-B03
Firmware Version	Build 2.00-B19
Hardware Version	2A1
Device S/N	
MAC Address	00:00:33:48:49:14
System Name	<input type="text"/>
System Location	<input type="text"/>
System Contact	<input type="text"/>
Apply	

**Figure 3- 4. Switch Information – Basic Settings**

The **Switch Information** window shows the Switch's **MAC Address** (assigned by the factory and unchangeable). In addition, the **Boot PROM** and **Firmware Version** numbers are shown. This information is helpful to keep track of PROM and Firmware updates and to obtain the Switch's MAC address for entry into another network device's address table – if necessary.

You may assign a **System Name**, **System Location**, and **System Contact**. If any changes or additions are made, click *Apply* to implement them.

### Switch IP Settings

Switch IP settings may initially be set using the console interface prior to connecting to it through the Ethernet. If the Switch IP address has not yet been changed, read the Introduction of the CLI Reference or skip ahead to the end of this section for a quick description of how to use the console port and CLI IP settings commands to establish IP settings for the switch.

To change IP settings using the web manager you must access the **IP Address** menu located in the **Configuration** folder.

*To configure the Switch's IP address:*

Open the **Configuration** folder and click the **IP Address** link. The web manager will display the **Switch IP Settings** menu below.

Switch IP Settings	
Get IP From	Manual
IP Address	10.53.13.188
Subnet Mask	255.0.0.0
Default Gateway	0.0.0.0
VLAN Name	default
Apply	

Figure 3- 5. Configure Switch IP Settings



**NOTE:** The Switch's factory default IP address is 10.90.90.90 with a subnet mask of 255.0.0.0 and a default gateway of 0.0.0.0.

**To manually assign the Switch's IP address, subnet mask, and default gateway address:**

-Select **Manual** from the **Get IP From** drop-down menu.

-Enter the appropriate IP address and subnet mask.

-If you want to access the Switch from a different subnet from the one it is installed on, enter the IP address of the gateway. If you will manage the Switch from the subnet on which it is installed, you can leave the default address (0.0.0.0) in this field.

If no VLANs have been previously configured on the Switch, you can use the default VLAN Name "default". The default VLAN contains all of the Switch ports as members. If VLANs have been previously configured on the Switch, you will need to enter the VLAN Name of the VLAN that contains the port connected to the management station that will access the Switch. The Switch will allow management access from stations with the same VLAN Name listed here.

**To use the BOOTP or DHCP protocols to assign the switch an IP address, subnet mask, and default gateway address:**

Use the **Get IP From: <Manual>** pull-down menu to choose from *BOOTP* or *DHCP*. This selects how the Switch will be assigned an IP address on the next reboot.

The Switch IP Settings options are:

Parameter	Description
<b>BOOTP</b>	The Switch will send out a BOOTP broadcast request when it is powered up. The BOOTP protocol allows IP addresses, network masks, and default gateways to be assigned by a central BOOTP server. If this option is set, the Switch will first look for a BOOTP server to provide it with this information before using the default or previously entered settings.
<b>DHCP</b>	The Switch will send out a DHCP broadcast request when it is powered up. The DHCP protocol allows IP addresses, network masks, and default gateways to be assigned by a DHCP server. If this option is set, the Switch will first look for a DHCP server to provide it with this information before using the default or previously entered settings.
<b>Manual</b>	Allows the entry of an IP address, Subnet Mask, and a Default Gateway for the Switch. These fields should be of the form xxx.xxx.xxx.xxx, where each xxx is a number (represented in decimal form) between 0 and 255. This address should be a unique address on the network assigned for use by the

network administrator. The fields which require entries under this option are as follows:

<b>Subnet Mask</b>	A Bitmask that determines the extent of the subnet that the Switch is on. Should be of the form xxx.xxx.xxx.xxx, where each xxx is a number (represented in decimal) between 0 and 255. The value should be 255.0.0.0 for a Class A network, 255.255.0.0 for a Class B network, and 255.255.255.0 for a Class C network, but custom subnet masks are allowed.
<b>Default Gateway</b>	IP address that determines where packets with a destination address outside the current subnet should be sent. This is usually the address of a router or a host acting as an IP gateway. If your network is not part of an intranet, or you do not want the Switch to be accessible outside your local network, you can leave this field unchanged.
<b>VLAN Name</b>	This allows the entry of a VLAN Name from which a management station will be allowed to manage the switch using TCP/IP (in-band via web manager or Telnet). Management stations that are on VLANs other than the one entered in the VLAN Name field will not be able to manage the switch in-band unless their IP addresses are entered in the Security IP Management menu. If VLANs have not yet been configured for the switch, The default VLAN Name contains all of the Switch's ports. There are no entries in the Security IP Management table, by default – so any management station that can connect to the Switch can access the Switch until either a management VLAN is specified or Management Station IP Addresses are assigned.

---

### Setting the Switch's IP Address using the Console Interface

Each Switch must be assigned its own IP Address, which is used for communication with an SNMP network manager or other TCP/IP application (for example BOOTP, TFTP). The Switch's default IP address is 10.90.90.90. You can change the default Switch IP address to meet the specification of your networking address scheme.

The IP address for the Switch must be set before it can be managed with the Web-based manager. The Switch IP address can be automatically set using BOOTP or DHCP protocols, in which case the actual address assigned to the Switch must be known.

The IP address may be set using the Command Line Interface (CLI) over the console serial port as follows:

Starting at the command line prompt, enter the commands **config ipif System ipaddress xxx.xxx.xxx.xxx/yyy.yyy.yyy.yyy**. Where the **x**'s represent the IP address to be assigned to the IP interface named **System** and the **y**'s represent the corresponding subnet mask.

Alternatively, you can enter **config ipif System ipaddress xxx.xxx.xxx.xxx/z**. Where the **x**'s represent the IP address to be assigned to the IP interface named **System** and the **z** represents the corresponding number of subnets in CIDR notation.

The IP interface named **System** on the Switch can be assigned an IP address and subnet mask which can then be used to connect a management station to the Switch's Telnet or Web-based management agent.

The system message **Success** indicates that the command was executed successfully. The Switch can now be configured and managed via Telnet and the CLI or via the Web-based management agent using the above IP address to connect to the Switch.

## Security IP Management Stations Configuration

Go to the **Security Management** folder and click on **Security IP**; the following screen will appear.

Security IP Management		
IP1 Access to Switch	<input type="text" value="0.0.0.0"/>	
IP2 Access to Switch	<input type="text" value="0.0.0.0"/>	
IP3 Access to Switch	<input type="text" value="0.0.0.0"/>	
IP4 Access to Switch	<input type="text" value="0.0.0.0"/>	
		<input type="button" value="Apply"/>
<b>Note :</b> Create a list of IP addresses that can access the switch. Your local host IP address must be one of the IP addresses to avoid disconnection.		

Figure 3- 6. Security IP Management Setup

Use the **Management Station IP Settings** to select up to three management stations used to manage the Switch. If you choose to define one or more designated management stations, only the chosen stations, as defined by IP address, will be allowed management privilege through the web manager or Telnet session. To define a management station IP setting, type in the IP address and click on the *Apply* button.

## User Accounts Management

Use the **User Accounts Management** window to control user privileges. To view existing **User Accounts**, open the **Security Management** folder and click on the **User Accounts** link. This will open the **User Account Management** page, as shown below.

User Account Management		
User Name	Access Right	<input type="button" value="Add"/>
Trinity	Admin	<input type="button" value="Modify"/>

Figure 3- 7. User Accounts Management Table

To add a new user, click on the *Add* button. To modify or delete an existing user, click on the *Modify* button for that user.

User Account Modify Table	
User Name	<input type="text"/>
New Password	<input type="text"/>
Confirm New Password	<input type="text"/>
Access Right	Admin <input type="button" value="v"/>
<input type="button" value="Apply"/>	
<a href="#">Show All User Account Entries</a>	

Figure 3- 8. Add User Accounts Modify Table

Add a new user by typing in a **User Name**, and **New Password** and retype the same password in the **Confirm New Password**. Choose the level of privilege (**Admin** or **User**) from the **Access Right** drop-down menu. To add a user account using the CLI commands use **create account** and **config account**.

User Account Modify Table	
User Name	Trinity
Old Password	<input type="text"/>
New Password	<input type="text"/>
Confirm New Password	<input type="text"/>
Access Right	Admin
<input type="button" value="Apply"/> <input type="button" value="Delete"/>	
<a href="#">Show All User Account Entries</a>	

Figure 3- 9. Modify User Accounts

Modify or delete an existing user account in the **User Account Modify Table**. To delete the user account, click on the *Delete* button. To change the password, type in the **New Password** and retype it in the **Confirm New Password** entry field. Choose the level of privilege (**Admin** or **User**) from the **Access Right** drop-down menu. To delete a user account using CLI use the command **delete account**. To change an existing account use **config account**.

## Admin and User Privileges

There are two levels of user privileges: **Admin** and **User**. Some menu selections available to users with **Admin** privileges may not be available to those with **User** privileges.

The following table summarizes the **Admin** and **User** privileges:

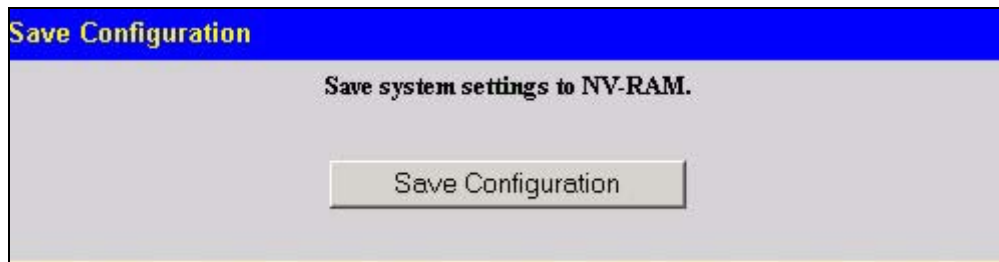
Management	Admin	User
Configuration	Yes	Read Only
Network Monitoring	Yes	Read Only
Community Strings and Trap Stations	Yes	Read Only
Update Firmware and Configuration Files	Yes	No
System Utilities	Yes	Ping Only
Factory Reset	Yes	No
<b>User Account Management</b>		
Add/Update/Delete User Accounts	Yes	No
View User Accounts	Yes	No

### Admin and User Privileges

After establishing a User Account with **Admin**-level privileges, be sure to save the changes (see below).

## Saving Changes

Changes made to the Switch's configuration must be saved in order to retain them. Access the **Save Configuration** by clicking the **Save Changes** button located in the **Maintenance** folder.



**Figure 3- 10. Save Configuration window**

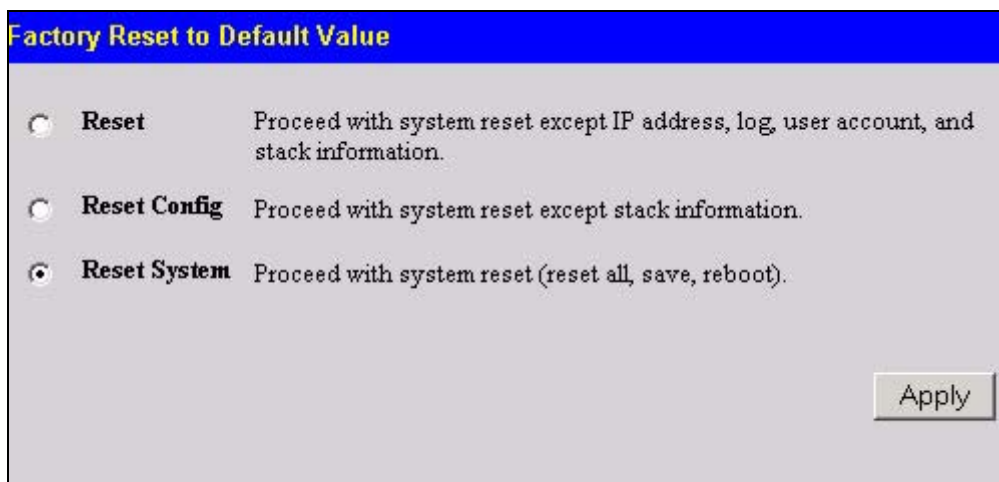
The Switch has two levels of memory, normal RAM and non-volatile or NV-RAM. To save all the changes made in the current session to the Switch's flash memory, click the **Save Configuration** button. Click the **OK** button in the new dialog box that appears to continue. When this is done, the settings will be immediately applied to the switching software in RAM, and will immediately take effect. Once the Switch configuration settings have been saved to NV-RAM, they become the default settings for the Switch. These settings will be used every time the Switch is rebooted.

Some settings, though, require you to restart the Switch before they will take effect. Restarting the Switch erases all settings in RAM and reloads the stored settings from the NV-RAM. Thus, it is necessary to save all setting changes to NV-RAM before rebooting the Switch.

To save settings using CLI the command is **save**.

## Factory Reset

Click the **Reset** link in the **Maintenance** folder to bring up the reset menu.



**Figure 3- 11. Factory Reset to Default Value window**

**Reset** – returns all configuration settings except the Switch's IP address, subnet mask, default gateway, log, user account and stack information settings to the factory default settings.

**Reset Config** – returns all configuration settings except the stack information settings to the factory default settings, but does not save the settings or reboot the Switch. If you select this option the switch configuration will be returned to the factory default settings for the current session only. When the Switch is rebooted, it will return to the last configuration saved to the switch's NV-RAM using the **Save Changes** option.

**Reset System** – returns the switch configuration to the factory default settings and then saves the factory default configuration to the Switch's NV-RAM. The Switch will then reboot. When the Switch has rebooted, it will have the same configuration as when it was delivered from the factory.

## Restart System

The following menu is used to restart the Switch. Access this menu by clicking on the **Reboot Device** link in the **Maintenance** folder.

Click the **Yes** after **Do you want to save the settings?** to instruct the Switch to save the current configuration to non-volatile RAM before restarting the Switch.

Clicking the **No** option instructs the Switch not to save the current configuration before restarting the Switch. All of the configuration information entered since the last time **Save Changes** was executed will be lost.

Click the **Restart** button to restart the Switch.



Figure 3- 12. Restart System



**NOTE:** Clicking **Yes** is equivalent to executing **Save Changes** and then restarting the Switch.

## Switch Information

The first page displayed upon logging in presents the **System Information** menu. This page can be accessed at any time by clicking the **Switch Information** link in the **Configuration** folder.



Switch Information (Basic Settings)	
Device Type	DGS-3324SR Stackable Ethernet Switch
Boot PROM Version	Build 1.00-B03
Firmware Version	Build 2.00-B19
Hardware Version	2A1
Device S/N	
MAC Address	00:00:33:48:49:14
System Name	<input type="text"/>
System Location	<input type="text"/>
System Contact	<input type="text"/>
<input type="button" value="Apply"/>	

Figure 3- 13. Switch Information

The **System Information** page displays general information about the Switch including its MAC Address, Hardware Boot PROM and Firmware versions, and other optional information.

You can also enter or change a **System Name**, **System Location**, and the name and telephone number of the responsible administrator in the **System Contact**. It is recommended that the person responsible for the maintenance of the network system be listed here. Click on the *Apply* button to make the changes effective.

To view this information using Telnet use CLI command **show switch**.

## Advanced Settings

The **Advanced Settings** window contains the main settings for all major functions for the Switch. To view the **Advanced Settings** window, click its link in the **Configuration** folder. This will enable the following window to be viewed and configured.



Switch Information (Advanced Settings)	
Serial Port Auto Logout	10 Minutes ▾
Serial Port Baud Rate	115200 ▾
MAC Address Aging Time (10-1000000)	300
IGMP Snooping	Disabled ▾
Multicast router Only	Disabled ▾
GVRP Status	Disabled ▾
Telnet Status	Enabled ▾
Web Status	Enabled ▾
RMON Status	Disabled ▾
Link Aggregation Algorithm	MAC Source ▾
Switch 802.1x	Disabled ▾
Auth Protocol	Radius Eap ▾
HOL Prevention	Enabled ▾
Jumbo Frame	Disabled ▾
Syslog state	Disabled ▾
Apply	

Figure 3- 14. Switch Information – Advanced Settings

The **Advanced Settings** menu options are summarized in the table below.

Variables in the **Advanced Settings** menu of the Web Manager are as follows:

Parameter	Description
<b>Serial Port Auto Logout</b>	Select the logout time used for the console interface. This automatically logs the user out after an idle period of time as defined. Choose from the following options: <i>2 Minutes</i> , <i>5 Minutes</i> , <i>10 Minutes</i> , <i>15 Minutes</i> or <i>Never</i> .
<b>Serial Port Baud Rate</b>	Fixed at 115200.
<b>MAC Address Aging Time</b>	This field specifies the length of time a learned MAC Address will remain in the forwarding table without being accessed (that is, how long a learned MAC Address is allowed to remain idle). The default age-out time for the Switch is 300 seconds. To change this, type in a different value representing the MAC address age-out time in seconds. The Aging Time can be set to any value between <b>10</b> and <b>1,000,000</b> seconds.
<b>IGMP Snooping</b>	To enable system-wide IGMP Snooping capability select <i>Enabled</i> . IGMP snooping is <i>Disabled</i> by default. Enabling IGMP snooping allows you to specify use of a multicast router only (see below). To configure IGMP Snooping for individual VLANs, use the <b>IGMP Snooping</b> page under the <b>IGMP</b> folder.

<b>Multicast Router Only</b>	If this option is enabled and IGMP Snooping is also enabled, the Switch forwards all multicast traffic to a multicast-enabled router only. Otherwise, the Switch will forward all multicast traffic to any IP router.
<b>GVRP Status</b>	Use this pull-down menu to <i>Enable</i> or <i>Disable</i> GVRP on the Switch.
<b>Telnet Status</b>	Telnet configuration is <i>Enabled</i> by default. If you do not want to allow configuration of the system through Telnet choose <i>Disabled</i> .
<b>Web Status</b>	Web-based management is <i>Enabled</i> by default. If you choose to disable this by selecting <i>Disabled</i> , you will lose the ability to configure the system through the web interface as soon as these settings are applied.
<b>RMON Status</b>	Remote monitoring (RMON) of the Switch is <i>Enabled</i> or <i>Disabled</i> here.
<b>Link Aggregation Algorithm</b>	The algorithm that the Switch uses to balance the load across the ports that make up the port trunk group is defined by this definition. Choose <i>MAC Source</i> , <i>MAC Destination</i> , <i>MAC Src &amp; Dest</i> , <i>IP Source</i> , <i>IP Destination</i> or <i>IP Src &amp; Dest</i> (See the Link Aggregation section of this manual).
<b>Switch 802.1x</b>	Enables or disables 802.1x; default is <i>Disabled</i> .
<b>Auth Protocol</b>	The user may choose between <i>Local</i> and <i>Radius Eap</i> .
<b>HOL Prevention</b>	Enables or disables HOL (Head of Line) prevention; default is <i>Enabled</i> .
<b>Jumbo Frame</b>	Enables or disables Jumbo Frame acceptance; default is <i>Disabled</i> .
<b>Syslog State</b>	Enables or disables Syslog State; default is <i>Disabled</i> .

---

## Section 4

### Configuration

*Configuring Box Information*

*Configuring Ports*

*Configuring Port Mirroring*

*Configuring Link Aggregation*

*Configuring IGMP*

*Configuring The Spanning Tree*

*Configuring Forwarding and Filtering*

*Configuring VLANs*

*Configuring Traffic Control*

*Configuring Port Security*

*Configuring QoS*

*The System Log Server*

*Configuring SNTP Settings*

*Configuring The Access Profile Table*

*Configuring The Port Access Entity*

*Configuring Layer 3 IP Networking*

### Configuring Box Information

The **Box Information Configuration** screen can be found in the **Configuration** folder under the heading **Box Information**. This window is used to configure the Master switch of a switch stack. The Master switch is the switch that will be used to configure the software applications regarding the switch stack.

Box Information Configuration	
Current Box ID	1
New Box ID	1
Box Type	DGS3324SR
Priority	16
Apply	

Figure 4- 1. Box Information Configuration window

Parameter	Description
Current Box ID	The current Box ID of the Master switch in the stack.
New Box ID	The new box ID of the Master switch in the stack.

<b>Box Type</b>	The user may choose the model name of the Master switch in a stack to be the main configuring switch of that stack.
<b>Priority</b>	Displays the priority ID of the Switch. The lower the number, the higher the priority. The box (switch) with the lowest priority number in the stack is the Master switch.

Information configured in this screen may be found in the **Monitoring** folder under **Stack Information**.

## Configuring Ports

This section contains information for configuring various attributes and properties for individual physical ports, including port speed and flow control. Clicking on **Port Configurations** in the **Configuration** menu will display the following window for the user:

Port Configuration							
Unit	From	To	State	Speed/Duplex	Flow Control	Learning	Apply
1	Port 1	Port 1	Disabled	Auto	Disabled	Disabled	Apply

The Port Information Table					
Port	State	Speed/Duplex	Flow Control	Connection	Learning
1	Enabled	Auto	Disabled	Link Down	Enabled
2	Enabled	Auto	Disabled	Link Down	Enabled
3	Enabled	Auto	Disabled	Link Down	Enabled
4	Enabled	Auto	Disabled	Link Down	Enabled
5	Enabled	Auto	Disabled	Link Down	Enabled
6	Enabled	Auto	Disabled	Link Down	Enabled
7	Enabled	Auto	Disabled	Link Down	Enabled
8	Enabled	Auto	Disabled	Link Down	Enabled
9	Enabled	Auto	Disabled	Link Down	Enabled
10	Enabled	Auto	Disabled	Link Down	Enabled
11	Enabled	Auto	Disabled	Link Down	Enabled
12	Enabled	Auto	Disabled	Link Down	Enabled
13	Enabled	Auto	Disabled	Link Down	Enabled
14	Enabled	Auto	Disabled	Link Down	Enabled
15	Enabled	Auto	Disabled	Link Down	Enabled
16	Enabled	Auto	Disabled	Link Down	Enabled
17	Enabled	Auto	Disabled	Link Down	Enabled
18	Enabled	Auto	Disabled	Link Down	Enabled
19	Enabled	Auto	Disabled	Link Down	Enabled
20	Enabled	Auto	Disabled	Link Down	Enabled
21	Enabled	Auto	Disabled	Link Down	Enabled
22	Enabled	Auto	Disabled	Link Down	Enabled
23	Enabled	Auto	Disabled	1000M/Full/None	Enabled
24	Enabled	Auto	Disabled	Link Down	Enabled

Figure 4- 2. Port Configuration menu

**To configure switch ports:**

1. Choose the **Unit** from the pull-down menu.
2. Choose the port or sequential range of ports using the **From...To...** port pull-down menus.
3. Use the remaining pull-down menus to configure the parameters described below:

Parameter	Description
<b>State</b> <Enabled>	Toggle the <b>State</b> <Enabled> field to either enable or disable a given port or group of ports.
<b>Speed/Duplex</b> <Auto>	Toggle the <b>Speed/Duplex</b> <Auto> field to either select the speed and duplex/half-duplex state of the port. Auto – auto-negotiation between 10 and 1000 Mbps devices, full- or half-duplex. The Auto setting allows the port to automatically determine the fastest settings the device the port is connected to can handle, and then to use those settings. The other options are <i>Auto</i> , <i>10M/Half</i> , <i>10M/Full</i> , <i>100M/Half</i> , <i>100M/Full</i> , <i>1000M/Full_M</i> (master), and <i>1000M/Full_S</i> (slave). There is no automatic adjustment of port settings with any option other than <i>Auto</i> .
<b>Flow Control</b>	Displays the flow control scheme used for the various port configurations. Ports configured for full-duplex use 802.3x flow control, half-duplex ports use backpressure flow control, and Auto ports use an automatic selection of the two. The default is <b>Disabled</b> .
<b>Learning</b>	Enable or disable MAC address learning for the selected ports. When <i>Enabled</i> , destination and source MAC addresses are automatically listed in the forwarding table. When learning is <i>Disabled</i> , MAC addresses must be manually entered into the forwarding table. This is sometimes done for reasons of security or efficiency. See the section on <b>Forwarding/Filtering</b> for information on entering MAC addresses into the forwarding table.

Click *Apply* to implement the new settings on the Switch.

## Configuring Port Mirroring

The Switch allows you to copy frames transmitted and received on a port and redirect the copies to another port. You can attach a monitoring device to the mirrored port, such as a sniffer or an RMON probe, to view details about the packets passing through the first port. This is useful for network monitoring and troubleshooting purposes. To view the **Setup Port Mirroring** window, click **Port Mirroring** in the **Configuration** folder.

**Setup Port Mirroring**

**Target Port** Unit:  Port:

**Status**

**Source Port**

Port Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
None	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Ingress	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Egress	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Both	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**Note(1):** The "Source Port" and "Target Port" should be different, or the setup will be invalid.

**Note(2):** The target port should be a non-trunked port.

Figure 4- 3. Setup Port Mirroring window

To configure a mirror port:

1. Select the **Source Port** from where you want to copy frames and the **Target Port**, which receives the copies from the source port.
2. Select the Source Direction, **Ingress**, **Egress**, or **Both** and change the **Status** drop-down menu to **Enabled**.
3. Click *Apply* to let the changes take effect.



**NOTE:** You cannot mirror a fast port onto a slower port. For example, if you try to mirror the traffic from a 100 Mbps port onto a 10 Mbps port, this can cause throughput problems. The port you are copying frames from should always support an equal or lower speed than the port to which you are sending the copies. Also, the target port for the mirroring cannot be a member of a trunk group. Please note a target port and a source port cannot be the same port.

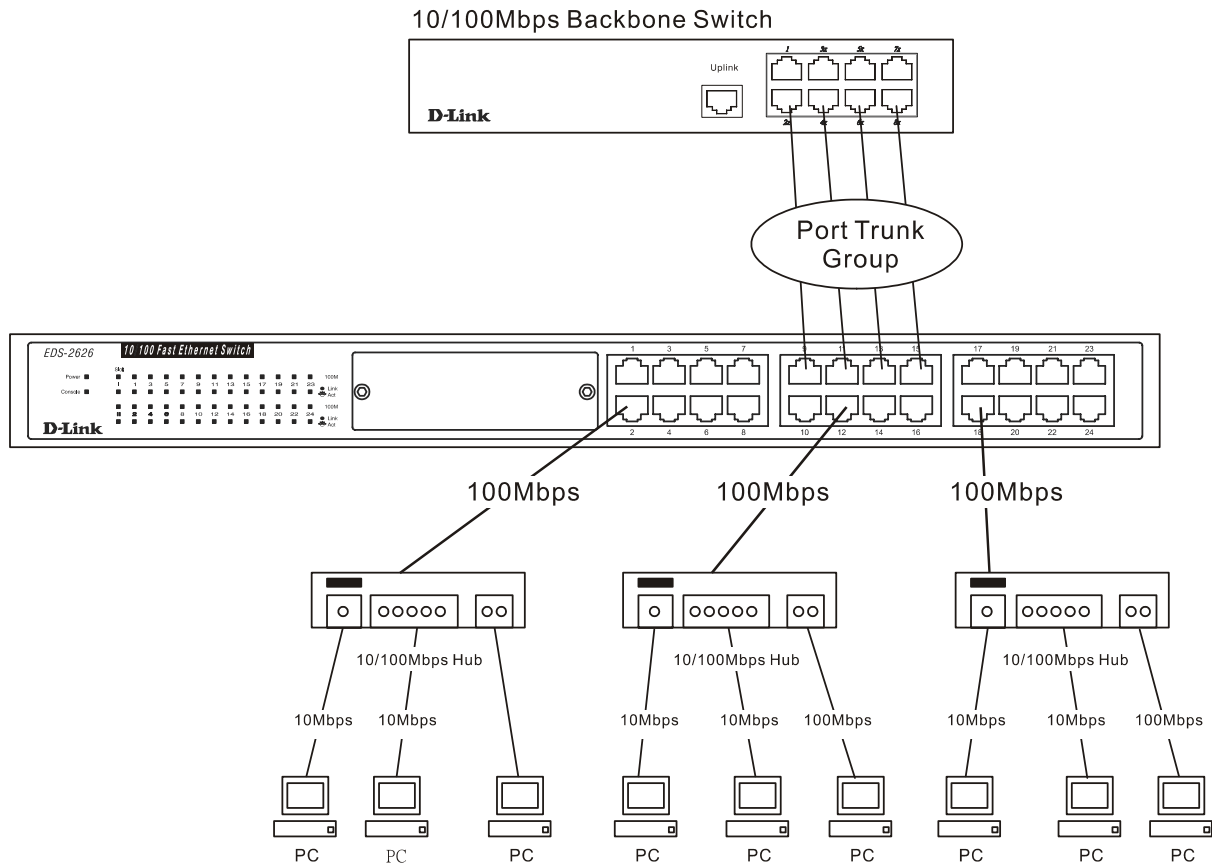
## Configuring Link Aggregation

### Understanding Port Trunk Groups

Port trunk groups are used to combine a number of ports together to make a single high-bandwidth data pipeline.

The DGS-3324SR supports up to 32 port trunk groups with 2 to 8 ports in each group. A potential bit rate of 8000 Mbps can be achieved.





**Figure 4- 4. Example of Port Trunk Group**

The Switch treats all ports in a trunk group as a single port. Data transmitted to a specific host (destination address) will always be transmitted over the same port in a trunk group. This allows packets in a data stream to arrive in the same order they were sent.



**Note:** If any ports within the trunk group become disconnected, packets intended for the disconnected port will be load shared among the other uplinked ports of the link aggregation group.

Link aggregation allows several ports to be grouped together and to act as a single link. This gives a bandwidth that is a multiple of a single link's bandwidth.

Link aggregation is most commonly used to link a bandwidth intensive network device or devices, such as a server, to the backbone of a network.

The Switch allows the creation of up to 32 link aggregation groups, each group consisting of 2 to 8 links (ports). The aggregated links must be contiguous (they must have sequential port numbers) except the two (optional) Gigabit ports, which can only belong to a single link aggregation group. All of the ports in the group must be members of the same VLAN, and their STP status, static multicast, traffic control, traffic segmentation, 802.1p default priority configurations must be identical. Port locking, port mirroring and 802.1X must not be enabled on the trunk group. Further, the aggregated links must all be of the same speed and should be configured as full-duplex.


The Master Port of the group is to be configured by the user, and all configuration options, including the VLAN configuration, that can be applied to the Master Port are applied to the entire link aggregation group.

Load balancing is automatically applied to the ports in the aggregated group, and a link failure within the group causes the network traffic to be directed to the remaining links in the group.


The Spanning Tree Protocol will treat a link aggregation group as a single link, on the switch level. On the port level, the STP will use the port parameters of the Master Port in the calculation of port cost and in determining

the state of the link aggregation group. If two redundant link aggregation groups are configured on the switch, STP will block one entire group, in the same way STP will block a single port that has a redundant link.

To configure port trunking, click on the **Link Aggregation** hyperlink in the **Configuration** folder to bring up the **Current Link Aggregation Group Entries** table:

Add		
Current Link Aggregation Group Entries		
Group ID	State	Delete
2	Enabled	

**Figure 4- 5. Current Link Aggregation Group Entries window**

To configure port trunk groups, click the *Add* button to add a new trunk group and use the menu **Link Aggregation Group Configuration** menu (see example below) to set up trunk groups. To modify a port trunk group, double-click on it to bring up the **Link Aggregation Group Configuration** menu. To delete a port trunk group, click the corresponding  under the **Delete** heading in the **Current Link Aggregation Group Entries** table.

Link Aggregation Group Configuration																									
Group ID	<input type="text"/>																								
Type	LACP																								
State	Disabled																								
Master Port	1	Port 1																							
Unit	1																								
Choose Member Ports	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Flooding Port	X																								
Apply																									
<p><b>Note(1):</b> It is only valid to set up at most 8 member ports of any one trunk group and a port can be a member of only one trunk group at a time.</p> <p><a href="#">Show All Link Aggregation Group Entries</a></p>																									

**Figure 4- 6. Link Aggregation Group Configuration window – Add**



Link Aggregation Group Configuration																									
Group ID	<input type="text" value="2"/>																								
Type	<input type="text" value="LACP"/>																								
State	<input type="text" value="Enabled"/>																								
Master Port	<input type="text" value="1"/> <input type="text" value="Port 1"/>																								
Unit	<input type="text" value="1"/>																								
Choose Member Ports	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Flooding Port	<input checked="" type="checkbox"/>																								
<input type="button" value="Apply"/>																									
<p><b>Note(1):</b> It is only valid to set up at most 8 member ports of any one trunk group and a port can be a member of only one trunk group at a time.</p> <p><a href="#">Show All Link Aggregation Group Entries</a></p>																									

Figure 4-7. Link Aggregation Group Configuration window – Modify

The user-changeable parameters are as follows:

Parameter	Description
<b>Group ID</b>	Select an ID number for the group, between 1 and 32.
<b>Type</b>	This pull-down menu allows you to select between <i>Static</i> and <i>LACP</i> (Link Aggregation Control Protocol.) LACP allows for the automatic detection of links in a Port Trunking Group.
<b>State</b>	Trunk groups can be toggled between <i>Enabled</i> and <i>Disabled</i> . This is used to turn a port trunking group on or off. This is useful for diagnostics, to quickly isolate a bandwidth intensive network device or to have an absolute backup aggregation group that is not under automatic control.
<b>Master Port</b>	Choose the Master port for the trunk group.
<b>Unit</b>	Choose the number representing the Switch in the stack for which you would like to configure a Link Aggregation Group for.
<b>Choose Member Ports</b>	Choose the members of a trunked group. Up to 8 ports per group can be assigned to a group.
<b>Flooding Port</b>	A trunking group must designate one port to allow transmission of broadcasts and unknown unicasts.

After setting the previous parameters, click *Apply* to allow your changes to be implemented. Successfully created trunk groups will be show in the **Current Link Aggregation Group Entries** as seen in Figure 4-5.

## LACP Port Setting

The LACP Port Setting window is used in conjunction with the Link Aggregation window to create port trunking groups on the Switch. Using the following window, the user may set which ports will be active and passive in processing and sending LACP control frames.

LACP Port Setting				
Unit	From	To	Mode	Apply
1	Port 1	Port 1	Active	Apply

LACP Port Information	
Port	Mode
1	Passive
2	Passive
3	Passive
4	Passive
5	Passive
6	Passive
7	Passive
8	Passive
9	Passive
10	Passive
11	Passive
12	Passive
13	Passive
14	Passive
15	Passive
16	Passive
17	Passive
18	Passive
19	Passive
20	Passive
21	Passive
22	Passive
23	Passive
24	Passive

Figure 4- 8. LACP Port Setting and Information window

The user may set the following parameters:

Parameter	Description
<b>Unit</b>	Choose the number representing the Switch in the stack for which you would like to change the LACP Port mode.
<b>From/To</b>	A consecutive group of ports may be configured starting with the selected port.
<b>Mode</b>	<p><i>Active</i> – Active LACP ports are capable of processing and sending LACP control frames. This allows LACP compliant devices to negotiate the aggregated link so the group may be changed dynamically as needs require. In order to utilize the ability to change an aggregated port group, that is, to add or subtract ports from the group, at least one of the participating devices must designate LACP ports as active. Both devices must support LACP.</p> <p><i>Passive</i> – LACP ports that are designated as passive cannot initially send LACP control frames. In order to allow the linked port group to negotiate adjustments and make changes dynamically, at one end of the connection must have “active” LACP ports (see above).</p>

After setting the previous parameters, click *Apply* to allow your changes to be implemented. The **LACP Port Information Table** shows which ports are active and/or passive.

## Configuring IGMP

**Internet Group Management Protocol (IGMP)** snooping allows the Switch to recognize IGMP queries and reports sent between network stations or devices and an IGMP host. When enabled for IGMP snooping, the Switch can open or close a port to a specific device based on IGMP messages passing through the Switch.

In order to use IGMP Snooping it must first be enabled for the entire Switch (see **Advanced Settings**). You may then fine-tune the settings for each VLAN using the **IGMP Snooping** link in the **Configuration** folder. When enabled for IGMP snooping, the Switch can open or close a port to a specific Multicast group member based on IGMP messages sent from the device to the IGMP host or vice versa. The Switch monitors IGMP messages and discontinues forwarding multicast packets when there are no longer hosts requesting that they continue.

### IGMP Snooping

Use the **Current IGMP Snooping Group Entries** window to view IGMP Snooping settings. To modify the settings, click the *Modify* button of the VLAN ID you want to change.

Current IGMP Snooping Group Entries				
VLAN ID	VLAN Name	State	Querier State	Modify
1	default	Disabled	Disabled	<a href="#">Modify</a>

Figure 4- 9. Current IGMP Snooping Group Entries

Clicking the *Modify* button will bring up the **IGMP Snooping Settings** menu.

IGMP Snooping Settings	
VLAN ID	1
VLAN Name	default
Query Interval	125
Max Response Time	10
Robustness Value	2
Last Member Query Interval	1
Host Timeout	260
Route Timeout	260
Leave Timer	2
Querier State	Disabled
Querier Router Behavior	Non-Querier
State	Disabled
<a href="#">Show All IGMP Group Entries</a>	

[Apply](#)

Figure 4- 10. IGMP Snooping Settings window

The following parameters may be viewed or modified:

Parameter	Description
<b>VLAN ID</b>	This is the <b>VLAN ID</b> that, along with the VLAN name, identifies the VLAN which the user wishes to modify the IGMP Snooping Settings for.
<b>VLAN Name</b>	This is the <b>VLAN Name</b> that, along with the VLAN ID, identifies the VLAN which the user wishes to modify the IGMP Snooping Settings for.
<b>Query Interval</b>	The <b>Query Interval</b> field is used to set the time (in seconds) between transmitting IGMP queries. Entries between 1 and 9,999 seconds are allowed. Default = 125.
<b>Max Response Time</b>	This determines the maximum amount of time in seconds allowed before sending an IGMP response report. The <b>Max Response Time</b> field allows an entry between 1 and 25 (seconds). Default = 10.
<b>Robustness Variable</b>	Adjust this variable according to expected packet loss. If packet loss on the VLAN is expected to be high, the <b>Robustness Variable</b> should be increased to accommodate increased packet loss. This entry field allows an entry of 1 to 255. Default = 2.
<b>Last Member Query Interval</b>	Specifies the maximum amount of time between group-specific query messages, including those sent in response to leave group messages. Default = 1.
<b>Host Timeout</b>	This is the maximum amount of time in seconds allowed for a host to continue membership in a multicast group without the Switch receiving a host membership report. Default = 260.
<b>Route Timeout</b>	This is the maximum amount of time in seconds a route is kept in the forwarding table without receiving a membership report. Default = 260.
<b>Leave Timer</b>	This specifies the maximum amount of time in seconds between the Switch receiving a leave group message from a host, and the Switch issuing a group membership query. If no response to the membership query is received before the <b>Leave Timer</b> expires, the (multicast) forwarding entry for that host is deleted.
<b>Querier State</b>	Choose <i>Enabled</i> to enable transmitting IGMP Query packets or <i>Disabled</i> to disable. The default value is <i>Disabled</i> .
<b>State</b>	Select <i>Enabled</i> to implement IGMP Snooping. This field is <i>Disabled</i> by default.

Click *Apply* to implement the new settings, Click the [Show All IGMP Group Entries](#) link to return to the **Current IGMP Snooping Group Entries** window.

## Static Router Ports

A static router port is a port that has a multicast router attached to it. Generally, this router would have a connection to a WAN or to the Internet. Establishing a router port will allow multicast packets coming from the router to be propagated through the network, as well as allowing multicast messages (IGMP) coming from the network to be propagated to the router.

A router port has the following behavior:

- All IGMP Report packets will be forwarded to the router port.
- IGMP queries (from the router port) will be flooded to all ports.
- All UDP multicast packets will be forwarded to the router port. Because routers do not send IGMP reports or implement IGMP snooping, a multicast router connected to the router port of the Layer 3 switch would not be able to receive UDP data streams unless the UDP multicast packets were all forwarded to the router port.

A router port will be dynamically configured when IGMP query packets, RIPv2 multicast, DVMRP multicast, PIM-DM multicast packets are detected flowing into a port.

Open the **IGMP** folder and then click on the **Static Router Ports Entry** link to open the **Current Static Router Ports Entries** page, as shown below.

Current Static Router Ports Entries		
VLAN ID	VLAN Name	Modify
1	default	<a href="#">Modify</a>

**Figure 4- 11. Current Static Router Ports Entries window**

The **Current Static Router Ports Entries** page (shown above) displays all of the current entries to the Switch's static router port table. To add or modify an entry, click the *Modify* button. This will open the **Static Router Ports Settings** page, as shown below.

Static Router Ports Settings																									
VID	1																								
VLAN Name	default																								
Unit	1																								
Member Ports																									
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<a href="#">Apply</a>																									
<a href="#">Show All Static Router Ports Entries</a>																									

**Figure 4- 12. Static Router Ports Settings window**

The following parameters can be set:

Parameter	Description
<b>VID (VLAN ID)</b>	This is the VLAN ID that, along with the VLAN name, identifies the VLAN where the multicast router is attached.
<b>VLAN Name</b>	This is the name of the VLAN where the multicast router is attached.
<b>Unit</b>	This is the Unit ID of the Switch in a switch stack for which you are creating an entry into the Switch's static router port table.
<b>Member Ports</b>	These are the ports on the switch that will have a multicast router attached to them.



Click *Apply* to implement the new settings, Click the [Show All Static Router Port Entries](#) link to return to the **Current Static Router Port Entries** window.

## Configuring The Spanning Tree

The Switch supports 802.1d Spanning Tree Protocol (STP) and 802.1w Rapid Spanning Tree Protocol (RSTP). 802.1d STP will be familiar to most networking professionals. However since 802.1w RSTP has been recently introduced to D-Link managed Ethernet switches, a brief introduction to the technology is provided below followed by a description of how to set up 802.1d STP and 802.1w RSTP.

### 802.1w Rapid Spanning Tree

The Switch implements two versions of the Spanning Tree Protocol, the Rapid Spanning Tree Protocol (RSTP) as defined by the IEEE 802.1w specification and a version compatible with the IEEE 802.1d STP. RSTP can operate with legacy equipment implementing IEEE 802.1d, however the advantages of using RSTP will be lost.

The IEEE 802.1w Rapid Spanning Tree Protocol (RSTP) evolved from the 802.1d STP standard. RSTP was developed in order to overcome some limitations of STP that impede the function of some recent switching innovations, in particular, certain Layer 3 function that are increasingly handled by Ethernet switches. The basic function and much of the terminology is the same as STP. Most of the settings configured for STP are also used for RSTP. This section introduces some new Spanning Tree concepts and illustrates the main differences between the two protocols.

### Port Transition States

An essential difference between the two protocols is in the way ports transition to a forwarding state and the way this transition relates to the role of the port (forwarding or not forwarding) in the topology. RSTP combines the transition states disabled, blocking and listening used in 802.1d and creates a single state *Discarding*. In either case, ports do not forward packets; in the STP port transition states disabled, blocking or listening or in the RSTP port state discarding there is no functional difference, the port is not active in the network topology. Table 5-7 below compares how the two protocols differ regarding the port state transition.

Both protocols calculate a stable topology in the same way. Every segment will have a single path to the root bridge. All bridges listen for BPDUs packets. However, BPDU packets are sent more frequently – with every Hello packet. BPDU packets are sent even if a BPDU packet was not received. Therefore, each link between bridges is sensitive to the status of the link. Ultimately this difference results in faster detection of failed links, and thus faster topology adjustment. A drawback of 802.1d is this absence of immediate feedback from adjacent bridges.

802.1d STP	802.1w RSTP	Forwarding?	Learning?
Disabled	Discarding	No	No
Blocking	Discarding	No	No
Listening	Discarding	No	No
Learning	Learning	No	Yes
Forwarding	Forwarding	Yes	Yes

**Table 4- 1. Comparing Port States**

RSTP is capable of more rapid transition to a forwarding state – it no longer relies on timer configurations – RSTP compliant bridges are sensitive to feedback from other RSTP compliant bridge links. Ports do not need to wait for the topology to stabilize before transitioning to a forwarding state. In order to allow this rapid transition, the protocol introduces two new variables: the edge port and the point-to-point (P2P) port.

### Edge Port

The edge port is a configurable designation used for a port that is directly connected to a segment where a loop cannot be created. An example would be a port connected directly to a single workstation. Ports that are

designated as edge ports transition to a forwarding state immediately without going through the listening and learning states. An edge port loses its status if it receives a BPDU packet, immediately becoming a normal spanning tree port.

### P2P Port

A P2P port is also capable of rapid transition. P2P ports may be used to connect to other bridges. Under RSTP, all ports operating in full-duplex mode are considered to be P2P ports, unless manually overridden through configuration.

## 802.1d/802.1w Compatibility

RSTP can interoperate with legacy equipment and is capable of automatically adjusting BPDU packets to 802.1d format when necessary. However, any segment using 802.1 STP will not benefit from the rapid transition and rapid topology change detection of RSTP. The protocol also provides for a variable used for migration in the event that legacy equipment on a segment is updated to use RSTP.

## STP Switch Settings

The Spanning Tree Protocol (STP) operates on two levels: on the switch level, the settings are globally implemented. On the port level, the settings are implemented on a per user-defined Group of ports basis. To open the following window, open the **Spanning Tree** folder in the **Configuration** menu and click the **STP Switch Settings** link.

Switch Spanning Tree Settings	
Spanning Tree Protocol	Enabled ▾
Bridge Max Age (6-40 Sec)	20
Bridge Hello Time (1-10 Sec)	2
Bridge Forward Delay (4-30 Sec)	15
Bridge Priority (0-61440 Sec)	32768
STP Version	rstp ▾
TX Hold Count(1-10)	3
Forwarding BPDU	Enabled ▾
Apply	
Designated Root Bridge	00-00-33-48-49-14
Root Priority	32768
Cost to Root	0
Root Port	None
Time Topology Change(secs)	9
Topology Changes Count	1
Protocol Specification	3
Max Age	20
Hello Time	2
Forward Delay	15
Hold Time	3
<i>Note: 2*(Forward Delay-1) &gt;= Max Age, Max Age &gt;= 2*(Hello Time +1)</i>	

Figure 4- 13. STP Switch Settings

Configure the following parameters and click the *Apply* button to implement them:

Parameter	Description
<b>Spanning Tree Protocol</b> <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu. This will enable or disable the Spanning Tree Protocol (STP), globally, for the switch.
<b>Bridge Max Age: (6 - 40 sec)</b> <20 >	The <b>Max. Age</b> can be set from 6 to 40 seconds. At the end of the Max. Age, if a BPDU has still not been received from the Root Bridge, your Switch will start sending its own BPDU to all other Switches for permission to become the Root Bridge. If it turns out that your Switch has the lowest Bridge Identifier, it will become the Root Bridge.
<b>Bridge Hello Time: (1 - 10 sec)</b> <2 >	The Hello Time can be set from 1 to 10 seconds. This is the interval between two transmissions of BPDU packets sent by the Root Bridge to tell all other Switches that it is indeed the Root Bridge.
<b>Bridge Forward Delay: (4 - 30 sec)</b> <15 >	The Forward Delay can be from 4 to 30 seconds. This is the time any port on the Switch spends in the listening state while moving from the blocking state to the forwarding state.
<b>Bridge Priority: (0 - 61440)</b> <32768>	A Priority for the switch can be set from 0 to 61440. This number is used in the voting process between switches on the network to determine which switch will be the root switch. A low number indicates a high priority, and a high probability that this switch will be elected as the root switch.
<b>STP Version</b> <RSTP >	Choose RSTP (default) or STP Compatibility. Both versions use STP parameters in the same way. RSTP is fully compatible with IEEE 802.1d STP and will function with legacy equipment.
<b>Tx Hold Count</b> <3 >	This is the maximum number of Hello packets transmitted per interval. The count can be specified from 1 to 10. Default value = 3.
<b>Forwarding BPDU</b> <Enabled >	This field can be enabled or disabled. When it is enabled it allows the forwarding of STP BPDU packets from other network devices when STP is disabled on the switch. The default is enabled.

Click *Apply* to implement the changes made.



**Note:** The Hello Time cannot be longer than the Max. Age. Otherwise, a configuration error will occur.

**Observe the following formulas when setting the above parameters:**

$$\text{Max. Age} \leq 2 \times (\text{Forward Delay} - 1 \text{ second})$$

$$\text{Max. Age} \geq 2 \times (\text{Hello Time} + 1 \text{ second})$$

## STP Port Settings

For stacked switch installations, first select the Unit to be configured.



STP Port Settings								
Unit	From	To	State	Cost(0=Auto)	Priority	Migration	Edge	P2P
1	Port 1	Port 1	Disabled	0	0	No	No	No
Apply								

The STP Port Information								
Port	Connection	State	Cost	Priority	Edge	P2P	STP Status	Role
1	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
2	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
3	100M/Full/None	Yes	*200000	128	No	Yes	Forwarding	NonStp
4	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
5	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
6	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
7	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
8	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
9	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
10	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
11	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
12	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
13	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
14	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
15	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
16	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
17	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
18	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
19	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
20	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
21	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
22	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
23	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled
24	Link Down	Yes	*200000	128	No	Yes	Disabled	Disabled

Figure 4- 14. STP Port Settings

In addition to setting Spanning Tree parameters for use on the switch level, the Switch allows for the configuration of groups of ports, each port-group of which will have its own spanning tree, and will require some of its own configuration settings. An STP Group will use the switch-level parameters entered above, with the addition of **Port Priority** and **Port Cost**.

An STP Group spanning tree works in the same way as the switch-level spanning tree, but the root bridge concept is replaced with a root port concept. A root port is a port of the group that is elected on the basis of port priority and port cost, to be the connection to the network for the group. Redundant links will be blocked, just as redundant links are blocked on the switch level.

The STP on the switch level blocks redundant links between switches (and similar network devices). The port level STP will block redundant links within an STP Group.

It is advisable to define an STP Group to correspond to a VLAN group of ports.

The following fields can be set:

Parameter	Description
<b>Unit</b>	This is the Unit ID of a switch in a switch stack.
<b>From/To &lt; Port 1 &gt;</b>	A consecutive group of ports may be configured starting with the selected port.
<b>State &lt; Disabled &gt;</b>	This drop-down menu allows you to <b>Enable</b> or <b>Disable</b> STP for the selected group of ports.

- Cost(0=Auto) < 0 >** A Port Cost can be set from 1 to 200000000. The lower the number, the greater the probability the port will be chosen to forward packets.  
Default port cost:  
100Mbps port = 200000  
Gigabit ports = 20000
- Priority <0>** A Port Priority can be from 0 to 240. The lower the number, the greater the probability the port will be chosen as the Root Port.
- Migration <No>** Select Yes or No. Choosing Yes will enable the port to migrate from 802.1d STP status to 802.1w RSTP status. RSTP can coexist with standard STP, however the benefits of RSTP are not realized on a port where an 802.1d network connects to an 802.1w enabled network. Migration should be enabled (yes) on ports connected to network stations or segments that will be upgraded to 802.1w RSTP on all or some portion of the segment.
- Edge <No>** Select Yes or No. Choosing Yes designates the port as an edge port. Edge ports cannot create loops, however an edge port can lose edge port status if a topology change creates a potential for a loop. An edge port normally should not receive BPDU packets. If a BPDU packet is received it automatically loses edge port status. No indicates the port does not have edge port status.
- P2P <No>** Select Yes or No. Choosing Yes indicates a point-to-point (p2p) shared link. These are similar to edge ports however they are restricted in that a p2p port must operate in full duplex. Like edge ports, p2p ports transition to a forwarding state rapidly thus benefiting from RSTP.

Click *Apply* to implement the changes made.

## Configuring Forwarding & Filtering

### Static Unicast Forwarding


Open the **Forwarding & Filtering** folder in the **Configuration** menu and click on the **Unicast Forwarding** link. This will open the **Setup Static Unicast Forwarding Table**, as shown below:

Setup Static Unicast Forwarding Table					
VLAN ID	MAC Address	Unit	Port		
1	00:00:00:00:00:00	1	Port 1		
				Add/Modify	
Static Unicast Forwarding Table					
Mac Address	VID	VLAN Name	Unit	Port	Delete
00:00:00:00:00:00	1	default	1	1	X
End of data!					

**Figure 4- 15. Setup Static Unicast Forwarding Table and Static Unicast Forwarding Table**

To add or edit an entry, define the following parameters and then click *Add/Modify*:

Parameter	Description
<b>VLAN ID (VID)</b>	The VLAN ID number of the VLAN on which the above Unicast MAC address resides.
<b>MAC Address</b>	The MAC address to which packets will be statically forwarded. This must be a unicast MAC address.
<b>Unit</b>	Allows the designation of the module on which the above MAC address resides.
<b>Port</b>	Allows the selection of the port number on which the MAC address entered above resides.

Click *Apply* to implement the changes made. To delete an entry in the **Static Unicast Forwarding Table**, click the corresponding  under the *Delete* heading.

## Static Multicast Forwarding

The following figure and table describe how to set up Multicast forwarding on the switch. Open the **Forwarding & Filtering** folder and click on the **Multicast Forwarding** link to see the entry screen below:



**Figure 4- 16. Static Multicast Forwarding Settings and Current Multicast Forwarding Entries**


The **Static Multicast Forwarding Settings** page displays all of the entries made into the Switch's static multicast forwarding table. Click the *Add* button to open the **Setup Static Multicast Forwarding Table**, as shown below:



**Figure 4- 17. Setup Static Multicast Forwarding Table**

The following parameters can be set:

Parameter	Description
<b>Unit</b>	This is the Unit ID of a switch in a switch stack.
<b>VID</b>	The VLAN ID of the VLAN the corresponding MAC address belongs to.
<b>Multicast MAC Address</b>	The MAC address of the static source of multicast packets. This must be a multicast MAC address.
<b>Port Settings</b>	<p>Allows the selection of ports that will be members of the static multicast group and ports that are either forbidden from joining dynamically, or that can join the multicast group dynamically, using GMRP.</p> <p>The options are:</p> <p><b>None</b> – no restrictions on the port dynamically joining the multicast group. When <b>None</b> is chosen, the port will not be a member of the Static Multicast Group.</p> <p><b>Egress</b> – the port is a static member of the multicast group.</p>

Click *Apply* to implement the changes made. To delete an entry in the **Static Multicast Forwarding Table**, click the corresponding  under the *Delete* heading. Click the [Show All Multicast Forwarding Entries](#) link to return to the **Static Multicast Forwarding Settings** window.

## Configuring VLANs

### Understanding IEEE 802.1p Priority

Priority tagging is a function defined by the IEEE 802.1p standard designed to provide a means of managing traffic on a network where many different types of data may be transmitted simultaneously. It is intended to alleviate problems associated with the delivery of time critical data over congested networks. The quality of applications that are dependent on such time critical data, such as video conferencing, can be severely and adversely affected by even very small delays in transmission.

Network devices that are in compliance with the IEEE 802.1p standard have the ability to recognize the priority level of data packets. These devices can also assign a priority label or tag to packets. Compliant devices can also strip priority tags from packets. This priority tag determines the packet's degree of expeditiousness and determines the queue to which it will be assigned.

Priority tags are given values from 0 to 7 with 0 being assigned to the lowest priority data and 7 assigned to the highest. The highest priority tag 7 is generally only used for data associated with video or audio applications, which are sensitive to even slight delays, or for data from specified end users whose data transmissions warrant special consideration.

The Switch allows you to further tailor how priority tagged data packets are handled on your network. Using queues to manage priority tagged data allows you to specify its relative priority to suit the needs of your network. There may be circumstances where it would be advantageous to group two or more differently tagged packets into the same queue. Generally, however, it is recommended that the highest priority queue, Queue 1, be reserved for data packets with a priority value of 7. Packets that have not been given any priority value are placed in Queue 0 and thus given the lowest priority for delivery.

A weighted round robin system is employed on the Switch to determine the rate at which the queues are emptied of packets. The ratio used for clearing the queues is 4:1. This means that the highest priority queue, Queue 1, will clear 4 packets for every 1 packet cleared from Queue 0.

Remember, the priority queue settings on the Switch are for all ports, and all devices connected to the Switch will be affected. This priority queuing system will be especially beneficial if your network employs switches with the capability of assigning priority tags.

## **VLANs**

A Virtual Local Area Network (VLAN) is a network topology configured according to a logical scheme rather than the physical layout. VLANs can be used to combine any collection of LAN segments into an autonomous user group that appears as a single LAN. VLANs also logically segment the network into different broadcast domains so that packets are forwarded only between ports within the VLAN. Typically, a VLAN corresponds to a particular subnet, although not necessarily.

VLANs can enhance performance by conserving bandwidth, and improve security by limiting traffic to specific domains.

A VLAN is a collection of end nodes grouped by logic instead of physical location. End nodes that frequently communicate with each other are assigned to the same VLAN, regardless of where they are physically on the network. Logically, a VLAN can be equated to a broadcast domain, because broadcast packets are forwarded to only members of the VLAN on which the broadcast was initiated.

### **Notes About VLANs on the DGS-3324SR**

No matter what basis is used to uniquely identify end nodes and assign these nodes VLAN membership, packets **cannot** cross VLANs without a network device performing a routing function between the VLANs.

The DGS-3324SR supports IEEE 802.1Q VLANs and Port-Based VLANs. The port untagging function can be used to remove the 802.1Q tag from packet headers to maintain compatibility with devices that are tag-unaware.

The Switch's default is to assign all ports to a single 802.1Q VLAN named "default."

The "default" VLAN has a VID = 1.

The member ports of Port-based VLANs may overlap, if desired.

## **IEEE 802.1Q VLANs**

**Some relevant terms:**

**Tagging** – The act of putting 802.1Q VLAN information into the header of a packet.

**Untagging** – The act of stripping 802.1Q VLAN information out of the packet header.

**Ingress port** – A port on a switch where packets are flowing into the switch and VLAN decisions must be made.

**Egress port** – A port on a switch where packets are flowing out of the switch, either to another switch or to an end station, and tagging decisions must be made.

IEEE 802.1Q (tagged) VLANs are implemented on the Switch. 802.1Q VLANs require tagging, which enables them to span the entire network (assuming all switches on the network are IEEE 802.1Q-compliant).

VLANs allow a network to be segmented in order to reduce the size of broadcast domains. All packets entering a VLAN will only be forwarded to the stations (over IEEE 802.1Q enabled switches) that are members of that VLAN, and this includes broadcast, multicast and unicast packets from unknown sources.

VLANs can also provide a level of security to your network. IEEE 802.1Q VLANs will only deliver packets between stations that are members of the VLAN.

Any port can be configured as either *tagging* or *untagging*. The *untagging* feature of IEEE 802.1Q VLANs allows VLANs to work with legacy switches that don't recognize VLAN tags in packet headers. The *tagging* feature allows VLANs to span multiple 802.1Q-compliant switches through a single physical connection and allows Spanning Tree to be enabled on all ports and work normally.

The IEEE 802.1Q standard restricts the forwarding of untagged packets to the VLAN the receiving port is a member of.

The main characteristics of IEEE 802.1Q are as follows:

- Assigns packets to VLANs by filtering.
- Assumes the presence of a single global spanning tree.
- Uses an explicit tagging scheme with one-level tagging.

## 802.1Q VLAN Packet Forwarding

Packet forwarding decisions are made based upon the following three types of rules:

- Ingress rules – rules relevant to the classification of received frames belonging to a VLAN.
- Forwarding rules between ports – decides whether to filter or forward the packet.
- Egress rules – determines if the packet must be sent tagged or untagged.

### 802.1Q Packet Forwarding

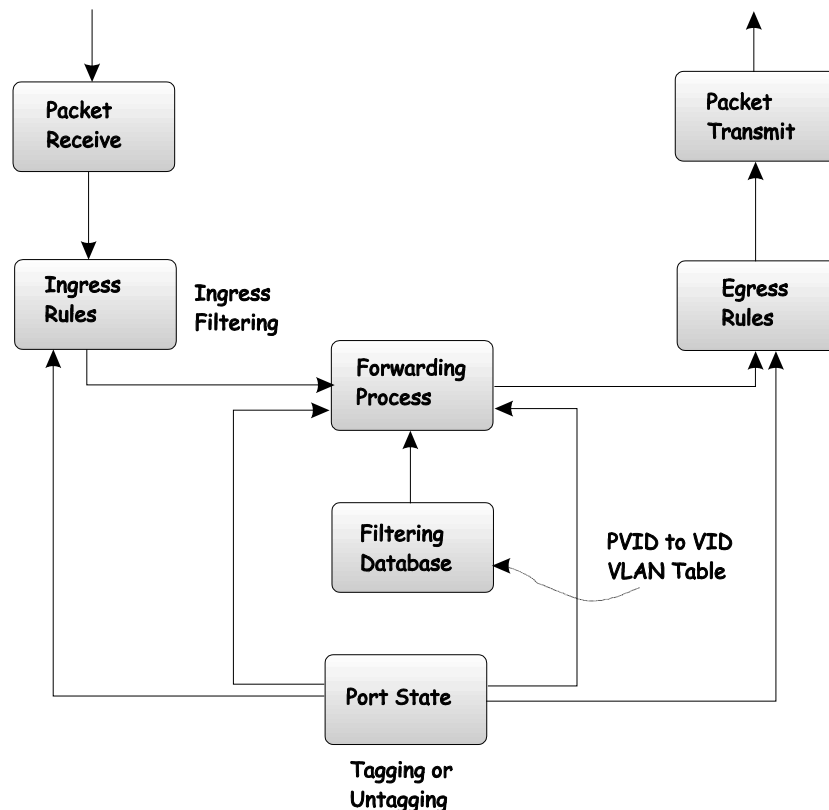


Figure 4- 18. IEEE 802.1Q Packet Forwarding

## 802.1Q VLAN Tags

The figure below shows the 802.1Q VLAN tag. There are four additional octets inserted after the source MAC address. Their presence is indicated by a value of 0x8100 in the EtherType field. When a packet's EtherType



field is equal to 0x8100, the packet carries the IEEE 802.1Q/802.1p tag. The tag is contained in the following two octets and consists of 3 bits of user priority, 1 bit of Canonical Format Identifier (CFI – used for encapsulating Token Ring packets so they can be carried across Ethernet backbones), and 12 bits of VLAN ID (VID). The 3 bits of user priority are used by 802.1p. The VID is the VLAN identifier and is used by the 802.1Q standard. Because the VID is 12 bits long, 4094 unique VLANs can be identified.

The tag is inserted into the packet header making the entire packet longer by 4 octets. All of the information originally contained in the packet is retained.

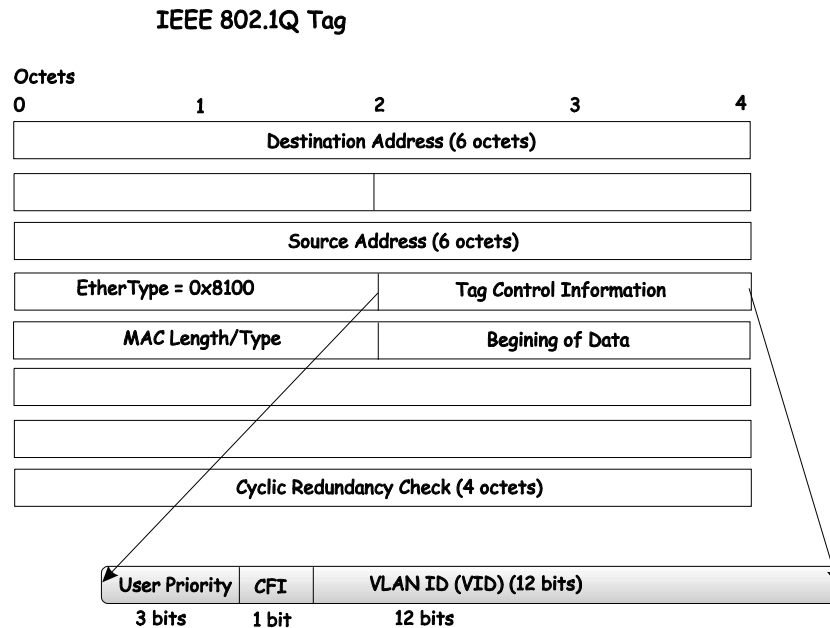


Figure 4- 19. IEEE 802.1Q Tag

The EtherType and VLAN ID are inserted after the MAC source address, but before the original EtherType/Length or Logical Link Control. Because the packet is now a bit longer than it was originally, the Cyclic Redundancy Check (CRC) must be recalculated.

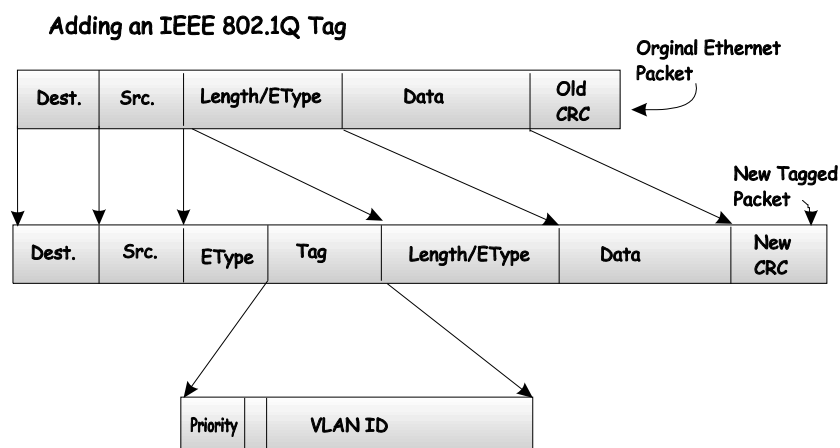


Figure 4- 20. Adding an IEEE 802.1Q Tag

## Port VLAN ID

Packets that are tagged (are carrying the 802.1Q VID information) can be transmitted from one 802.1Q compliant network device to another with the VLAN information intact. This allows 802.1Q VLANs to span network devices (and indeed, the entire network, if all network devices are 802.1Q compliant).

Unfortunately, not all network devices are 802.1Q compliant. These devices are referred to as *tag-unaware*. 802.1Q devices are referred to as *tag-aware*.

Prior to the adoption of 802.1Q VLANs, port-based and MAC-based VLANs were in common use. These VLANs relied upon a Port VLAN ID (PVID) to forward packets. A packet received on a given port would be assigned that port's PVID and then be forwarded to the port that corresponded to the packet's destination address (found in the Switch's forwarding table). If the PVID of the port that received the packet is different from the PVID of the port that is to transmit the packet, the Switch will drop the packet.

Within the Switch, different PVIDs mean different VLANs (remember that two VLANs cannot communicate without an external router). So, VLAN identification based upon the PVIDs cannot create VLANs that extend outside a given switch (or switch stack).

Every physical port on a switch has a PVID. 802.1Q ports are also assigned a PVID, for use within the Switch. If no VLANs are defined on the Switch, all ports are then assigned to a default VLAN with a PVID equal to 1. Untagged packets are assigned the PVID of the port on which they were received. Forwarding decisions are based upon this PVID, in so far as VLANs are concerned. Tagged packets are forwarded according to the VID contained within the tag. Tagged packets are also assigned a PVID, but the PVID is not used to make packet forwarding decisions, the VID is.

Tag-aware switches must keep a table to relate PVIDs within the Switch to VIDs on the network. The Switch will compare the VID of a packet to be transmitted to the VID of the port that is to transmit the packet. If the two VIDs are different, the switch will drop the packet. Because of the existence of the PVID for untagged packets and the VID for tagged packets, tag-aware and tag-unaware network devices can coexist on the same network.

A switch port can have only one PVID, but can have as many VIDs as the Switch has memory in its VLAN table to store them.

Because some devices on a network may be tag-unaware, a decision must be made at each port on a tag-aware device before packets are transmitted – should the packet to be transmitted have a tag or not? If the transmitting port is connected to a tag-unaware device, the packet should be untagged. If the transmitting port is connected to a tag-aware device, the packet should be tagged.

## Tagging and Untagging

Every port on an 802.1Q compliant switch can be configured as *tagging* or *untagging*.

Ports with tagging enabled will put the VID number, priority and other VLAN information into the header of all packets that flow into and out of it. If a packet has previously been tagged, the port will not alter the packet, thus keeping the VLAN information intact. The VLAN information in the tag can then be used by other 802.1Q compliant devices on the network to make packet-forwarding decisions.

Ports with untagging enabled will strip the 802.1Q tag from all packets that flow into and out of those ports. If the packet doesn't have an 802.1Q VLAN tag, the port will not alter the packet. Thus, all packets received by and forwarded by an untagging port will have no 802.1Q VLAN information. (Remember that the PVID is only used internally within the switch). Untagging is used to send packets from an 802.1Q-compliant network device to a non-compliant network device.



## Ingress Filtering

A port on a switch where packets are flowing into the switch and VLAN decisions must be made is referred to as an *ingress port*. If ingress filtering is enabled for a port, the switch will examine the VLAN information in the packet header (if present) and decide whether or not to forward the packet.

If the packet is tagged with VLAN information, the ingress port will first determine if the ingress port itself is a member of the tagged VLAN. If it is not, the packet will be dropped. If the ingress port is a member of the 802.1Q VLAN, the switch then determines if the destination port is a member of the 802.1Q VLAN. If it is not, the packet is dropped. If the destination port is a member of the 802.1Q VLAN, the packet is forwarded and the destination port transmits it to its attached network segment.

If the packet is not tagged with VLAN information, the ingress port will tag the packet with its own PVID as a VID (if the port is a tagging port). The switch then determines if the destination port is a member of the same VLAN (has the same VID) as the ingress port. If it does not, the packet is dropped. If it has the same VID, the packet is forwarded and the destination port transmits it on its attached network segment.

This process is referred to as *ingress filtering* and is used to conserve bandwidth within the Switch by dropping packets that are not on the same VLAN as the ingress port at the point of reception. This eliminates the subsequent processing of packets that will just be dropped by the destination port.

## Default VLANs

The Switch initially configures one VLAN, VID = 1, called “default.” The factory default setting assigns all ports on the Switch to the “default.” As new VLANs are configured in Port-based mode, their respective member ports are removed from the “default.”

Packets cannot cross VLANs. If a member of one VLAN wants to connect to another VLAN, the link must be through an external router.



**Note:** If no VLANs are configured on the Switch, then all packets will be forwarded to any destination port. Packets with unknown source addresses will be flooded to all ports. Broadcast and multicast packets will also be flooded to all ports.

An example is presented below:

VLAN Name	VID	Switch Ports
System (default)	1	5, 6, 7, 8, 21, 22, 23, 24
Engineering	2	9, 10, 11, 12
Marketing	3	13, 14, 15, 16
Finance	4	17, 18, 19, 20
Sales	5	1, 2, 3, 4

**Table 4- 2. VLAN Example – Assigned Ports**

## Port-based VLANs

Port-based VLANs limit traffic that flows into and out of switch ports. Thus, all devices connected to a port are members of the VLAN(s) the port belongs to, whether there is a single computer directly connected to a switch, or an entire department.

On port-based VLANs, NICs do not need to be able to identify 802.1Q tags in packet headers. NICs send and receive normal Ethernet packets. If the packet's destination lies on the same segment, communications take place using normal Ethernet protocols. Even though this is always the case, when the destination for a packet lies on another switch port, VLAN considerations come into play to decide if the packet gets dropped by the switch or delivered.

## VLAN Segmentation

Take for example a packet that is transmitted by a machine on Port 1 that is a member of VLAN 2. If the destination lies on another port (found through a normal forwarding table lookup), the switch then looks to see if the other port (Port 10) is a member of VLAN 2 (and can therefore receive VLAN 2 packets). If Port 10 is not a member of VLAN 2, then the packet will be dropped by the switch and will not reach its destination. If Port 10 is a member of VLAN 2, the packet will go through. This selective forwarding feature based on VLAN criteria is how VLANs segment networks. The key point being that Port 1 will only transmit on VLAN 2.

Network resources such as printers and servers however, can be shared across VLANs. This is achieved by setting up overlapping VLANs. That is ports can belong to more than one VLAN group. For example, setting VLAN 1 members to ports 1, 2, 3, and 4 and VLAN 2 members to ports 1, 5, 6, and 7. Port 1 belongs to two VLAN groups. Ports 8, 9, and 10 are not configured to any VLAN group. This means ports 8, 9, and 10 are in the same VLAN group.

## VLAN and Trunk Groups

The members of a trunk group have the same VLAN setting. Any VLAN setting on the members of a trunk group will apply to the other member ports.



**Note:** In order to use VLAN segmentation in conjunction with port trunk groups, you can first set the port trunk group(s), and then you may configure VLAN settings. If you wish to change the port trunk grouping with VLANs already in place, you will not need to reconfigure the VLAN settings after changing the port trunk group settings. VLAN settings will automatically change in conjunction with the change of the port trunk group settings.

## Configuring Static VLANs

*To create or modify an 802.1Q VLAN:*

In the **Configuration** folder, open the **VLAN** folder and click the **Static VLAN Entry** link to open the following window:

Add			
Current 802.1Q Static VLANs Entries			
VLAN ID	VLAN name	Advertisement	Delete
1	default	Enabled	

**Figure 4- 21. Current 802.1Q Static VLANs Entries window**

The 802.1Q Static VLANs menu lists all previously configured VLANs by VLAN ID and name. To delete an existing 802.1Q VLAN, click the corresponding button under the **Delete** heading.

To create a new 802.1Q VLAN, click the *Add* button in the Static VLANs menu. A new menu will appear, as shown below, to configure the port settings and to assign a unique name and number to the new VLAN. See the table below for a description of the parameters in the new menu.

802.1Q Static VLANs																											
Unit	VID	VLAN Name																Advertisement									
1																		Disabled									
Port Settings		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
Tag		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
None		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Egress		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Forbidden		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="button" value="Apply"/>																											
<a href="#">Show All Static VLAN Entries</a>																											

Figure 4- 22. 802.1Q Static VLANs – Add

To return to the **Current 802.1Q Static VLANs Entries** window, click the [Show All Static VLAN Entries](#) link. To change an existing 802.1Q VLAN entry, double-click on the selected entry in the **Current 802.1Q Static VLANs Entries** menu. A new menu appears, use this to configure the port settings and to assign a unique name and number to the new VLAN. See the table below for a description of the parameters in the new menu.

802.1Q Static VLANs																											
Unit	VID	VLAN Name																Advertisement									
1	1	default																Enabled									
Port Settings		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
Tag		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
None		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Egress		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Forbidden		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="button" value="Apply"/>																											
<a href="#">Show All Static VLAN Entries</a>																											

Figure 4- 23. 802.1Q Static VLANs Entry Settings – Modify

The following fields can then be set in either the *Add* or *Modify* 802.1Q Static VLANs menus:

Parameter	Description
<b>Unit</b>	Displays the Unit ID of the switch – within the switch stack – that the VLAN will be created on.
<b>VID (VLAN ID)</b>	Allows the entry of a VLAN ID in the Add dialog box, or displays the VLAN ID of an existing VLAN in the Edit dialog box. VLANs can be identified by either the VID or the VLAN name.
<b>VLAN Name</b>	Allows the entry of a name for the new VLAN in the Add dialog box, or for editing the VLAN name in the Edit dialog box.

<b>Advertisement</b>	Enabling this function will allow the switch to send out GVRP packets to outside sources, notifying that they may join the existing VLAN.
<b>Port</b>	Allows an individual port to be specified as member of a VLAN.
<b>Tag</b>	Specifies the port as either 802.1Q tagging or 802.1Q untagged. Checking the box will designate the port as Tagged.
<b>None</b>	Allows an individual port to be specified as a non-VLAN member.
<b>Egress</b>	Select this to specify the port as a static member of the VLAN. Egress member ports are ports that will be transmitting traffic for the VLAN. These ports can be either tagged or untagged.
<b>Forbidden</b>	Select this to specify the port as not being a member of the VLAN and that the port is forbidden from becoming a member of the VLAN dynamically.

---

## GVRP Settings

In the **Configuration** menu, open the **VLANs** folder and click **GVRP Setting**.

The **GVRP Settings** dialog box, shown below, allows you to determine whether the Switch will share its VLAN configuration information with other GARP VLAN Registration Protocol (**GVRP**) enabled switches. In addition, **Ingress Checking** can be used to limit traffic by filtering incoming packets whose PVID does not match the PVID of the port. Results can be seen in the table under the configuration settings, as seen below.

GVRP Settings							
Unit	From	To	GVRP	Ingress Check	Acceptable Frame Type	PVID	Apply
1	Port 1	Port 1	Disabled	Disabled	Tagged_Only		Apply

GVRP Table				
Port	PVID	GVRP	Ingress Check	Acceptable Frame Type
1	1	Disabled	Enabled	All Frames
2	1	Disabled	Enabled	All Frames
3	1	Disabled	Enabled	All Frames
4	1	Disabled	Enabled	All Frames
5	1	Disabled	Enabled	All Frames
6	1	Disabled	Enabled	All Frames
7	1	Disabled	Enabled	All Frames
8	1	Disabled	Enabled	All Frames
9	1	Disabled	Enabled	All Frames
10	1	Disabled	Enabled	All Frames
11	1	Disabled	Enabled	All Frames
12	1	Disabled	Enabled	All Frames
13	1	Disabled	Enabled	All Frames
14	1	Disabled	Enabled	All Frames
15	1	Disabled	Enabled	All Frames
16	1	Disabled	Enabled	All Frames
17	1	Disabled	Enabled	All Frames
18	1	Disabled	Enabled	All Frames
19	1	Disabled	Enabled	All Frames
20	1	Disabled	Enabled	All Frames
21	1	Disabled	Enabled	All Frames
22	1	Disabled	Enabled	All Frames
23	1	Disabled	Enabled	All Frames
24	1	Disabled	Enabled	All Frames

Figure 4- 24. GVRP Settings and GVRP Table

The following fields can be set:

Parameter	Description
Unit	Displays the Unit ID of the switch – within the switch stack – that the VLAN will be created on.
From/To	These two fields allow you to specify the range of ports that will be included in the Port-based VLAN that you are creating using the <b>802.1Q Port Settings</b> page.
GVRP	The <b>Group VLAN Registration Protocol (GVRP)</b> enables the port to dynamically become a member of a VLAN. <b>GVRP</b> is disabled by default.

<b>Ingress Check</b>	<p>This field can be toggled using the space bar between <i>Enabled</i> and <i>Disabled</i>. <i>Enabled</i> enables the port to compare the VID tag of an incoming packet with the PVID number assigned to the port. If the two are different, the port filters (drops) the packet. <i>Disabled</i> disables Ingress filtering. Ingress Checking is disabled by default.</p>
<b>Acceptable Frame Type</b>	<p>This field denotes the type of frame that will be accepted by the port. The user may choose between <b>Tagged Only</b>, which means only VLAN tagged frames will be accepted, and <b>Admit_All</b>, which means both tagged and untagged frames will be accepted. <b>Tagged Only</b> is enabled by default.</p>
<b>PVID</b>	<p>The read only field in the <b>GVRP Table</b> shows the current PVID assignment for each port. The Switch's default is to assign all ports to the Default VLAN with a VID of 1.</p> <p>The PVID is used by the port to tag outgoing, untagged packets, and to make filtering decisions about incoming packets. If the port is specified to accept only tagged frames – as tagging, and an untagged packet is forwarded to the port for transmission, the port will add an 802.1Q tag using the PVID to write the VID in the tag. When the packet arrives at its destination, the receiving device will use the PVID to make VLAN forwarding decisions.</p> <p>If a packet is received by the port, and Ingress filtering is enabled, the port will compare the VID of the incoming packet to its PVID. If the two are unequal, the port will drop the packet. If the two are equal, the port will receive the packet.</p>

---

## Configuring Traffic Control (Broadcast/Multicast Storm Control)

Use the **Traffic Control** menu to enable or disable storm control and adjust the threshold for multicast and broadcast storms, as well as DLF (Destination Look Up Failure). Traffic control settings are applied to individual Switch modules.



Traffic Control Settings							
Unit	From	To	Broadcast Storm	Multicast Storm	Destination Lookup Fail	Threshold	Apply
1	Port 1	Port 1	Disabled	Disabled	Disabled	128	Apply

Traffic Control Table				
Port	Broadcast Storm	Multicast Storm	Destination Lookup Fail	Threshold
1	Disabled	Disabled	Disabled	128
2	Disabled	Disabled	Disabled	128
3	Disabled	Disabled	Disabled	128
4	Disabled	Disabled	Disabled	128
5	Disabled	Disabled	Disabled	128
6	Disabled	Disabled	Disabled	128
7	Disabled	Disabled	Disabled	128
8	Disabled	Disabled	Disabled	128
9	Disabled	Disabled	Disabled	128
10	Disabled	Disabled	Disabled	128
11	Disabled	Disabled	Disabled	128
12	Disabled	Disabled	Disabled	128
13	Disabled	Disabled	Disabled	128
14	Disabled	Disabled	Disabled	128
15	Disabled	Disabled	Disabled	128
16	Disabled	Disabled	Disabled	128
17	Disabled	Disabled	Disabled	128
18	Disabled	Disabled	Disabled	128
19	Disabled	Disabled	Disabled	128
20	Disabled	Disabled	Disabled	128
21	Disabled	Disabled	Disabled	128
22	Disabled	Disabled	Disabled	128
23	Disabled	Disabled	Disabled	128
24	Disabled	Disabled	Disabled	128

Figure 4- 25. Traffic Control Settings window

Traffic or storm control is used to stop broadcast, multicast or ARP request storms that may result when a loop is created. The **Destination Look Up Failure** control is a method of shutting down a loop when a storm is formed because a MAC address cannot be located in the Switch's forwarding database and it must send a packet to all ports or all ports on a VLAN.

To configure Traffic Control, select the **Unit** (Unit ID of a switch in a switch) you want to configure. **Broadcast Storm**, **Multicast Storm** and **Destination Unknown** may be *Enabled* or *Disabled*. The **Threshold** value is the upper threshold at which the specified traffic control is switched on. This is the number of Broadcast, Multicast or DLF packets, in Kbps, received by the switch that will trigger the storm traffic control measures. The Threshold value can be set from 0 to 255 packets. The Default setting is 128.

## Configuring Port Security

A given port's (or a range of ports') dynamic MAC address learning can be locked such that the current source MAC addresses entered into the MAC address forwarding table can not be changed once the port lock is enabled. The port can be locked by using the **Learn <Disabled>** pull-down menu to *Enabled*, and clicking *Apply*.

This is a security feature that prevents unauthorized computers (with source MAC addresses unknown to the Switch prior to locking the port (or ports) from connecting to the Switch's locked ports and gaining access to the network.

Port Security Settings						
Unit	From	To	Admin State	Max.Addr(0-64)	Mode	Apply
1	Port 1	Port 1	Disabled	0	DeleteOnReset	Apply

Port Security Table			
Port	Admin State	Max.Learning Addr	Lock Address Mode
1	Disabled	1	DeleteOnReset
2	Disabled	1	DeleteOnReset
3	Disabled	1	DeleteOnReset
4	Disabled	1	DeleteOnReset
5	Disabled	1	DeleteOnReset
6	Disabled	1	DeleteOnReset
7	Disabled	1	DeleteOnReset
8	Disabled	1	DeleteOnReset
9	Disabled	1	DeleteOnReset
10	Disabled	1	DeleteOnReset
11	Disabled	1	DeleteOnReset
12	Disabled	1	DeleteOnReset
13	Disabled	1	DeleteOnReset
14	Disabled	1	DeleteOnReset
15	Disabled	1	DeleteOnReset
16	Disabled	1	DeleteOnReset
17	Disabled	1	DeleteOnReset
18	Disabled	1	DeleteOnReset
19	Disabled	1	DeleteOnReset
20	Disabled	1	DeleteOnReset
21	Disabled	1	DeleteOnReset
22	Disabled	1	DeleteOnReset
23	Disabled	1	DeleteOnReset
24	Disabled	1	DeleteOnReset

Figure 4- 26. Port Security Settings window

Click *Apply* to implement the changes on the Switch.

The following parameters can be set:

Parameter	Description
<b>Unit</b>	Allows you to specify a switch in a switch stack using that switch's Unit ID.
<b>From/To</b>	A consecutive group of ports may be configured starting with the selected port.
<b>Admin State</b>	This pull-down menu allows you to <b>Enable</b> or <b>Disable</b> Port Security (locked MAC address table for the selected ports.)



<b>Max.Addr(0-64)</b>	The number of MAC addresses that will be in the MAC address forwarding table for the selected switch and group of ports.
<b>Mode</b>	This pull-down menu allows you to select how the MAC address table locking will be implemented on the Switch, for the selected group of ports. The options are <b>DeleteOnReset</b> and <b>DeleteOnTimeout</b> .

---

## Configuring QoS

### Understanding QoS

The DGS-3324SR supports 802.1p priority queuing. The Switch has seven priority queues. These priority queues are labeled as 6, the high queue to 0, the lowest queue. The eight priority tags, specified in IEEE 802.1p are mapped to the Switch's priority tags as follows:

- Priority 0 is assigned to the Switch's Q2 queue.
- Priority 1 is assigned to the Switch's Q0 queue.
- Priority 2 is assigned to the Switch's Q1 queue.
- Priority 3 is assigned to the Switch's Q3 queue.
- Priority 4 is assigned to the Switch's Q4 queue.
- Priority 5 is assigned to the Switch's Q5 queue.
- Priority 6 is assigned to the Switch's Q6 queue.
- Priority 7 is assigned to the Switch's Q6 queue.

For strict priority-based scheduling, any packets residing in the higher priority queues are transmitted first. Multiple strict priority queues empty based on their priority tags. Only when these queues are empty, are packets of lower priority transmitted.

For weighted round-robin queuing, the number of packets sent from each priority queue depends upon the assigned weight. For a configuration of 8 CoS queues, A~H with their respective weight value: 8~1, the packets are sent in the following sequence: A1, B1, C1, D1, E1, F1, G1, H1, A2, B2, C2, D2, E2, F2, G2, A3, B3, C3, D3, E3, F3, A4, B4, C4, D4, E4, A5, B5, C5, D5, A6, B6, C6, A7, B7, A8, A1, B1, C1, D1, E1, F1, G1, H1.

For weighted round-robin queuing, if each CoS queue has the same weight value, then each CoS queue has an equal opportunity to send packets just like round-robin queuing.

For weighted round-robin queuing, if the weight for a CoS is set to 0, then it will continue processing the packets from this CoS until there are no more packets for this CoS. The other CoS queues that have been given a nonzero value, and depending upon the weight, will follow a common weighted round-robin scheme.

Remember that the DGS-3324SR has 8 priority queues (and eight Classes of Service) for each port on the Switch.

### Setting Bandwidth Control

The bandwidth control settings are used to place a ceiling on the transmitting and receiving data rates for any selected port. In the **Configuration** folder open the **QoS** folder and click **Bandwidth Control**, to view the screen shown below.

Bandwidth Settings						
Unit	From	To	Type	no_limit	Rate	Apply
1	Port 1	Port 1	Both	Disabled	1	Apply

Port Bandwidth Table		
Port	RX Rate (Mbit/sec)	TX Rate (Mbit/sec)
1	no_limit	no_limit
2	no_limit	no_limit
3	no_limit	no_limit
4	no_limit	no_limit
5	no_limit	no_limit
6	no_limit	no_limit
7	no_limit	no_limit
8	no_limit	no_limit
9	no_limit	no_limit
10	no_limit	no_limit
11	no_limit	no_limit
12	no_limit	no_limit
13	no_limit	no_limit
14	no_limit	no_limit
15	no_limit	no_limit
16	no_limit	no_limit
17	no_limit	no_limit
18	no_limit	no_limit
19	no_limit	no_limit
20	no_limit	no_limit
21	no_limit	no_limit
22	no_limit	no_limit
23	no_limit	no_limit
24	no_limit	no_limit

Figure 4- 27. Bandwidth Settings window

The following parameters can be set or are displayed:

Parameter	Description
<b>Unit</b>	Allows you to specify a switch in a switch stack using that switch's Unit ID.
<b>From/To</b>	A consecutive group of ports may be configured starting with the selected port.
<b>Type</b>	This drop-down menu allows you to select between <b>RX</b> (receive,) <b>TX</b> (transmit,) and <b>Both</b> . This setting will determine whether the bandwidth ceiling is applied to receiving, transmitting, or both receiving and transmitting packets.
<b>no_limit</b>	This drop-down menu allows you to specify that the selected port will have no bandwidth limit. <b>Enabled</b> disables the limit.

**Rate**

This field allows you to enter the data rate, in kb/s, that will be the limit for the selected port.

Click *Apply* to set the Bandwidth control for the selected ports. Results of the **Bandwidth Settings** will be displayed directly below, in the **Port Bandwidth Table**.

## QoS Scheduling Mechanism Table

This drop-down menu allows you to select between a **Weight Fair** and a **Strict** mechanism for emptying the priority queues. In the **Configuration** folder open the **QoS** folder and click **QoS Scheduling Mechanism**, to view the screen shown below.

Scheduling Mechanism Configuration	
Scheduling Mechanism	Strict <input type="button" value="Apply"/>
Qos Scheduling Mechanism Table	
Class ID	Mechanism
Class-0	Strict
Class-1	Strict
Class-2	Strict
Class-3	Strict
Class-4	Strict
Class-5	Strict
Class-6	Strict

**Figure 4- 28. Scheduling Mechanism Configuration window**

Click *Apply* to let your changes take effect.

The **QoS Scheduling Mechanism** has the following parameters.

Parameter	Description
<b>Strict</b>	The highest queue is the first to process traffic. That is, the highest queue should be finished at first.
<b>Weight fair</b>	Use the weight fair algorithm to handle packets in an even distribution in priority queues.

## QoS Output Scheduling

QoS can be customized by changing the output scheduling used for the hardware queues in the Switch. As with any changes to QoS implementation, careful consideration should be given to how network traffic in lower priority queues is affected. Changes in scheduling may result in unacceptable levels of packet loss or significant transmission delay. If you choose to customize this setting, it is important to monitor network performance, especially during peak demand, as bottlenecks can quickly develop if the QoS settings are not suitable. In the **Configuration** folder open the **QoS** folder and click **QoS Output Scheduling**, to view the screen shown below.

QoS Output Scheduling Configuration		
	Max. Packets	
Class-0	<input type="text" value="1"/>	
Class-1	<input type="text" value="2"/>	
Class-2	<input type="text" value="3"/>	
Class-3	<input type="text" value="4"/>	
Class-4	<input type="text" value="5"/>	
Class-5	<input type="text" value="6"/>	
Class-6	<input type="text" value="7"/>	
		<input type="button" value="Apply"/>

**Figure 4- 29. QoS Output Scheduling Configuration window**

Once you have assigned a priority to the port groups on the Switch, you can then assign this Class to each of the 7 levels of 802.1p priorities.



**Note:** The settings you assign to the queues, numbers 0-7, represent the IEEE 802.1p priority tag number. Do not confuse these settings with port numbers.

## 802.1p Default Priority

The Switch allows the assignment of a default 802.1p priority to each port on the switch. In the **Configuration** folder open the **QoS** folder and click **802.1p Default Priority**, to view the screen shown below.

Port Default Priority assignment				
Unit	From	To	Priority(0~7)	Apply
1	Port 1	Port 1	0	Apply

The Port Priority Table	
Port	Priority
1	0
2	0
3	0
4	0
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0

Figure 4- 30. 802.1p Default Priority window

This page allows you to assign a default 802.1p priority to any given port on the Switch. The priority queues are numbered from 0 – the lowest priority – to 7 – the highest priority. Click *Apply* to implement your settings.

## 802.1p User Priority

The DGS-3324SR allows the assignment of a User Priority to each of the 802.1p priorities. In the **Configuration** folder open the **QoS** folder and click **802.1p User Priority**, to view the screen shown below.

User Priority Configuration	
Priority-0	Class-2
Priority-1	Class-0
Priority-2	Class-1
Priority-3	Class-3
Priority-4	Class-4
Priority-5	Class-5
Priority-6	Class-6
Priority-7	Class-6
Apply	

Figure 4- 31. User Priority Configuration window

Once you have assigned a priority to the port groups on the Switch, you can then assign this Class to each of the 8 levels of 802.1p priorities. Click *Apply* to set your changes.

## Configuring Traffic Segmentation

Traffic segmentation is used to limit traffic flow from a single port to a group of ports on either a single switch (in standalone mode) or a group of ports on another switch in a switch stack. This method of segmenting the flow of traffic is similar to using VLANs to limit traffic, but is more restrictive. It provides a method of directing traffic that does not increase the overhead of the Master switch CPU.

In the **Configuration** folder open the **QoS** folder and click **Traffic Segmentation**, to view the screen shown below.

Unit	Port	Configuration	Setup
1	Port 1	View	Setup
Current Traffic Segmentation Table			
Unit	Port Map		
1	1-3, 5-7, 9-24		
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Figure 4- 32. Current Traffic Segmentation Table



Click on the **Setup** button to open the **Setup Forwarding ports** page, as shown below.

Unit	Port	Apply
1	Port 1	Apply

**Setup Forwarding ports**

Unit	1
Forward Port	<div>1</div> <input checked="" type="checkbox"/> <div>2</div> <input checked="" type="checkbox"/> <div>3</div> <input checked="" type="checkbox"/> <div>4</div> <input type="checkbox"/> <div>5</div> <input checked="" type="checkbox"/> <div>6</div> <input checked="" type="checkbox"/> <div>7</div> <input checked="" type="checkbox"/> <div>8</div> <input type="checkbox"/> <div>9</div> <input checked="" type="checkbox"/> <div>10</div> <input checked="" type="checkbox"/> <div>11</div> <input checked="" type="checkbox"/> <div>12</div> <input checked="" type="checkbox"/> <div>13</div> <input checked="" type="checkbox"/> <div>14</div> <input checked="" type="checkbox"/> <div>15</div> <input checked="" type="checkbox"/> <div>16</div> <input checked="" type="checkbox"/> <div>17</div> <input checked="" type="checkbox"/> <div>18</div> <input checked="" type="checkbox"/> <div>19</div> <input checked="" type="checkbox"/> <div>20</div> <input checked="" type="checkbox"/> <div>21</div> <input checked="" type="checkbox"/> <div>22</div> <input checked="" type="checkbox"/> <div>23</div> <input checked="" type="checkbox"/> <div>24</div> <input checked="" type="checkbox"/>

[View Settings of Unit 1 Port 1](#) Apply

**Figure 4- 33. Setup Forwarding Ports window**

This page allows you to determine which port on a given switch in a switch stack will be allowed to forward packets to other ports on that switch.

Configuring traffic segmentation on the DGS-3324SR is accomplished in two parts. First you specify a switch from a switch stack, and then a port from that switch. Then you specify a second switch from the switch stack, and then you select which ports (or different ports on the same switch,) on that switch that you want to be able to receive packets from the switch and port you specified in the first part.

In the example above, the switch is Unit 1 and port 1 is selected as the transmitting port. Ports 1-3, 5-7 and 9-24 are selected as being able to receive packets from port 1.

Clicking the *Apply* button will enter the combination of transmitting port and allowed receiving ports into the Switch's Traffic Segmentation table.

The **Unit** drop-down menu at the top of the page allows you to select a switch from a switch stack using that switch's Unit ID. The **Port** drop-down menu allows you to select a port from that switch. This is the port that will be transmitting packets.

The **Unit** drop-down menu under the Setup Forwarding ports heading allows you to select a switch from a switch stack using that switch's Unit ID. The **Forward Port** click boxes allow you to select which of the ports on the selected switch will be able to forward packets. These are the ports that will be allowed to receive packets from the port specified above.

Click *Apply* to enter the settings into the Switch's **Traffic Segmentation** table.

## The System Log Server

The Switch can send Syslog messages to up to four designated servers using the **System Log Server**. In the **Configuration** folder click **System Log Server**, to view the screen shown below.

[Add](#)

**Current System Log Servers**

Index	Server IP	Status	Delete
1	10.53.13.94	Enabled	<input checked="" type="checkbox"/>

**Figure 4- 34. System Log Server window**

The parameters configured for adding and editing **System Log Server** settings are the same. See the table below for a description.

Configure System Log Server	
Index(1-4)	<input type="text" value="0"/>
Server IP	<input type="text" value="0.0.0.0"/>
Severity	<input type="text" value="Warning"/>
Facility	<input type="text" value="Local0"/>
UDP Port(514 or 6000-65535)	<input type="text" value="0"/>
Status	<input type="text" value="Disabled"/>
<input type="button" value="Apply"/>	
<a href="#">Show All System Log Servers</a>	

**Figure 4- 35. System Log Servers – Add**

The following parameters can be set:

Parameter	Description
<b>Index</b>	Syslog server settings index (1-4).
<b>Server IP</b>	The IP address of the Syslog server.
<b>Severity</b>	<p>This drop-down menu allows you to select the level of messages that will be sent. The options are <b>Warning</b>, <b>Informational</b>, and <b>All</b>.</p> <p>Some of the operating system daemons and processes have been assigned Facility values. Processes and daemons that have not been explicitly assigned a Facility may use any of the "local use" facilities or they may use the "user-level" Facility. Those Facilities that have been designated are shown in the following: Bold font means the facility values that the switch currently now.</p> <p>Numerical      Facility</p> <p>Code</p> <p>0      kernel messages</p> <p>1      user-level messages</p>
<b>Facility</b>	<p>2      mail system</p> <p>3      system daemons</p> <p>4      security/authorization messages</p> <p>5      messages generated internally by syslog line printer subsystem</p> <p>7      network news subsystem</p> <p>8      UUCP subsystem</p> <p>9      clock daemon</p> <p>10      security/authorization messages</p> <p>11      FTP daemon</p>



12	NTP subsystem
13	log audit
14	log alert
15	clock daemon
16	<b>local use 0 (local0)</b>
17	<b>local use 1 (local1)</b>
18	<b>local use 2 (local2)</b>
19	<b>local use 3 (local3)</b>
20	<b>local use 4 (local4)</b>
21	<b>local use 5 (local5)</b>
22	<b>local use 6 (local6)</b>
23	<b>local use 7 (local7)</b>


**UDP Port (514 or 6000-65535)**

Type the UDP port number used for sending Syslog messages. The default is 514.

**Status**

Choose *Enabled* or *Disabled* to activate or deactivate.

---

To set the **System Log Server** configuration, click *Apply*. To delete an entry from the **System Log Server** window, click the corresponding  under the **Delete** heading of the entry you wish to delete. To return to the Current System Log Servers window, click the [Show All System Log Servers](#) link.

## Configuring SNTP Settings

The **Simple Network Time Protocol (SNTP)** {an adaptation of the Network Time Protocol (NTP)} is configured on the switch using the following pages.

### Time Settings

To configure the time settings for the Switch, open the **Configuration** folder, then the **SNTP** folder and click on the **Time Setting** link, revealing the following screen for the user to configure.

Current Time: Status	
System Boot Time	27 Jan 2004 10:11:59
Time Source	System Clock
Current Time: SNTP Settings	
SNTP State	Disabled
SNTP Primary Server	0.0.0.0
SNTP Secondary Server	0.0.0.0
SNTP Poll Interval in Seconds	720
Apply	
Current Time: Set Current Time	
Year	2004
Month	January
Day	27
Time in HH MM SS	17 37 00
Apply	

Figure 4- 36. Time Settings Page

The following parameters can set or are displayed:

Parameter	Description
<b>System Boot Time</b>	Displays the time when the Switch was initially started for this session.
<b>Time Source</b>	Displays the time source for the system.
<b>SNTP State</b>	Use this pull-down menu to <b>Enable</b> or <b>Disable</b> SNTP.
<b>SNTP Primary Server</b>	This is the primary server the SNTP information will be taken from.
<b>SNTP Secondary Server</b>	This is the secondary server the SNTP information will be taken from.
<b>SNTP Poll Interval in Seconds</b>	This is the interval, in seconds, between requests for updated SNTP information.
<b>Year</b>	Enter the current year, if you want to update the system clock.
<b>Month</b>	Enter the current month, if you would like to update the system clock.
<b>Day</b>	Enter the current day, if you would like to update the system clock.
<b>Time in HH MM SS</b>	Enter the current time in hours, minutes and seconds if you would like to update the system clock.

Click *Apply* to implement your changes.

## Time Zone and DST

The following are screens used to configure time zones and Daylight Savings time settings for SNTP. Open the **Configuration** folder, then the **SNTP** folder and click on the **Time Zone and DST** link, revealing the following screen.

**Time Zone and DST Settings**

Daylight Saving Time State: Disabled

Daylight Saving Time Offset in Minutes: 60

Time Zone Offset from GMT in +/-HH:MM: + 00 00

**DST Repeating Settings**

From: Which Day: First

From: Day of Week: Sunday

From: Month: April

From: time in HH MM: 00 00

To: Which Day: Last

To: Day of Week: Sunday

To: Month: October

To: time in HH MM: 00 00

**DST Annual Settings**

From: Month: April

From: Day: 29

From: time in HH MM: 00 00

To: Month: October

To: Day: 12

To: Time in HH MM: 00 00

Apply

**Figure 4- 37. Time Zone and DST Settings Page**

The following parameters can set:

Parameter	Description
<b>Daylight Saving Time State</b>	Use this pull-down menu to <b>Enable</b> or <b>Disable</b> the DST Settings.
<b>Daylight Saving Time Offset in Minutes</b>	Use this pull-down menu to specify the amount of time that will constitute your local DST offset – 30, 60, 90, or 120 minutes.
<b>Time Zone Offset from GMT in +/-HH:MM</b>	Use these pull-down menus to specify your local time zone's offset from Greenwich Mean Time (GMT.)

<i>DST Repeating Settings</i>	Using repeating mode will enable DST seasonal time adjustment. Repeating mode requires that the DST beginning and ending date be specified using a formula. For example, specify to begin DST on Saturday during the second week of April and end DST on Sunday during the last week of October.
<b>From: Which Day</b>	Should be From: Which Week. Enter the week of the month that DST will start.
<b>From: Day of Week</b>	Enter the day of the week that DST will start on.
<b>From: Month</b>	Enter the month DST will start on.
<b>From: time in HH:MM</b>	Enter the time of day that DST will start on.
<b>To: Which Day</b>	Should be To: Which Week. Enter the week of the month the DST will end.
<b>To: Day of Week</b>	Enter the day of the week that DST will end.
<b>To: Month</b>	Enter the month that DST will end.
<b>To: time in HH:MM</b>	Enter the time DST will end.
<i>DST Annual Settings</i>	Using annual mode will enable DST seasonal time adjustment. Annual mode requires that the DST beginning and ending date be specified consisely. For example, specify to begin DST on April 3 and end DST on October 14.
<b>From: Month</b>	Enter the month DST will start on, each year.
<b>From: Day</b>	Enter the day of the week DST will start on, each year.
<b>From: Time in HH:MM</b>	Enter the time of day DST will start on, each year.
<b>To: Month</b>	Enter the month DST will end on, each year.
<b>To: Day</b>	Enter the day of the week DST will end on, each year.
<b>To: Time in HH:MM</b>	Enter the time of day that DST will end on, each year.

---

Click *Apply* to implement changes made to the Time Zone and DST window.

## Configuring The Access Profile Table

Access profiles allow you to establish criteria to determine whether or not the Switch will forward packets based on the information contained in each packet's header. These criteria can be specified on a basis of VLAN, MAC address or IP address.

Creating an access profile is divided into two basic parts. The first is to specify which part or parts of a frame the Switch will examine, such as the MAC source address or the IP destination address. The second part is entering the criteria the Switch will use to determine what to do with the frame. The entire process is described below in two parts.

To display the currently configured Access Profiles on the Switch, open the **Configuration** folder and click on the **Access Profile Table** link. This will open the **Access Profile Table** page, as shown below.

Add			
Access Profile Table			
Profile ID	Type	Access Rule	Delete
2	IP	Modify	X

Figure 4- 38. Access Profile Table

To add an entry to the **Access Profile Table**, click the *Add* button. This will open the **Access Profile Configuration** page, as shown below. There are two **Access Profile Configuration** pages – one for **Ethernet** (or MAC address-based) profile configuration, and one for **IP** address-based profile configuration. You can switch between the two **Access Profile Configuration** pages by using the **Type** drop-down menu, and clicking on the *Apply* button. The page shown below is the **Ethernet Access Profile Configuration** page.

Access Profile Configuration	
Profile ID(1-8)	1
Type	Ethernet
Vlan	<input type="checkbox"/>
Source Mac	<input type="checkbox"/> 00-00-00-00-00-00
Destination Mac	<input type="checkbox"/> 00-00-00-00-00-00
802.1p	<input type="checkbox"/>
Ethernet type	<input type="checkbox"/>
Port	
Apply	
<a href="#">Show All Access Profile Table Entries</a>	

Figure 4- 39. Access Profile Table (Ethernet)

The following parameters can be set, for Ethernet:

Parameter	Description
<b>Profile ID (1-8)</b>	Type in a unique identifier number for this profile set. This value can be set from 1 – 8.
<b>Type</b>	Select profile based on Ethernet (MAC Address) or IP address. This will change the menu according to the requirements for the type of profile. Select Ethernet to instruct the Switch to examine the layer 2 part of each packet header. Select IP to instruct the Switch to examine the IP address in each frame's header.
<b>Vlan</b>	Selecting this option instructs the Switch to examine the VLAN part of each packet header and use this as the full or partial criterion for forwarding.
<b>Source Mac</b>	Source MAC Mask - Enter a MAC address mask for the source MAC address.

<b>Destination Mac</b>	Destination MAC Mask - Enter a MAC address mask for the destination MAC address.
<b>802.1p</b>	Selecting this option instructs the Switch to examine the 802.1p priority value of each packet header and use this as the, or part of the criterion for forwarding.
<b>Ethernet type</b>	Selecting this option instructs the Switch to examine the Ethernet type value in each frame's header.
<b>Port</b>	<p>The user may set the <b>Access Profile Table</b> on a per-port basis by entering an entry in this field. The user may select <i>all</i>, denoting all ports within the switch stack, or enter a port or ports. The port list is specified by listing the lowest switch number and the beginning port number on that switch, separated by a colon. Then the highest switch number, and the highest port number of the range (also separated by a colon) are specified. The beginning and end of the port list range are separated by a dash. For example, <b>1:3</b> specifies switch number 1, port 3. <b>2:4</b> specifies switch number 2, port 4. <b>1:3-2:4</b> specifies all of the ports between switch 1, port 3 and switch 2, port 4 – in numerical order.</p>

The page shown below is the **IP Access Profile Configuration** page.

Access Profile Configuration			
Profile ID(1-8)	<input type="text" value="1"/>		
Type	IP <input type="button" value="v"/>		
Vlan	<input type="checkbox"/>		
Source IP Mask	<input type="checkbox"/>	<input type="text" value="0.0.0.0"/>	
Destination IP Mask	<input type="checkbox"/>	<input type="text" value="0.0.0.0"/>	
Dscp	<input type="checkbox"/>		
Protocol	<input type="checkbox"/>	<input checked="" type="radio"/> ICMP <input type="checkbox"/> type <input type="checkbox"/> code <input type="radio"/> IGMP <input type="checkbox"/> type <input type="radio"/> TCP <input type="checkbox"/> src port mask <input type="text" value="0000"/> <input type="checkbox"/> dest port mask <input type="text" value="0000"/> <input type="checkbox"/> flag bit <input type="checkbox"/> urg <input type="checkbox"/> ack <input type="checkbox"/> psh <input type="checkbox"/> rst <input type="checkbox"/> syn <input type="checkbox"/> fin <input type="radio"/> UDP <input type="checkbox"/> src port mask <input type="text" value="0000"/> <input type="checkbox"/> dest port mask <input type="text" value="0000"/> <input type="radio"/> protocol id <input type="checkbox"/> user mask <input type="text" value="00000000"/>	
Port	<input type="text"/>		
<input type="button" value="Apply"/>			

**Figure 4- 40. Access Profile Configuration (IP)**

The following parameters can be set, for IP:

Parameter	Description
<b>Profile ID(1-8)</b>	Type in a unique identifier number for this profile set. This value can be set from 1 – 8.
<b>Type</b>	Select profile based on Ethernet (MAC Address) or IP address. This will change the menu according to the requirements for the type of profile. Select Ethernet to instruct the Switch to examine the layer 2 part of each packet header. Select IP to instruct the Switch to examine the IP address in each frame's header.
<b>Vlan</b>	Selecting this option instructs the Switch to examine the VLAN part of each packet header and use this as the, or part of the criterion for forwarding.
<b>Source IP Mask</b>	Source IP Mask - Enter an IP address mask for the source IP address.
<b>Destination IP Mask</b>	Destination IP Mask - Enter an IP address mask for the destination IP address.
<b>Dscp</b>	<p>Selecting this option instructs the Switch to examine the DiffServ Code part of each packet header and use this as the, or part of the criterion for forwarding.</p> <p>Selecting this option instructs the Switch to examine the protocol type value in each frame's header. You must then specify what protocol(s) to include according to the following guidelines:</p> <p>Select <b>ICMP</b> to instruct the Switch to examine the Internet Control Message Protocol (ICMP) field in each frame's header.</p> <p>Select <b>Type</b> to further specify that the access profile will apply an ICMP type value, or specify <b>Code</b> to further specify that the access profile will apply an ICMP cod value.</p> <p>Select <b>IGMP</b> to instruct the Switch to examine the Internet Group Management Protocol (IGMP) field in each frame's header.</p> <p>Select <b>Type</b> to further specify that the access profile will apply an IGMP type value</p>
<b>Protocol</b>	<p>Select <b>TCP</b> to use the TCP port number contained in an incoming packet as the forwarding criterion. Selecting TCP requires that you specify a source port mask and/or a destination port mask. The user may also identify which flag bits to deny. Flag bits are parts of a packet that determine what to do with the packet. The user may deny packets by denying certain flag bits within the packets, by checking the boxes corresponding to the flag bits of the TCP field. The user may choose between <b>urg</b> (urgent), <b>ack</b> (acknowledgement), <b>psh</b> (push), <b>rst</b> (reset), <b>syn</b> (synchronize), <b>fin</b> (finish).</p> <p><b>src port mask</b> – Specify a TCP port mask for the source port in hex form (hex 0x0-0xffff), which you wish to deny.</p> <p><b>dest port mask</b> – Specify a TCP port mask for the destination port in hex form (hex 0x0-0xffff) which you wish to deny.</p> <p>Select <b>UDP</b> to use the UDP port number contained in an incoming packet as the forwarding criterion. Selecting UDP requires that you specify a source port mask and/or a destination port mask.</p> <p><b>src port mask</b> – Specify a TCP port mask for the source port in hex form (hex 0x0-0xffff).</p>



**dest port mask** – Specify a TCP port mask for the destination port in hex form (hex 0x0-0xffff).

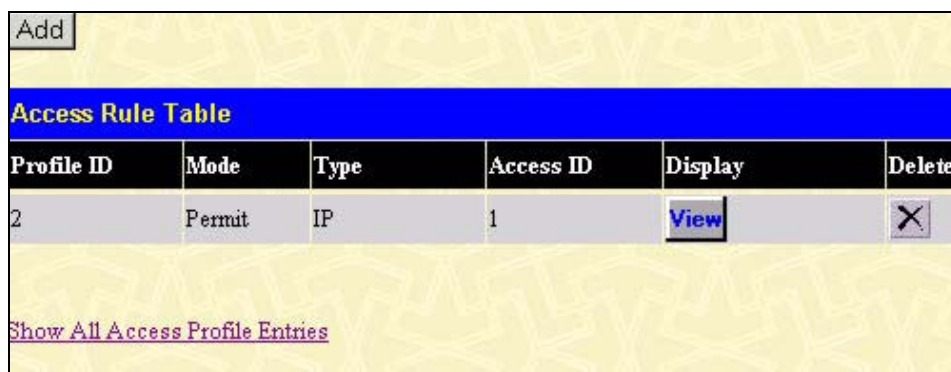
**protocol id** – Specify a Layer 4 port mask for the destination port in hex form (hex 0x0-0xffffffff).


## Port

The user may set the **Access Profile Table** on a per-port basis by entering an entry in this field. The user may select *all*, denoting all ports within the switch stack, or enter a port or ports. The port list is specified by listing the lowest switch number and the beginning port number on that switch, separated by a colon. Then the highest switch number, and the highest port number of the range (also separated by a colon) are specified. The beginning and end of the port list range are separated by a dash. For example, **1:3** specifies switch number 1, port 3. **2:4** specifies switch number 2, port 4. **1:3-2:4** specifies all of the ports between switch 1, port 3 and switch 2, port 4 – in numerical order.

*To establish the rule for a previously created Access Profile:*


In the **Configuration** folder, click the **Access Profile Table** link opening the **Access Profile Table**. Under the heading **Access Rule**, clicking *Modify*, will open the following window.



Access Rule Table					
Profile ID	Mode	Type	Access ID	Display	Delete
2	Permit	IP	1	<a href="#">View</a>	

[Show All Access Profile Entries](#)

**Figure 4- 41. Access Rule Table window**

To create a new rule set for the access profile click the *Add* button. A new window is displayed. To remove a previously created rule, select it and click the  button.




Access Rule Configuration	
Profile ID	1
Mode	<input checked="" type="radio"/> Permit <input type="radio"/> Deny
Access ID	1
Type	IP
Priority(0-7)	<input type="checkbox"/> 0 <input type="checkbox"/> replace priority
Replace Dscp(0-63)	<input type="checkbox"/> 0
Vlan Name	
Source IP	0.0.0.0
Destination IP	0.0.0.0
Dscp(0-63)	0
Protocol	Protocolid 0 user define 00000000
Apply	
<a href="#">Show All Access Rule Entries</a>	

Figure 4- 42. Access Rule Configuration window (IP)

Configure the following **Access Rule Configuration** settings:

Parameter	Description
<b>Profile ID</b>	This is the identifier number for this profile set.
<b>Mode</b>	<p>Select <b>Permit</b> to specify that the packets that match the access profile are forwarded by the Switch, according to any additional rule added (see below).</p> <p>Select <b>Deny</b> to specify that packets that do not match the access profile are not forwarded by the Switch and will be filtered.</p>
<b>Access ID</b>	Type in a unique identifier number for this access. This value can be set from 1 – 50.
<b>Type</b>	Selected profile based on Ethernet (MAC Address) or IP address. Ethernet instructs the Switch to examine the layer 2 part of each packet header. IP instructs the Switch to examine the IP address in each frame's header.
<b>Priority (0-7)</b>	Select this option to instruct the Switch to use the 802.1p priority value entered in the adjacent field for packets that meet the criteria. A number between 0 – lowest priority, and 7 – highest priority, can be entered.
<b>Replace Dscp (0-63)</b>	Select this option to instruct the Switch to replace the DSCP value (in a packet that meets the selected criteria) with the value entered in the adjacent field.
<b>Vlan Name</b>	Allows the entry of a name for a previously configured VLAN.
<b>Source IP</b>	Source IP Address - Enter an IP Address mask for the source IP address.

<b>Destination IP</b>	Destination IP Address- Enter an IP Address mask for the destination IP address.
<b>Dscp(0-63)</b>	This field allows the user to enter a Dscp value in the space provided, which will instruct the Switch to examine the DiffServ Code part of each packet header and use this as the, or part of the criterion for forwarding. The user may choose a value between 0 and 63.
<b>Protocol</b>	This field allows the user to modify the protocol used to configure the Access Rule Table, depending on which protocol the user has chosen in the Access Profile Table. In the example above IGMP is the protocol chosen and therefore the user may modify the IGMP settings for this access profile.

To view the settings of a previously correctly configured rule, click  in the **Access Rule Table** to view the following screen:

Access Rule Display	
Profile ID	2
Access ID	1
Mode	Permit
Type	IP
Priority	-----
Replace Dscp	-----
Vlan Name	Trinity
Source IP	10.0.0.0
Destination IP	11.1.1.0
Dscp	7
Protocol	IGMP-- type:2
<a href="#">Show All Access Rule Entries</a>	

Figure 4- 43. Access Rule Display window (IP)

To configure the Access Rule for Ethernet, open the **Access Profile Table** (figure 4-36) and click *Modify* for an Ethernet entry. This will open the following screen:



<a href="#">Add</a>					
Access Rule Table					
Profile ID	Mode	Type	Access ID	Display	Delete
2	Permit	Ethernet	2	<a href="#">View</a>	
<a href="#">Show All Access Profile Entries</a>					

Figure 4- 44. Access Rule Table

To remove a previously created rule, select it and click the  button. To add a new Access Rule, click the *Add* button:


Access Rule Configuration	
Profile ID	3
Mode	<input checked="" type="radio"/> Permit <input type="radio"/> Deny
Access ID	1
Type	Ethernet
Priority(0-7)	<input type="checkbox"/> 0 <input type="checkbox"/> replace priority
Replace Dscp(0-63)	<input type="checkbox"/> 0
Vlan Name	
Source Mac	00-00-00-00-00-00
Destination Mac	00-00-00-00-00-00
802.1p(0-7)	0
Ethernet Type	0000
<input type="button" value="Apply"/>	
<a href="#">Show All Access Rule Entries</a>	

**Figure 4- 45. Access Rule Configuration window (Ethernet).**

To set the Access Rule for Ethernet, adjust the following parameters and click *Apply*.

Parameters	Description
<b>Profile ID</b>	This is the identifier number for this profile set.
<b>Mode</b>	<p>Select <b>Permit</b> to specify that the packets that match the access profile are forwarded by the Switch, according to any additional rule added (see below).</p> <p>Select <b>Deny</b> to specify that packets that do not match the access profile are not forwarded by the Switch and will be filtered.</p>
<b>Access ID</b>	Type in a unique identifier number for this access. This value can be set from 1 – 50.
<b>Type</b>	Selected profile based on Ethernet (MAC Address) or IP address. Ethernet instructs the Switch to examine the layer 2 part of each packet header. IP instructs the Switch to examine the IP address in each frame's header.
<b>Priority(0-7)</b>	Select this option to instruct the Switch to use the 802.1p priority value entered in the adjacent field for packets that meet the criteria. A number between 0 – lowest priority, and 7 – highest priority, can be entered.
<b>Replace Dscp(0-63)</b>	Select this option to instruct the Switch to replace the DSCP value (in a packet that meets the selected criteria) with the value entered in the adjacent field.

<b>Vlan Name</b>	Allows the entry of a name for a previously configured VLAN.
<b>Source Mac</b>	Source MAC Address - Enter a MAC Address for the source MAC address.
<b>Destination Mac</b>	Destination MAC Address- Enter a MAC Address mask for the destination MAC address.
<b>802.1p(0-7)</b>	Enter a value from 0-7 to specify that the access profile will apply only to packets with this 802.1p priority value.
<b>Ethernet Type</b>	Specifies that the access profile will apply only to packets with this hexadecimal 802.1Q Ethernet type value (hex 0x0-0xffff) in the packet header. The Ethernet type value may be set in the form: hex 0x0-0xffff, which means the user may choose any combination of letters and numbers ranging from <b>a-f</b> and from <b>0-9999</b> .

To view the settings of a previously correctly configured rule, click  in the **Access Rule Table** to view the following screen:

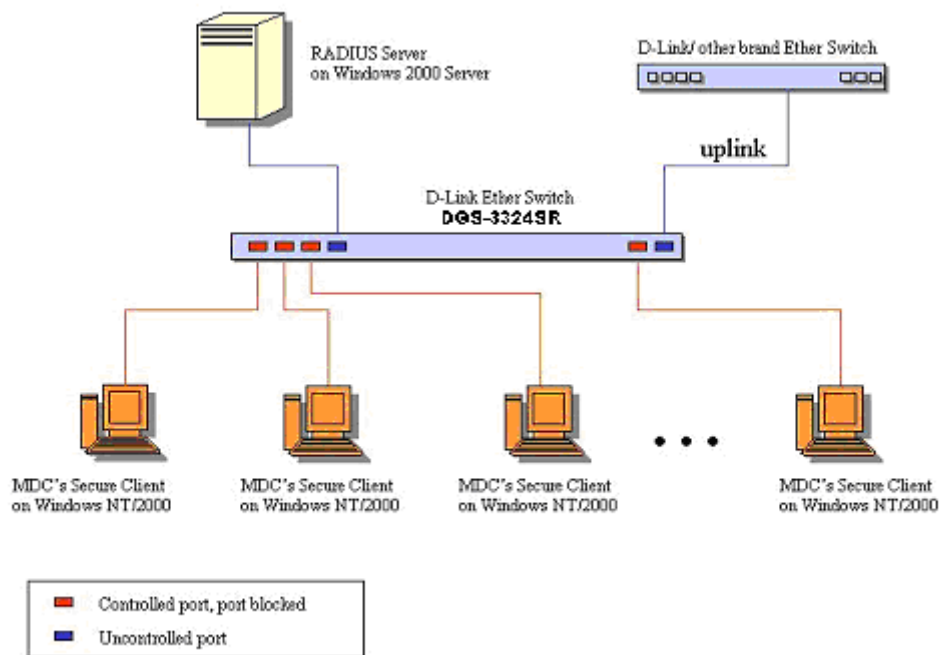
Access Rule Display	
Profile ID	2
Access ID	2
Mode	Permit
Type	Ethernet
Priority	-----
Replace Dscp	-----
Vlan Name	Trinity
Source Mac	-----
Destination Mac	-----
802.1p	-----
Ethernet Type	-----
<a href="#">Show All Access Rule Entries</a>	

Figure 4- 46. Access Rule Display window (Ethernet)

## Configuring The Port Access Entity

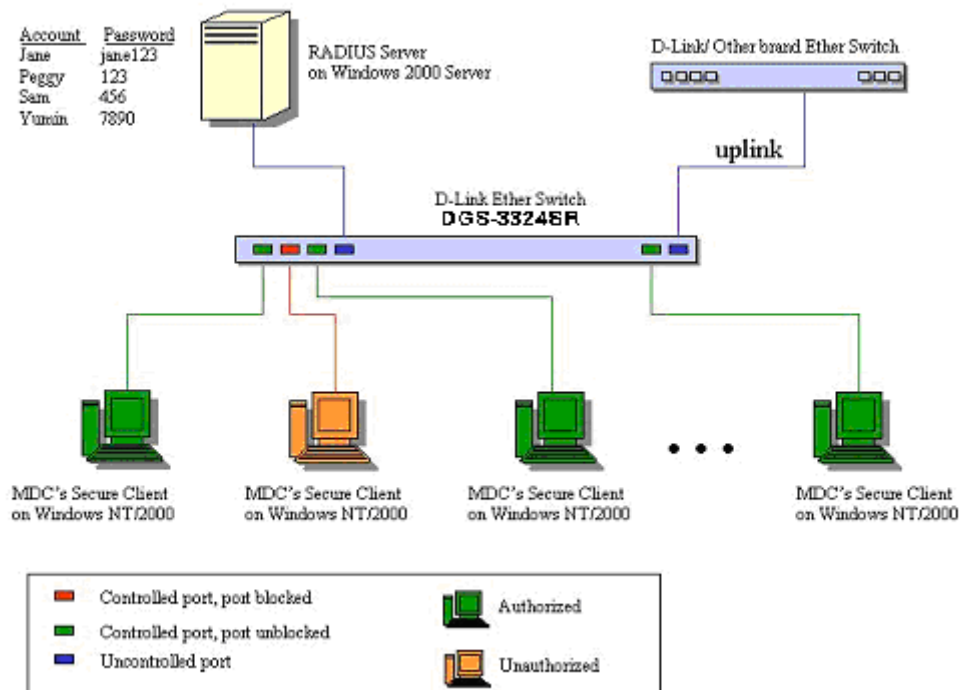
### 802.1X Port-based Network Access Control

The Switch is an implementation of the server side of IEEE 802.1X-Port Based Network Access Control. Through this mechanism, users have to be authorized before being able to access the network. See the following figure:



**Figure 4- 47. Typical 802.1X Configuration Prior to User Authentication**

Once the user is authenticated, the Switch unblocks the port that is connected to the user as shown in the next figure.



**Figure 4- 48. Typical 802.1X Configuration with User Authentication**

The user's information, including account number, password, and configuration details such as IP address and billing information, is stored in a centralized RADIUS server.

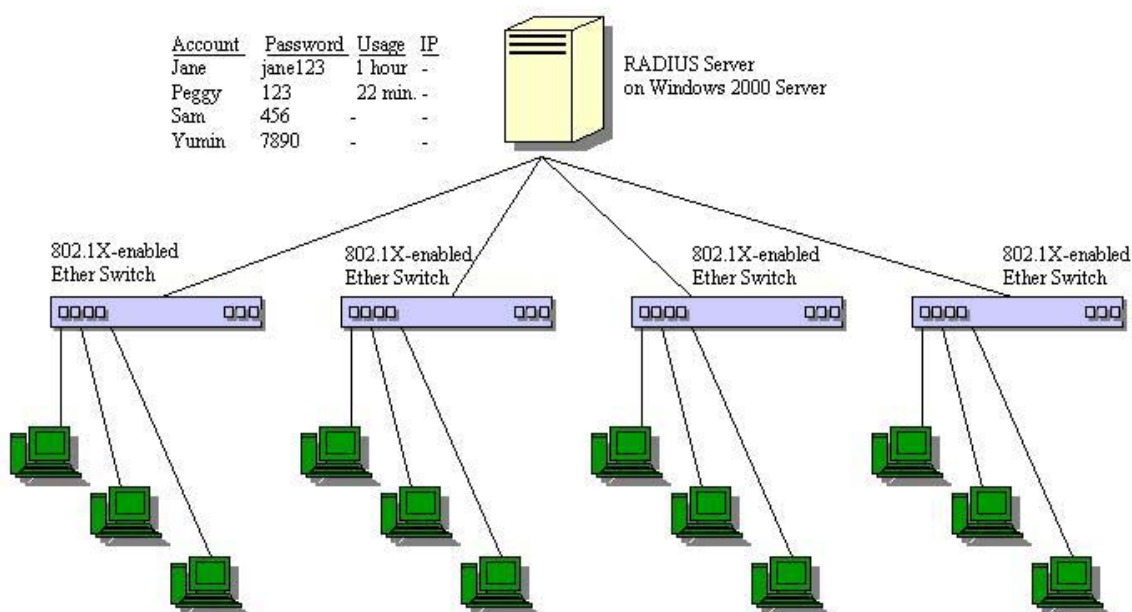


Figure 4- 49. Typical Configuration with 802.1X Fully Implemented

State Machine Name
Port Timers state machine
Authenticator PAE state machine
The Authenticator Key Transmit state machine
Reauthentication Timer state machine
Backend Authentication state machine
Controlled Directions state machine
The Key Receive state machine

Table 4- 3. Conformance to IEEE 802.1X Standards

## Configure Authenticator

To display the current **802.1X Authenticator Settings** on the Switch, open the **Configuration** folder, and then the **Port Access Entity** folder and finally click on the **Configure Authenticator** link. This will open the **802.1X Authenticator Settings** page, as shown below.



Unit: <span>1</span>									
802.1X Authenticator Settings									
Port	AdmDir	Ctrl Stat	TxPeriod	Quiet Period	Supp-Timeout	Server-Timeout	MaxReq	ReAuth Period	ReAuth Enabled
<a href="#">1</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">2</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">3</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">4</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">5</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">6</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">7</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">8</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">9</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">10</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">11</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">12</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">13</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">14</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">15</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">16</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">17</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">18</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">19</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">20</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">21</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">22</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">23</a>	both	forceAuthorized	30	60	30	30	2	3600	no
<a href="#">24</a>	both	forceAuthorized	30	60	30	30	2	3600	no

Figure 4- 50. 802.1x Authenticator Settings window

To configure the **802.1X Authenticator Settings** for a given port, click on the blue port link under the **Port** heading. This will open the **802.1X Authenticator Settings** page, as shown below.

802.1X Authenticator Settings	
Unit	1
From	Port 1
To	Port 1
AdmDir	both
PortControl	forceAuthorized
TxPeriod	30
QuietPeriod	60
SuppTimeout	30
ServerTimeout	30
MaxReq	2
ReAuthPeriod	3600
ReAuth	Disabled
<a href="#">Show Authenticators Setting for Unit 0</a> <span style="float: right;">Apply</span>	

Figure 4- 51. 802.1x Authenticator Settings modify window

This window allows you to set the following features:

Parameter	Description
<b>Unit</b>	Allows you to select a switch from a switch stack using that switch's Unit ID.
<b>From [ ] To [ ]</b>	Enter the port or ports to be set.
<b>AdmDir</b>	From the pull-down menu, select whether a controlled Port that is unauthorized will exert control over communication in both ( <i>both</i> ) receiving and transmitting directions, or just the receiving direction ( <i>in</i> ). The default is <i>both</i> .
<b>Port Control</b>	Displays the administrative control over the port's authorization status. <i>forceAuthorized</i> forces the Authenticator of the port to become Authorized. <i>forceUnauthorized</i> forces the port to become Unauthorized. <i>Auto</i> means the port state reflects the outcome of the authentication exchange between supplicant, authenticator, and authentication. The default is <i>forceAuthorized</i> .
<b>TxPeriod</b>	Select the time to wait for a response from a supplicant (user) to send EAP Request/Identity packets. The default is 30 seconds.
<b>Quiet Period</b>	Select the time interval between authentication failure and the start of a new authentication attempt. The default is 60 seconds.
<b>SuppTimeout</b>	Select the time to wait for a response from a supplicant (user) for all EAP packets, except for the Request/Identity packets. The default is 30 seconds
<b>Server Timeout</b>	Select the length of time to wait for a response from a RADIUS server. The default is 30 seconds.

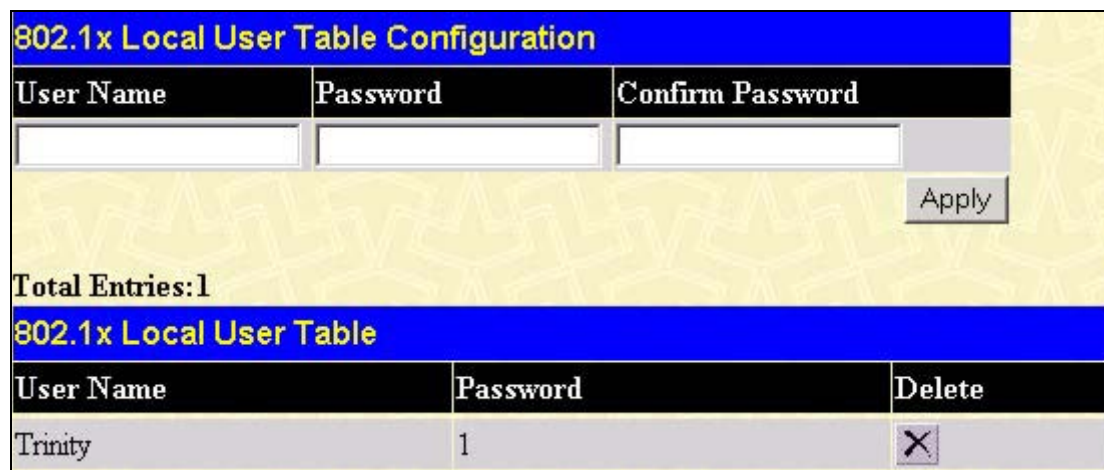


<b>Max Req</b>	Select the maximum number of times to retry sending packets to the supplicant. The default is 2.
<b>ReAuthPeriod</b>	Select the time interval between successive re-authentications. The default is 3600 seconds.
<b>ReAuth</b>	<i>Enable</i> or <i>disable</i> reauthentication. The default is <i>Disabled</i> .

Click *Apply* to implement your changes. Click the [Show Authenticators Settings for Unit](#) to return to the **802.1X Authenticator Settings** window.

## Configuring Local Users

In the configuration folder, open the **Port Access Entity** folder and click **Local users** to open the **802.1x Local User Table Configuration** window. This window will allow the user to set different local users on the Switch.




802.1x Local User Table Configuration		
User Name	Password	Confirm Password
<input type="text"/>	<input type="text"/>	<input type="text"/>
Apply		
Total Entries: 1		
802.1x Local User Table		
User Name	Password	Delete
Trinity	1	

Figure 4- 52. 802.1x Local User Table Configuration window

Enter a **User Name**, **Password** and confirmation of that password. Properly configured local users will be displayed in the **802.1x Local User Table** in the same window.

## PAE System Control

### Port Capability Settings

Existing 802.1x port settings are displayed and can be configured using the window below.

Click **Port Capability Settings** on the **PAE Access Entity** folder on the **Configuration** menu to open the **802.1X Capability Settings** window:

802.1X Capability Settings				
Unit	From	To	Capability	Apply
1	Port 1	Port 1	None	Apply

802.1X Capability Table	
Port	Capability
1	None
2	None
3	None
4	None
5	None
6	None
7	None
8	None
9	None
10	None
11	None
12	None
13	None
14	None
15	None
16	None
17	None
18	None
19	None
20	None
21	None
22	None
23	None
24	None

Figure 4- 53. 802.1x Capability Settings and Table window

To set up the Switch's 802.1x port-based authentication, select which ports are to be configured in the *From* and *To* fields. Next, enable the ports by selecting *Authenticator* from the drop-down menu under **Capability**. Click *Apply* to let your change take effect.

Configure the following 802.1x capability settings:

Parameter	Description
<b>Unit</b>	Allows you to select a switch from a switch stack using that switch's Unit ID.
<b>From and To</b>	Ports being configured for 802.1x settings.

<b>Capability</b>	<p>Two role choices can be selected:</p> <p><i>Authenticator</i> – A user must pass the authentication process to gain access to the network.</p> <p><i>None</i> – The port is not controlled by the 802.1x functions.</p>
-------------------	--

## Initializing Ports

Existing 802.1x port settings are displayed and can be configured using the window below.

Click **Initialize Port(s)** on the **PAE Access Entity** folder on the **Configuration** menu to open the **802.1x Port Initial** window:

Initialize Port			
Unit	From	To	Apply
1	Port 1	Port 1	Apply

Initialize Port Table			
Port	Auth PAE State	Backend_State	Port Status
1	ForceAuth	Success	Authorized
2	ForceAuth	Success	Authorized
3	ForceAuth	Success	Authorized
4	ForceAuth	Success	Authorized
5	ForceAuth	Success	Authorized
6	ForceAuth	Success	Authorized
7	ForceAuth	Success	Authorized
8	ForceAuth	Success	Authorized
9	ForceAuth	Success	Authorized
10	ForceAuth	Success	Authorized
11	ForceAuth	Success	Authorized
12	ForceAuth	Success	Authorized
13	ForceAuth	Success	Authorized
14	ForceAuth	Success	Authorized
15	ForceAuth	Success	Authorized
16	ForceAuth	Success	Authorized
17	ForceAuth	Success	Authorized
18	ForceAuth	Success	Authorized
19	ForceAuth	Success	Authorized
20	ForceAuth	Success	Authorized
21	ForceAuth	Success	Authorized
22	ForceAuth	Success	Authorized
23	ForceAuth	Success	Authorized
24	ForceAuth	Success	Authorized

Figure 4- 54. 802.1x Port Initial and Port Authentication state window

This window allows you to initialize a port or group of ports. The **Initialize Port Table** in the bottom half of the window displays the current status of the port(s) once you have clicked *Apply*.

This window displays the following information:

Parameter	Description
<b>Unit</b>	Allows you to select a switch from a switch stack using that switch's Unit ID.
<b>From and To</b>	Ports selected to be initialized.
<b>Port</b>	A read only field indicating a port on the switch.
<b>Auth PAE State</b>	The Authenticator PAE State will display one of the following: <i>Initialize, Disconnected, Connecting, Authenticating, Authenticated, Aborting, Held, ForceAuth, ForceUnauth, and N/A.</i>
<b>Backend State</b>	The Backend Authentication State will display one of the following: <i>Request, Response, Success, Fail, Timeout, Idle, Initialize, and N/A.</i>
<b>Port Status</b>	The status of the controlled port can be <i>authorized, unauthorized, or N/A.</i>



**Note:** The user must first globally enable 802.1X in the **Advanced Settings** window in the **Configuration** folder before initializing ports. Information in the **Initialize Ports Table** cannot be viewed before enabling 802.1X.

## Reauthenticate Port(s)

This window allows you to reauthenticate a port or group of ports by selecting the stacking **Unit**, choosing a port or group of ports by using the pull down menus **From** and **To** and clicking *Apply*. The **Reauthenticate Port Table** displays the current status of the reauthenticated port(s) once you have clicked *Apply*.

Click **Reauthenticate Port(s)** on the **PAE Access Entity** folder on the **Configuration** menu to open the **Reauthenticate Port(s)** window:

Reauthenticate Port			
Unit	From	To	Apply
1 ▼	Port 1 ▼	Port 1 ▼	Apply

Reauthenticate Port Table			
Port	Auth PAE State	BackendState	PortStatus
1	ForceAuth	Success	Authorized
2	ForceAuth	Success	Authorized
3	ForceAuth	Success	Authorized
4	ForceAuth	Success	Authorized
5	ForceAuth	Success	Authorized
6	ForceAuth	Success	Authorized

Figure 4- 55. Reauthenticate Port and Reauthenticate Port Table window

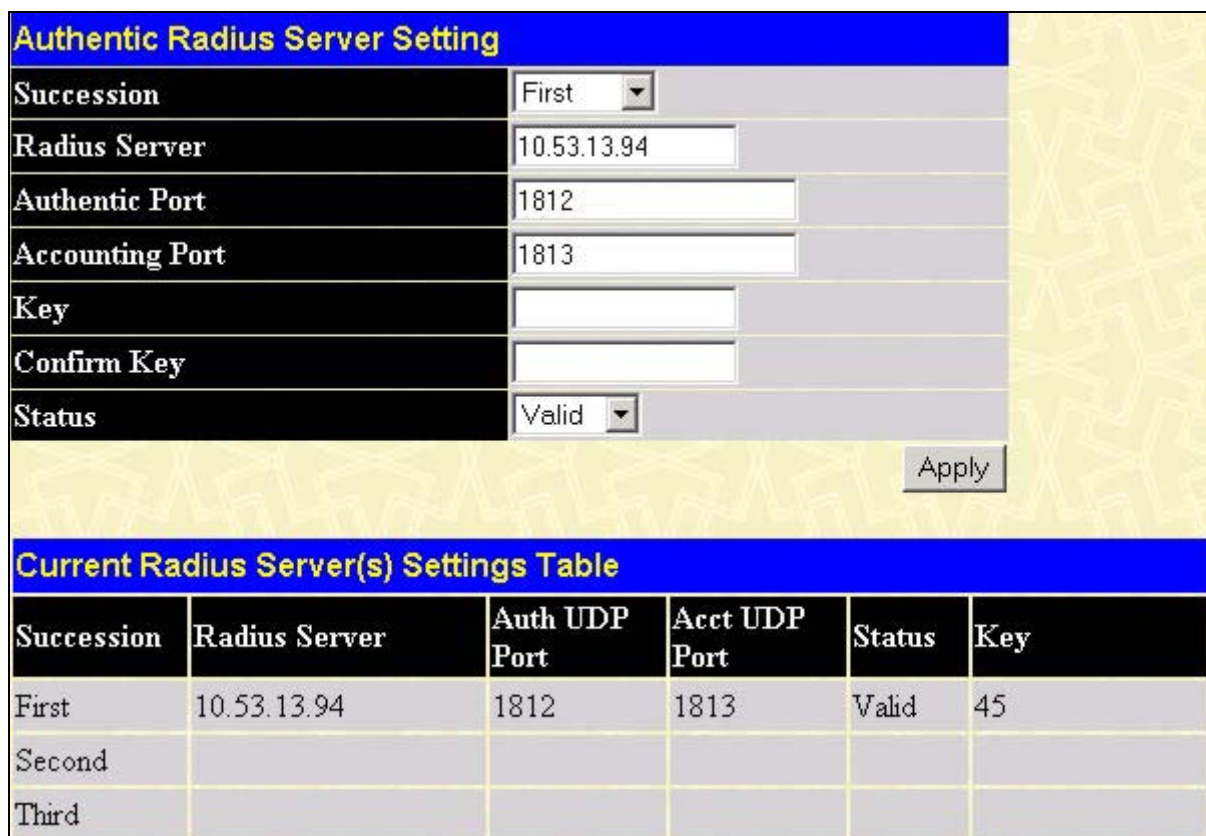
This window displays the following information:

Parameter	Description
<b>Port</b>	The port number.
<b>Auth State</b>	The Authenticator State will display one of the following: <i>Initialize</i> , <i>Disconnected</i> , <i>Connecting</i> , <i>Authenticating</i> , <i>Authenticated</i> , <i>Aborting</i> , <i>Held</i> , <i>ForceAuth</i> , <i>ForceUnauth</i> , and <i>N/A</i> .
<b>BackendState</b>	The Backend State will display one of the following: <i>Request</i> , <i>Response</i> , <i>Success</i> , <i>Fail</i> , <i>Timeout</i> , <i>Idle</i> , <i>Initialize</i> , and <i>N/A</i> .
<b>PortStatus</b>	The status of the controlled port can be <i>authorized</i> , <i>unauthorized</i> , or <i>N/A</i> .

## RADIUS Server

The RADIUS feature of the Switch allows you to facilitate centralized user administration as well as providing protection against a sniffing, active hacker. The Web Manager offers three windows.

Click the **Radius Server** folder on the **Configuration** menu, and then click the **Authentic Radius Server** link to open the **Authentic Radius Server Setting** window:



Succession	Radius Server	Auth UDP Port	Acct UDP Port	Status	Key
First	10.53.13.94	1812	1813	Valid	45
Second					
Third					

**Figure 4- 56. Authentic Radius Server Setting and Current Radius Server(s) Settings Table window**

This window displays the following information:

Parameter	Description
<b>Succession &lt;First&gt;</b>	Choose the desired RADIUS server to configure: <i>First</i> , <i>Second</i> or <i>Third</i> .

<b>Radius Server</b> <10.53.13.94>	Set the RADIUS server IP.
<b>Authentic Port</b> <1812>	Set the RADIUS authentic server(s) UDP port. The default is 1812.
<b>Accounting Port</b> <1813>	Set the RADIUS account server(s) UDP port. The default is 1813.
<b>Key</b>	Set the key the same as that of the RADIUS server.
<b>Confirm Key</b>	Confirm the shared key is the same as that of the RADIUS server.
<b>Status</b>	This allows you to set the RADIUS Server as either Valid or Invalid.

## Configuring Layer 3 IP Networking

To access the **Layer 3 IP Networking** links, open the **Configuration** folder and then the **Layer 3 IP Networking** folder.

### L3 Global Advanced Settings

The **L3 Global Advanced Settings** window allows the user to enable and disable Layer 3 settings and functions from a single window. The full settings and descriptions for these functions will appear later in this section. To view this window, open the **Configuration** folder and then the **Layer 3 IP Networking** folder and click on the **L3 Global Advanced Settings** link to access the following window.

Figure 4- 57. L3 Global Advanced Settings

The user may set the following:

Parameter	Description
<b>DVMRP State</b>	The user may globally enable or disable the <b>Distance Vector Multicast Routing Protocol (DVMRP)</b> function by using the pull down menu.
<b>PIM-DM State</b>	The user may globally enable or disable the <b>Protocol Independent Multicast – Dense Mode (PIM-DM)</b> function by using the pull down menu.
<b>RIP State</b>	The user may globally enable or disable the <b>Routing Information Protocol (RIP)</b> function by using the pull down menu.
<b>OSPF State</b>	The user may globally enable or disable the <b>Open Shortest Path first (OSPF)</b> function by using the pull down menu.



<b>ARP Aging Time</b>	The user may globally set the maximum amount of time, in minutes, that an <b>Address Resolution Protocol (ARP)</b> entry can remain in the Switch's ARP table, without being accessed, before it is dropped from the table. The value may be set in the range of 0-65535 minutes with a default setting of 20 minutes.
-----------------------	--

## Setting Up IP Interfaces

Each VLAN must be configured prior to setting up the VLAN's corresponding IP interface.

An example is presented below:

VLAN Name	VID	Switch Ports
System (default)	1	5, 6, 7, 8, 21, 22, 23, 24
Engineer	2	9, 10, 11, 12
Marketing	3	13, 14, 15, 16
Finance	4	17, 18, 19, 20
Sales	5	1, 2, 3, 4
Backbone	6	25, 26

**Table 4- 4. VLAN Example – Assigned Ports**

In this case, 6 IP interfaces are required, so a CIDR notation of 10.32.0.0/11 (or a 11-bit) addressing scheme will work. This addressing scheme will give a subnet mask of 11111111.11100000.00000000.00000000 (binary) or 255.224.0.0 (decimal).

Using a 10.xxx.xxx.xxx IP address notation, the above example would give 6 network addresses and 6 subnets.

Any IP address from the allowed range of IP addresses for each subnet can be chosen as an IP address for an IP interface on the switch.

For this example, we have chosen the next IP address above the network address for the IP interface's IP Address:

VLAN Name	VID	Network Number	IP Address
System (default)	1	10.32.0.0	10.32.0.1
Engineer	2	10.64.0.0	10.64.0.1
Marketing	3	10.96.0.0	10.96.0.1
Finance	4	10.128.0.0	10.128.0.1
Sales	5	10.160.0.0	10.160.0.1
Backbone	6	10.192.0.0	10.192.0.1

**Table 4- 5. VLAN Example – Assigned IP Interfaces**

The 6 IP interfaces, each with an IP address (listed in the table above), and a subnet mask of 255.224.0.0 can be entered into the **Setup IP Interface** window.

*To setup IP Interfaces on the switch:*

Go to the **Configuration** folder, and click on the **Layer 3 IP Networking** folder, and then click on the **Setup IP Interfaces** link to open the following dialog box:

Add					
IP Interface Table					
Interface Name	IP Address	Subnet Mask	Vlan Name	Active	Delete
<a href="#">System</a>	10.53.13.199	255.0.0.0	default	Enabled	

Figure 4- 58. IP Interface Table window

To setup a new IP interface, click the *Add* button. To edit an existing IP Interface entry, click on an entry under the *Interface Name* heading. Both actions will result in the same screen, as shown below.

IP Interface Configuration	
Interface Name	System
IP Address	10.53.13.150
Subnet Mask	255.0.0.0
VLAN Name	default
State	Enabled
Link Status	Link UP
Apply	
<a href="#">Show All IP Interface Entries</a>	

Figure 4- 59. IP Interface Configuration window

Choose a name for the interface to be added and enter it in the **Interface Name** field (if you are editing an IP Interface, the **Interface Name** will already be in the top field as seen in the window above). Enter the interface's IP address and subnet mask in the corresponding fields. Pull the **Active** pull-down menu to *Yes* and click *Apply* to enter to make the IP interface effective. Use the **Save Changes** dialog box from the **Basic Setup** folder to enter the changes into NV-RAM. To view entries in the **IP Interface Table**, click the [Show All IP Interface Entries](#) hyperlink.

The following fields can be set:

Parameter	Description
<b>Interface Name</b>	This field displays the name for the IP interface. The default IP interface is named "System".
<b>IP Address</b>	This field allows the entry of an IP address to be assigned to this IP interface.
<b>Subnet Mask</b>	This field allows the entry of a subnet mask to be applied to this IP interface.
<b>VLAN Name</b>	This field allows the entry of the VLAN Name for the VLAN the IP interface belongs to.
<b>State &lt;Disabled&gt;</b>	This field may be altered between <i>Enabled</i> and <i>Disabled</i> using the pull down menu. This entry determines whether the interface will be active or not.



**Link Status** <Link  
UP>

This read only field states the current status of the IP Interface on the Switch. *Link Up* denotes that the IP interface is up and running on the Switch. *Link Down* will denote that the IP interface is not currently set and/or enabled on the Switch.

## MD5 Key

The **MD5 Key Table Configuration** menu allows the entry of a 16-character Message Digest – version 5 (MD5) key that can be used to authenticate every packet exchanged between OSPF routers. It is used as a security mechanism to limit the exchange of network topology information to the OSPF routing domain.

MD5 Keys created here can be used in the **OSPF Interface Configuration** menu below.


To configure an **MD5 Key**, click the **MD5 Key** link to open the following dialog box:

The image shows a web-based configuration window titled "MD5 Key Setting". It contains two main sections. The top section is a form for adding or modifying a key, with fields for "Key ID" (containing the number 1) and "Key" (an empty text box). To the right of these fields is a button labeled "Add/Modify". The bottom section is titled "MD5 Key Table" and contains a table with three columns: "Key ID", "Key", and "Delete". The table has one row with "Key ID" 1, "Key" 45, and a delete icon (an 'X' in a square) in the "Delete" column.

**Figure 4- 60. MD5 Key Table Configuration window**

The following fields can be set:

Parameter	Description
<b>Key ID</b>	A number from 1 to 255 used to identify the MD5 Key.
<b>Key</b>	A alphanumeric string of between 1 and 16 case-sensitive characters used to generate the Message Digest which is in turn, used to authenticate OSPF packets within the OSPF routing domain.

Click *Add/Modify* to enter the new Key ID settings. To delete a Key ID entry, click the corresponding  under the **Delete** heading.

## Route Redistribution Settings

Route redistribution allows routers on the network – that are running different routing protocols to exchange routing information. This is accomplished by comparing the routes stored in the various routers routing tables and assigning appropriate metrics. This information is then exchanged among the various routers according to the individual routers current routing protocol. The Switch can redistribute routing information between the OSPF and RIP routing protocols to all routers on the network that are running OSPF or RIP. Routing information entered into the Static Routing Table on the local DGS-3324SR switch is also redistributed.

Routing information source – OSPF and the Static Route table - Routing information will be redistributed to RIP. The following table lists the allowed values for the routing metrics and the types (or forms) of the routing information that will be redistributed.

Route Source	Metric	Type
OSPF	0 to 16	All Internal External ExtType1 ExtType2 Inter-E1 Inter-E2
RIP	0 to 16777214	Type 1 Type 2
Static	0 to 16777214	Type 1 Type 2
Local	0 to 16777214	Type 1 Type 2

**Table 4- 6. Route Redistribution Source table**

Entering the Type combination – internal type\_1 type\_2 is functionally equivalent to all. Entering the combination type\_1 type\_2 is functionally equivalent to external. Entering the combination internal external is functionally equivalent to all.

Entering the metric 0 specifies transparency.

This window will redistribute routing information between the OSPF and RIP routing protocols to all routers on the network that are running OSPF or RIP. To access the **Route Redistribution Table Configuration** window, go to **Configuration > Layer 3 IP Networking > Route Redistribution Settings**:


Route Redistribution Settings				
Dest Protocol	Src Protocol	Type	Metric	
RIP	RIP	All		
			Add/Modify	
Route Redistribution Table				
Src Protocol	Dest Protocol	Type	Metric	Delete

**Figure 4- 61. Route Redistribution Table Configuration window**

The following parameters may be set or viewed:

Parameter	Description
<b>Dest Protocol</b>	Allows for the selection of the protocol for the destination device. Choose between <i>RIP</i> and <i>OSPF</i> .
<b>Src Protocol</b>	Allows for the selection of the protocol for the source device. Choose between <i>RIP</i> , <i>OSPF</i> , <i>Static</i> and <i>Local</i> .

<b>Type</b>	Allows for the selection of one of six methods of calculating the metric value. The user may choose between <i>All</i> , <i>Internal</i> , <i>External</i> , <i>ExtType1</i> , <i>ExtType2</i> , <i>Inter-E1</i> , <i>Inter-E2</i> . See the table above for available metric value types for each source protocol.
<b>Metric</b>	Allows the entry of an OSPF interface cost. This is analogous to a Hop Count in the RIP routing protocol.


Click *Apply* to enter the new settings. To delete an entry, click the corresponding  under the **Delete** heading.



**NOTE:** The source protocol (**Src Protocol**) entry and the destination protocol (**Dest Protocol**) entry cannot be the same.

## Static/Default Route


Entries into the Switch's forwarding table can be made using both MAC addresses and IP addresses. Static IP forwarding is accomplished by the entry of an IP address into the Switch's **Static IP Routing Table**.

Static/Default Route Settings						
IP Addresss	Subnet Mask	Gateway	Hops	Protocol	Backup State	Delete
10.0.0.0	255.0.0.0	10.254.254.251	1	Static	Primary	

Total Entries : 1

**Figure 4- 62. Static/Default Routes Settings window**

This window shows the following values:

Parameter	Description
<b>IP Address</b>	The IP address of the Static/Default Route.
<b>Subnet Mask</b>	The corresponding Subnet Mask of the IP address entered into the table.
<b>Gateway</b>	The corresponding Gateway of the IP address entered into the table.
<b>Hops</b>	Represents the metric value of the IP interface entered into the table. This field may read a number between 1-65535 for an OSPF setting, and 1-16 for a RIP setting.
<b>Protocol</b>	Represents the protocol used for the Routing Table entry of the IP interface. This field may read OSPF, RIP, Static or Local.
<b>Backup State</b>	Represents the Backup state that this IP interface is configured for. This field may read Primary or Backup.
<b>Delete</b>	Click the  if you would like to delete this entry from the <b>Static/Default Route Settings</b> table.

To enter an IP Interface into the Switch's **Static/Default Routes** window, click the *Add* button, revealing the following window to configure.

**Figure 4- 63. Static/Default Routes Table – Add a New Entry**

The following fields can be set:

Parameter	Description
<b>IP Address</b> <0.0.0.0>	Allows the entry of an IP address that will be a static entry into the Switch's Routing Table.
<b>Subnet Mask</b> <0.0.0.0>	Allows the entry of a subnet mask corresponding to the IP address above.
<b>Gateway IP</b> <0.0.0.0>	Allows the entry of an IP address of a gateway for the IP address above.
<b>Metric(1-65535)</b> < 1 >	Allows the entry of a routing protocol metric representing the number of routers between the Switch and the IP address above.
<b>Backup State</b> <Primary>	The user may choose between <i>Primary</i> and <i>Backup</i> . If the Primary Static/Default Route fails, the Backup Route will support the entry. Please take note that the Primary and Backup entries cannot have the same Gateway.

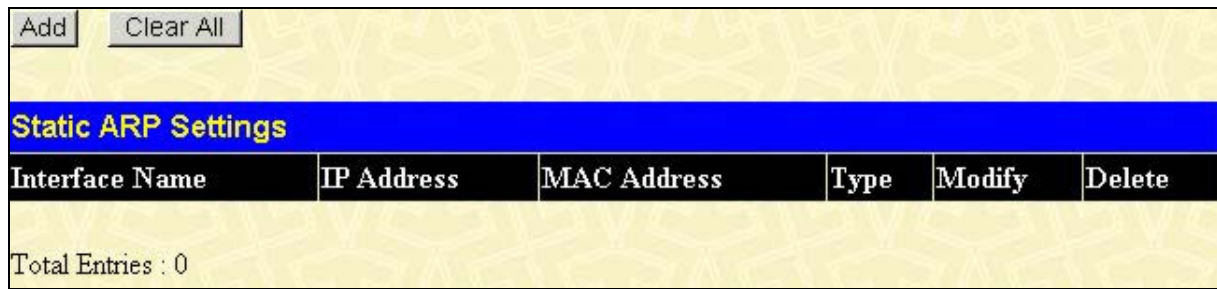
Click *Apply* to implement the settings. Click the [Show All Static/Default Route Entries](#) link to return to the **Static/Default Routes Settings** window.

## Static ARP Table

The *Address Resolution Protocol (ARP)* is a TCP/IP protocol that converts IP addresses into physical addresses. This table allows network managers to view, define, modify and delete ARP information for specific devices.

Static entries can be defined in the **ARP Table**. When static entries are defined, a permanent entry is entered and is used to translate IP address to MAC addresses.

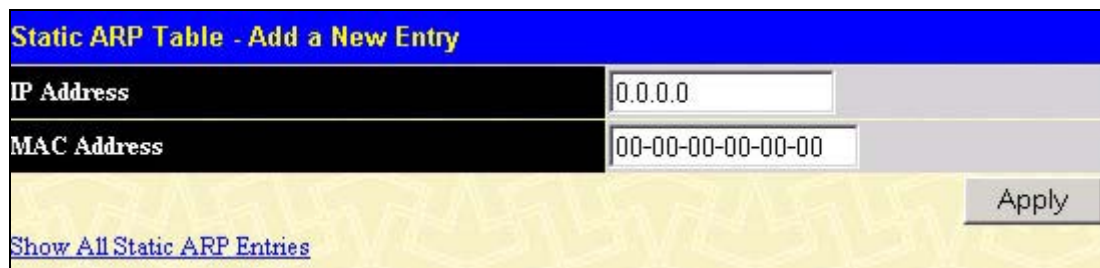
To open the **Static ARP Table** open the **Configuration** folder, and then open the **Layer 3 IP Networking** folder and click on the **Static ARP Table** link.



The screenshot shows the 'Static ARP Settings' window. At the top, there are two buttons: 'Add' and 'Clear All'. Below them is a blue header bar with the text 'Static ARP Settings'. Underneath the header is a table with six columns: 'Interface Name', 'IP Address', 'MAC Address', 'Type', 'Modify', and 'Delete'. The table is currently empty. Below the table, it says 'Total Entries : 0'.

Figure 4- 64. Static ARP Settings window

To add a new entry, click *Add*, revealing the following screen to configure.



The screenshot shows the 'Static ARP Table - Add a New Entry' window. It has a blue header bar with the text 'Static ARP Table - Add a New Entry'. Below the header, there are two input fields: 'IP Address' with the value '0.0.0.0' and 'MAC Address' with the value '00-00-00-00-00-00'. To the right of these fields is an 'Apply' button. At the bottom left, there is a link that says 'Show All Static ARP Entries'.

Figure 4- 65. Static ARP-Add a New Entry window

The following fields can be set:

Parameter	Description
<b>IP Address</b>	The IP address of the ARP entry.
<b>MAC Address</b>	The MAC address of the ARP entry.

After entering the IP Address and MAC Address of the **Static ARP** entry, click *Apply* to allow your changes to take effect. To completely clear the **Static ARP Settings**, click the *Clear All* button. To return to the **Static ARP Table** to view configured static ARP entries, click the [Show All Static ARP Entries](#) link.

## Routing Information Protocol (RIP)

The Routing Information Protocol is a distance-vector routing protocol. There are two types of network devices running RIP – active and passive. Active devices advertise their routes to others through RIP messages, while passive devices listen to these messages. Both active and passive routers update their routing tables based upon RIP messages that active routers exchange. Only routers can run RIP in the active mode.

Every 30 seconds, a router running RIP broadcasts a routing update containing a set of pairs of network addresses and a distance (represented by the number of hops or routers between the advertising router and the remote network). So, the vector is the network address and the distance is measured by the number of routers between the local router and the remote network.

RIP measures distance by an integer count of the number of hops from one network to another. A router is one hop from a directly connected network, two hops from a network that can be reached through a router, etc. The more routers between a source and a destination, the greater the RIP distance (or hop count).

There are a few rules to the routing table update process that help to improve performance and stability. A router will not replace a route with a newly learned one if the new route has the same hop count (sometimes referred to as 'cost'). So learned routes are retained until a new route with a lower hop count is learned.

When learned routes are entered into the routing table, a timer is started. This timer is restarted every time this route is advertised. If the route is not advertised for a period of time (usually 180 seconds), the route is removed from the routing table.

RIP does not have an explicit method to detect routing loops. Many RIP implementations include an authorization mechanism (a password) to prevent a router from learning erroneous routes from unauthorized routers.

To maximize stability, the hop count RIP uses to measure distance must have a low maximum value. Infinity (that is, the network is unreachable) is defined as 16 hops. In other words, if a network is more than 16 routers from the source, the local router will consider the network unreachable.

RIP can also be slow to converge (to remove inconsistent, unreachable or looped routes from the routing table) because RIP messages propagate relatively slowly through a network.

Slow convergence can be solved by using split horizon update, where a router does not propagate information about a route back to the interface on which it was received. This reduces the probability of forming transient routing loops.

Hold down can be used to force a router to ignore new route updates for a period of time (usually 60 seconds) after a new route update has been received. This allows all routers on the network to receive the message.

A router can 'poison reverse' a route by adding an infinite (16) hop count to a route's advertisement. This is usually used in conjunction with triggered updates, which force a router to send an immediate broadcast when an update of an unreachable network is received.

## RIP Version 1 Message Format

There are two types of RIP messages: routing information messages and information requests. Both types use the same format.

RIP Version 1 Message Format				
Octets				
0	1	2	3	4
Command		Version		Must be all zeros
Family of Source Network			Must be all zeros	
IP Address of Source				
Must be all zeros				
Must be all zeros				
Distance to Source Network				
Family of Destination Network			Must be all zeros	
IP Address of Destination				
Must be all zeros				
Must be all zeros				
Distance to Destination Network				

The COMMAND field specifies an operation according the following table:

Command	Meaning
1	Request for partial or full routing information
2	Response containing network-distance pairs from sender's routing table
3	Turn on trace mode (obsolete)
4	Turn off trace mode (obsolete)
5	Reserved for Sun Microsystem's internal use
9	Update Request
10	Update Response
11	Update Acknowledgement

**Table 4- 7. RIP Command Codes**

The field VERSION contains the protocol version number (1 in this case), and is used by the receiver to verify which version of RIP the packet was sent.

## RIP 1 Message

RIP is not limited to TCP/IP. Its address format can support up to 14 octets (when using IP, the remaining 10 octets must be zeros). Other network protocol suites can be specified in the Family of Source Network field (IP has a value of 2). This will determine how the address field is interpreted.

RIP specifies that the IP address 0.0.0.0 denotes a default route.

The distances, measured in router hops are entered in the Distance to Source Network, and Distance to Destination Network fields.

## RIP 1 Route Interpretation

RIP was designed to be used with classed address schemes, and does not include an explicit subnet mask. An extension to version 1 does allow routers to exchange subnetted addresses, but only if the subnet mask used by the network is the same as the subnet mask used by the address. This means the RIP version 1 cannot be used to propagate classless addresses.

Routers running RIP version 1 must send different update messages for each IP interface to which it is connected. Interfaces that use the same subnet mask as the router's network can contain subnetted routes, other interfaces cannot. The router will then advertise only a single route to the network.

## RIP Version 2 Extensions

RIP version 2 includes an explicit subnet mask entry, so RIP version 2 can be used to propagate variable length subnet addresses or CIDR classless addresses. RIP version 2 also adds an explicit next hop entry, which speeds convergence and helps prevent the formation of routing loops.

## RIP2 Message Format

The message format used with RIP2 is an extension of the RIP1 format:



Octets		Octets	
0	1	2	3
Command	Version	Must be all zeros	
Family of Source Network		Route Tag for Source Network	
IP Address of Source			
Subnet Mask for Source			
Next Hop for Source Network			
Distance to Source Network			
Family of Destination Network		Route Tag for Destination Network	
IP Address of Destination			
Subnet Mask for Destination			
Next Hop for Destination Network			
Distance to Destination Network			

Because the version number in RIP2 occupies the same octet as in RIP1, both versions of the protocols can be used on a given router simultaneously without interference.

To setup RIP for the IP interfaces configured on the Switch, the user must enable RIP and then configure RIP settings for the individual IP interfaces. To globally enable RIP on the Switch, open the **Configuration** folder to **Layer 3 Networking** and then open the **RIP** folder and click on the **RIP Configuration** link to access the following screen:

**Figure 4- 66. RIP Global Setting window**

## RIP Interface Settings

RIP Interface Settings					
Interface Name	IP Address	Tx Mode	RX Mode	Auth.	State
System	10.53.13.150	Disabled	Disabled	Disabled	Disabled

Next

97



Click the name of the interface you want to setup for RIP to access the following menu:

RIP Interface Settings-Edit	
Interface Name	System
IP Address	10.53.13.144
Tx Mode	Disabled
RX Mode	Disabled
Authentication	Disabled
Password	
State	Disabled
Interface Metric	1

[Show All RIP Interface Entries](#) Apply

**Figure 4- 68. RIP Interface Settings – Edit window**

Refer to the table below for a description of the available parameters for RIP interface settings.

The following RIP settings can be applied to each IP interface:

Parameter	Description
<b>Interface Name</b>	The name of the IP interface on which RIP is to be setup. This interface must be previously configured on the Switch.
<b>IP Address</b>	The IP address corresponding to the Interface Name showing in the field above.
<b>TX Mode &lt;Disabled&gt;</b>	Toggle among <i>Disabled</i> , <i>v1 Only</i> , <i>v1 Compatible</i> , and <i>v2 Only</i> . This entry specifies which version of the RIP protocol will be used to transmit RIP packets. <i>Disabled</i> prevents the transmission of RIP packets.
<b>RX Mode &lt;Disabled&gt;</b>	Toggle among <i>Disabled</i> , <i>v1 Only</i> , <i>v2 Only</i> , and <i>v1 or v2</i> . This entry specifies which version of the RIP protocol will be used to interpret received RIP packets. <i>Disabled</i> prevents the reception of RIP packets.
<b>Authentication &lt;Disabled&gt;</b>	Toggle between <i>Disabled</i> and <i>Enabled</i> to specify that routers on the network should use the Password above to authenticate router table exchanges.
<b>Password</b>	A password to be used to authenticate communication between routers on the network.
<b>State</b>	Toggle between <i>Disabled</i> and <i>Enabled</i> to disable or enable this RIP interface on the switch.
<b>Interface Metric</b>	A read only field that denotes the Metric value of the current IP Interface setting.

Click *Apply* to allow your changes to take effect. To return to the **RIP Interface Settings** window, click the [Show All RIP Interface Entries](#) link.

## Configuring OSPF

### OSPF Authentication

OSPF packets can be authenticated as coming from trusted routers by the use of predefined passwords. The default for routers is to use not authentication.

There are two other authentication methods – simple password authentication (key) and Message Digest authentication (MD-5).

### Message Digest Authentication (MD-5)

MD-5 authentication is a cryptographic method. A key and a key-ID are configured on each router. The router then uses an algorithm to generate a mathematical “message digest” that is derived from the OSPF packet, the key and the key-ID. This message digest (a number) is then appended to the packet. The key is not exchanged over the wire and a non-decreasing sequence number is included to prevent replay attacks.

### Simple Password Authentication

A password (or key) can be configured on a per-area basis. Routers in the same area that participate in the routing domain must be configured with the same key. This method is possibly vulnerable to passive attacks where a link analyzer is used to obtain the password.

### The Backbone and Area 0

OSPF limits the number of link-state updates required between routers by defining areas within which a given router operates. When more than one area is configured, one area is designated as area 0 – also called the backbone.

The backbone is at the center of all other areas – all areas of the network have a physical (or virtual) connection to the backbone through a router. OSPF allows routing information to be distributed by forwarding it into area 0, from which the information can be forwarded to all other areas (and all other routers) on the network.

In situations where an area is required, but is not possible to provide a physical connection to the backbone, a virtual link can be configured.

### Virtual Links

Virtual links accomplish two purposes:

- Linking an area that does not have a physical connection to the backbone.

- Patching the backbone in case there is a discontinuity in area 0.

### Areas Not Physically Connected to Area 0

All areas of an OSPF network should have a physical connection to the backbone, but in some cases it is not possible to physically connect a remote area to the backbone. In these cases, a virtual link is configured to connect the remote area to the backbone. A virtual path is a logical path between two border routers that have a common area, with one border router connected to the backbone.

### Partitioning the Backbone

OSPF also allows virtual links to be configured to connect the parts of the backbone that are discontinuous. This is the equivalent to linking different area 0s together using a logical path between each area 0. Virtual links can also be added for redundancy to protect against a router failure. A virtual link is configured between two border routers that both have a connection to their respective area 0s.

### Neighbors

Routers that are connected to the same area or segment become neighbors in that area. Neighbors are elected via the Hello protocol. IP multicast is used to send out Hello packets to other routers on the segment. Routers become neighbors when they see themselves listed in a Hello packet sent by another router on the same segment. In this way, two-way communication is guaranteed to be possible between any two neighbor routers.

Any two routers must meet the following conditions before they become neighbors:

- Area ID** – two routers having a common segment – their interfaces have to belong to the same area on that segment. Of course, the interfaces should belong to the same subnet and have the same subnet mask.

**Authentication** – OSPF allows for the configuration of a password for a specific area. Two routers on the same segment and belonging to the same area must also have the same OSPF password before they can become neighbors.

**Hello and Dead Intervals** – The Hello interval specifies the length of time, in seconds, between the hello packets that a router sends on an OSPF interface. The dead interval is the number of seconds that a router's Hello packets have not been seen before its neighbors declare the OSPF router down. OSPF routers exchange Hello packets on each segment in order to acknowledge each other's existence on a segment and to elect a Designated Router on multi-access segments. OSPF requires these intervals to be exactly the same between any two neighbors. If any of these intervals are different, these routers will not become neighbors on a particular segment.

**Stub Area Flag** – any two routers also have to have the same stub area flag in their Hello packets in order to become neighbors.

## Adjacencies

Adjacent routers go beyond the simple Hello exchange and participate in the link-state database exchange process. OSPF elects one router as the Designated Router (DR) and a second router as the Backup Designated Router (BDR) on each multi-access segment (the BDR is a backup in case of a DR failure). All other routers on the segment will then contact the DR for link-state database updates and exchanges. This limits the bandwidth required for link-state database updates.

## Designated Router Election

The election of the DR and BDR is accomplished using the Hello protocol. The router with the highest OSPF priority on a given multi-access segment will be com the DR for that segment. In case of a tie, the router with the highest Router ID wins. The default OSPF priority is 1. A priority of zero indicates a router that can not be elected as the DR.

## Building Adjacency

Two routers undergo a multi-step process in building the adjacency relationship. The following is a simplified description of the steps required:

**Down** – No information has been received from any router on the segment.

**Attempt** – On non-broadcast multi-access networks (such as Frame Relay or X.25), this state indicates that no recent information has been received from the neighbor. An effort should be made to contact the neighbor by sending Hello packets at the reduced rate set by the Poll Interval.

**Init** – The interface has detected a Hello packet coming from a neighbor but bi-directional communication has not yet been established.

**Two-way** – Bi-directional communication with a neighbor has been established. The router has seen its address in the Hello packets coming from a neighbor. At the end of this stage the DR and BDR election would have been done. At the end of the Two-way stage, routers will decide whether to proceed in building an adjacency or not. The decision is based on whether one of the routers is a DR or a BDR or the link is a point-to-point or virtual link.

**Exstart** – (Exchange Start) Routers establish the initial sequence number that is going to be used in the information exchange packets. The sequence number insures that routers always get the most recent information. One router will become the primary and the other will become secondary. The primary router will poll the secondary for information.

**Exchange** – Routers will describe their entire link-state database by sending database description packets.

**Loading** – The routers are finalizing the information exchange. Routers have link-state request list and a link-state retransmission list. Any information that looks incomplete or outdated will be put on the request list. Any update that is sent will be put on the retransmission list until it gets acknowledged.

**Full** – The adjacency is now complete. The neighboring routers are fully adjacent. Adjacent routers will have the same link-state database.

### Adjacencies on Point-to-Point Interfaces

OSPF Routers that are linked using point-to-point interfaces (such as serial links) will always form adjacencies. The concepts of DR and BDR are unnecessary.

### OSPF Packet Formats

All OSPF packet types begin with a standard 24 byte header and there are five packet types. The header is described first, and each packet type is described in a subsequent section.

All OSPF packets (except for Hello packets) forward link-state advertisements. Link-State Update packets, for example, flood advertisements throughout the OSPF routing domain.

OSPF packet header

Hello packet

Database Description packet

Link-State Request packet

The Link-State Update packet

Link-State Acknowledgment packet

### The OSPF Packet Header

Every OSPF packet is preceded by a common 24-byte header. This header contains the information necessary for a receiving router to determine if the packet should be accepted for further processing.

The format of the OSPF packet header is shown below:

OSPF Packet Header

Octets				
0	1	2	3	4
Version No.		Type	Packet Length	
Router ID				
Area ID				
Checksum			Authentication Type	
Authentication				
Authentication				

Field	Description
<b>Version No.</b>	The OSPF version number
<b>Type</b>	The OSPF packet type. The OSPF packet types are as follows: Type      Description Hello Database Description Link-State Request Link-State Update Link-State Acknowledgment
<b>Packet Length</b>	The length of the packet in bytes. This length includes the 24 byte header.
<b>Router ID</b>	The Router ID of the packet's source.
<b>Area ID</b>	A 32-bit number identifying the area that this packet belongs to. All OSPF packets are associated with a single area. Packets traversing a virtual link are assigned the backbone Area ID of 0.0.0.0
<b>Checksum</b>	A standard IP checksum that includes all of the packet's contents except for the 64-bit authentication field.
<b>Authentication Type</b>	The type of authentication to be used for the packet.
<b>Authentication</b>	A 64-bit field used by the authentication scheme.

**Table 4- 8. OSPF Packet Header****The Hello Packet**

Hello packets are OSPF packet type 1. They are sent periodically on all interfaces, including virtual links, in order to establish and maintain neighbor relationships. In addition, Hello Packets are multicast on those physical networks having a multicast or broadcast capability, enabling dynamic discovery of neighboring routers.

All routers connected to a common network must agree on certain parameters such as the Network Mask, the Hello Interval, and the Router Dead Interval. These parameters are included in hello packets, so that differences can inhibit the forming of neighbor relationships. A detailed explanation of the receive processing for Hello packets, so that differences can inhibit the forming of neighbor relationships.

The format of the Hello packet is shown below:

## Hello Packet

Octets			
0	1	2	3
Version No.	1	Packet Length	
Router ID			
Area ID			
Checksum		Authentication Type	
Authentication			
Authentication			
Network Mask			
Hello Interval		Options	Router Priority
Router Dead Interval			
Designated Router			
Backup Designated Router			
Neighbor			

Field	Description
<b>Network Mask</b>	The network mask associated with this interface.
<b>Options</b>	The optional capabilities supported by the router.
<b>Hello Interval</b>	The number of seconds between this router's Hello packets.
<b>Router Priority</b>	This router's Router Priority. The Router Priority is used in the election of the DR and BDR. If this field is set to 0, the router is ineligible become the DR or the BDR.
<b>Router Dead Interval</b>	The number of seconds that must pass before declaring a silent router as down.
<b>Designated Router</b>	The identity of the DR for this network, in the view of the advertising router. The DR is identified here by its IP interface address on the network.
<b>Backup Designated Router</b>	The identity of the Backup Designated Router (BDR) for this network. The BDR is identified here by its IP interface address on the network. This field is set to 0.0.0.0 if there is no BDR.
<b>Field</b>	Description
<b>Neighbor</b>	The Router Ids of each router from whom valid Hello packets have been seen within the Router Dead Interval on the network.

Table 4- 9. Hello Packet

## The Database Description Packet

Database Description packets are OSPF packet type 2. These packets are exchanged when an adjacency is being initialized. They describe the contents of the topological database. Multiple packets may be used to describe the database. For this purpose a poll-response procedure is used. One of the routers is designated to be master, the

other a slave. The master sends Database Description packets (polls) which are acknowledged by Database Description packets sent by the slave (responses). The responses are linked to the polls via the packets' DD sequence numbers.

### Database Description Packet

Octets				
0	1	2	3	4
Version No.		2	Packet Length	
Router ID				
Area ID				
Checksum			Authentication Type	
Authentication				
Authentication				
Reserved		I	M	MS
Reserved		Options		
DD Sequence No.				
Link-State Advertisement Header ...				

Field	Description
<b>Options</b>	The optional capabilities supported by the router.
<b>I – bit</b>	The Initial bit. When set to 1, this packet is the first in the sequence of Database Description packets.
<b>M – bit</b>	The More bit. When set to 1, this indicates that more Database Description packets will follow.
<b>MS – bit</b>	The Master Slave bit. When set to 1, this indicates that the router is the master during the Database Exchange process. A zero indicates the opposite.
<b>DD Sequence Number</b>	User to sequence the collection of Database Description Packets. The initial value (indicated by the Initial bit being set) should be unique. The DD sequence number then increments until the complete database description has been sent.

**Table 4- 10. Database Description Packet**

The rest of the packet consists of a list of the topological database's pieces. Each link state advertisement in the database is described by its link state advertisement header.

### The Link-State Request Packet

Link-State Request packets are OSPF packet type 3. After exchanging Database Description packets with a neighboring router, a router may find that parts of its topological database are out of date. The Link-State Request packet is used to request the pieces of the neighbor's database that are more up to date. Multiple Link-State Request packets may need to be used. The sending of Link-State Request packets is the last step in bringing up an adjacency.

A router that sends a Link-State Request packet has in mind the precise instance of the database pieces it is requesting, defined by LS sequence number, LS checksum, and LS age, although these fields are not specified in the Link-State Request packet itself. The router may receive even more recent instances in response.

The format of the Link-State Request packet is shown below:



### Link-State Request Packet

Octets				
0	1	2	3	4
Version No.	3	Packet Length		
Router ID				
Area ID				
Checksum		Authentication Type		
Authentication				
Authentication				
Link-State Type				
Link-State ID				
Advertising Router				

Each advertisement requested is specified by its Link-State Type, Link-State ID, and Advertising Router. This uniquely identifies the advertisement, but not its instance. Link-State Request packets are understood to be requests for the most recent instance.

### The Link-State Update Packet

Link-State Update packets are OSPF packet type 4. These packets implement the flooding of link-state advertisements. Each Link-State Update packet carries a collection of link-state advertisements one hop further from its origin. Several link-state advertisements may be included in a single packet.

Link-State Update packets are multicast on those physical networks that support multicast/broadcast. In order to make the flooding procedure reliable, flooded advertisements are acknowledged in Link-State Acknowledgment packets. If retransmission of certain advertisements is necessary, the retransmitted advertisements are always carried by unicast Link-State Update packets.

The format of the Link-State Update packet is shown below:

### Link-State Update Packet

Octets				
0	1	2	3	4
Version No.	4	Packet Length		
Router ID				
Area ID				
Checksum		Authentication Type		
Authentication				
Authentication				
Number of Advertisements				
Link-State Advertisements ...				

The body of the Link-State Update packet consists of a list of link-state advertisements. Each advertisement begins with a common 20-byte header, the link-state advertisement header. Otherwise, the format of each of the five types of link-state advertisements is different.

### The Link-State Acknowledgment Packet

Link-State Acknowledgment packets are OSPF packet type 5. To make the flooding of link-state advertisements reliable, flooded advertisements are explicitly acknowledged. This acknowledgment is accomplished through

the sending and receiving of Link-State Acknowledgment packets. Multiple link-state advertisements can be acknowledged in a single Link-State Acknowledgment packet.

Depending on the state of the sending interface and the source of the advertisements being acknowledged, a Link-State Acknowledgment packet is sent either to the multicast address AllSPFRouters, to the multicast address AllDRouters, or as a unicast packet.

The format of this packet is similar to that of the Data Description packet. The body of both packets is simply a list of link-state advertisement headers.

The format of the Link-State Acknowledgment packet is shown below:

### Link-State Acknowledgment Packet

Octets				
0	1	2	3	4
Version No.		5	Packet Length	
Router ID				
Area ID				
Checksum			Authentication Type	
Authentication				
Authentication				
Link-State Advertisement Header ...				

Each acknowledged link-state advertisement is described by its link-state advertisement header. It contains all the information required to uniquely identify both the advertisement and the advertisement's current instance.

### Link-State Advertisement Formats

There are five distinct types of link-state advertisements. Each link-state advertisement begins with a standard 20-byte link-state advertisement header. Succeeding sections then diagram the separate link-state advertisement types.

Each link-state advertisement describes a piece of the OSPF routing domain. Every router originates a router links advertisement. In addition, whenever the router is elected as the Designated Router, it originates a network links advertisement. Other types of link-state advertisements may also be originated. The flooding algorithm is reliable, ensuring that all routers have the same collection of link-state advertisements. The collection of advertisements is called the link-state (or topological) database.

From the link-state database, each router constructs a shortest path tree with itself as root. This yields a routing table.

There are five types of link state advertisements, each using a common link state header. These are:

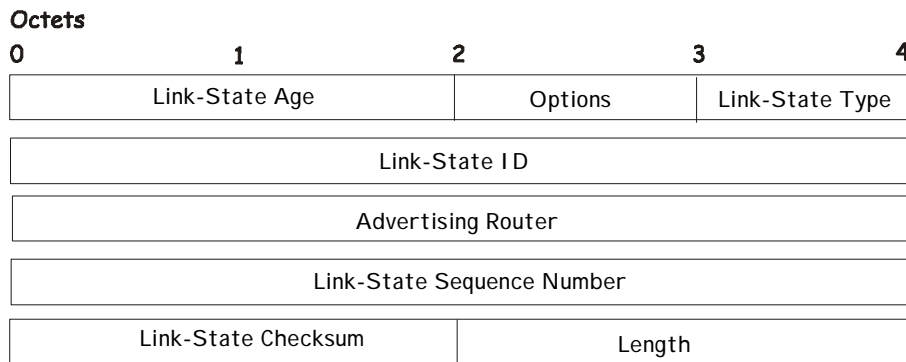
1. Router Links Advertisements
2. Network Links Advertisements
3. & 4. Summary Link Advertisements
5. Autonomous System Link Advertisements

### The Link State Advertisement Header

All link state advertisements begin with a common 20-byte header. This header contains enough information to uniquely identify the advertisements (Link State Type, Link State ID, and Advertising Router). Multiple instances of the link state advertisement may exist in the routing domain at the same time. It is then necessary to determine which instance is more recent. This is accomplished by examining the link state age, link state sequence number and link state checksum fields that are also contained in the link state advertisement header.

The format of the Link State Advertisement Header is shown below:

## Link-State Advertisement Header



Field	Description												
<b>Link State Age</b>	The time in seconds since the link state advertisement was originated.												
<b>Options</b>	The optional capabilities supported by the described portion of the routing domain.												
<b>Link State Type</b>	<p>The type of the link state advertisement. Each link state type has a separate advertisement format. The link state types are as follows:</p> <table> <tr> <th>Type</th><th>Description</th></tr> <tr> <td>1</td><td>Router Links</td></tr> <tr> <td></td><td>Network Links</td></tr> <tr> <td></td><td>Summary Link (IP Network)</td></tr> <tr> <td></td><td>Summary Link (ASBR)</td></tr> <tr> <td></td><td>AS External Link</td></tr> </table>	Type	Description	1	Router Links		Network Links		Summary Link (IP Network)		Summary Link (ASBR)		AS External Link
Type	Description												
1	Router Links												
	Network Links												
	Summary Link (IP Network)												
	Summary Link (ASBR)												
	AS External Link												
<b>Link State ID</b>	This field identifies the portion of the internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's Link State Type.												
<b>Advertising Router</b>	The Router ID of the router that originated the Link State Advertisement. For example, in network links advertisements this field is set to the Router ID of the network's Designated Router.												
<b>Link State Sequence Number</b>	Detects old or duplicate link state advertisements. Successive instances of a link state advertisement are given successive Link State Sequence numbers.												
<b>Link State Checksum</b>	The Fletcher checksum of the complete contents of the link state advertisement, including the link state advertisement header by excepting the Link State Age field.												
<b>Length</b>	The length in bytes of the link state advertisement. This includes the 20-byte link state advertisement header.												

Table 4- 11. Link-State Advertisement Header

## Router Links Advertisements

Router links advertisements are type 1 link state advertisements. Each router in an area originates a routers links advertisement. The advertisement describes the state and cost of the router's links to the area. All of the router's links to the area must be described in a single router links advertisement.

The format of the Router Links Advertisement is shown below:

Routers Links Advertisements

Octets					
0	1		2	3	4
Link-State Age			Options	Link-State Type	
Link-State ID					
Advertising Router					
Link-State Sequence Number					
Link-State Checksum			Length		
Reserved	V	E	B	Reserved	Number of Links
Link ID					
Link Data					
Type		No. Of TOS		TOS 0 Metric	
TOS		0		Metric	
...					
TOS		0		Metric	
...					
Link ID					
Link Data					

In router links advertisements, the Link State ID field is set to the router's OSPF Router ID. The T – bit is set in the advertisement's Option field if and only if the router is able to calculate a separate set of routes for each IP Type of Service (TOS). Router links advertisements are flooded throughout a single area only.

Field	Description
<b>V – bit</b>	When set, the router is an endpoint of an active virtual link that is using the described area as a Transit area (V is for Virtual link endpoint).
<b>E – bit</b>	When set, the router is an Autonomous System (AS) boundary router (E is for External).
<b>B – bit</b>	When set, the router is an area border router (B is for Border).
<b>Number of Links</b>	The number of router links described by this advertisement. This must be the total collection of router links to the area.

**Table 4- 12. Routers Links Advertisement**

The following fields are used to describe each router link. Each router link is typed. The Type field indicates the kind of link being described. It may be a link to a transit network, to another router or to a stub network. The values of all the other fields describing a router link depend on the link's Type. For example, each link has an associated 32-bit data field. For links to stub networks this field specifies the network's IP address mask. For other link types the Link Data specifies the router's associated IP interface address.

Field	Description
<b>Type</b>	A quick classification of the router link. One of the following:
	Type      Description
	Point-to-point connection to another router.
	Connection to a transit network.
	Connection to a stub network.
<b>Link ID</b>	Virtual link.
	Identifies the object that this router link connects to. Value depends on the link's Type. When connecting to an object that also originates a link state advertisement (i.e. another router or a transit network) the Link ID is equal to the neighboring advertisement's Link State ID. This provides the key for looking up an advertisement in the link state database.
	Type      Link ID
	Neighboring router's Router ID.
	IP address of Designated Router.
<b>Link Data</b>	IP network/subnet number.
	Neighboring router's Router ID
	Contents again depend on the link's Type field. For connections to stub networks, it specifies the network's IP address mask. For unnumbered point-to-point connection, it specifies the interface's MIB-II ifIndex value. For other link types it specifies the router's associated IP interface address. This latter piece of information is needed during the routing table build process, when calculating the IP address of the next hop.
	The number of different Type of Service (TOS) metrics given for this link, not counting the required metric for TOS 0. If no additional TOS metrics are given, this field should be set to 0.
<b>TOS 0 Metric</b>	The cost of using this router link for TOS 0.

**Table 4- 13. Routers Links Advertisements**

For each link, separate metrics may be specified for each Type of Service (TOS). The metric for TOS 0 must always be included, and was discussed above. Metrics for non-zero TOS are described below. Note that the cost for non-zero TOS values that are not specified defaults to the TOS 0 cost. Metrics must be listed in order of increasing TOS encoding. For example, the metric for TOS 16 must always follow the metric for TOS 8 when both are specified.

Field	Description
<b>TOS</b>	IP Type of Service that this metric refers to.
<b>Metric</b>	The cost of using this outbound router link, for traffic of the specified TOS.

**Table 4- 14. Routers Links Advertisement – Continued**

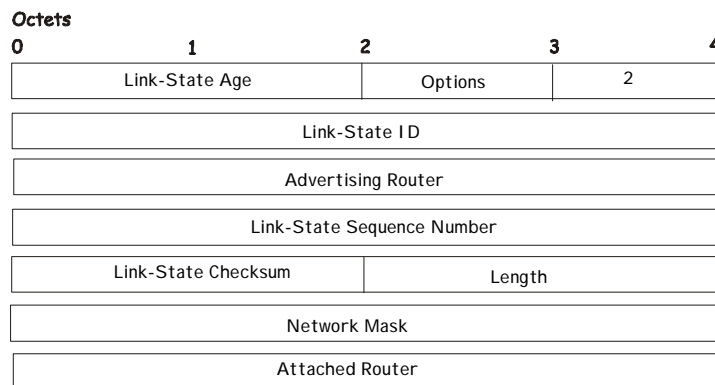
## Network Links Advertisements

Network links advertisements are Type 2 link state advertisements. A network links advertisement is originated for each transit network in the area. A transit network is a multi-access network that has more than one attached router. The network links advertisement is originated by the network's Designated router. The advertisement describes all routers attached to the network, including the Designated Router itself. The advertisement's Link State ID field lists the IP interface address of the Designated Router.

The distance from the network to all attached routers is zero, for all TOS. This is why the TOS and metric fields need not be specified in the network links advertisement.

The format of the Network Links Advertisement is shown below:

### Network Link Advertisements



Field	Description
<b>Network Mask</b>	The IP address mask for the network.
<b>Attached Router</b>	The Router Ids of each of the routers attached to the network. Only those routers that are fully adjacent to the Designated Router (DR) are listed. The DR includes itself in this list.

**Table 4- 15. Network Link Advertisement**

## Summary Link Advertisements

Summary link advertisements are Type 3 and 4 link state advertisements. These advertisements are originated by Area Border routers. A separate summary link advertisement is made for each destination known to the router that belongs to the Autonomous System (AS), yet is outside the area.

Type 3 link state advertisements are used when the destination is an IP network. In this case the advertisement's Link State ID field is an IP network number. When the destination is an AS boundary router, a Type 4 advertisement is used, and the Link State ID field is the AS boundary router's OSPF Router ID. Other than the difference in the Link State ID field, the format of Type 3 and 4 link state advertisements is identical.

## Summary Link Advertisements

Octets				
0	1	2	3	4
Link-State Age		Options		2
Link-State ID				
Advertising Router				
Link-State Sequence Number				
Link-State Checksum		Length		
Network Mask				
TOS		Metric		

For stub area, Type 3 summary link advertisements can also be used to describe a default route on a per-area basis. Default summary routes are used in stub area instead of flooding a complete set of external routes. When describing a default summary route, the advertisement's Link State ID is always set to the Default Destination – 0.0.0.0, and the Network Mask is set to 0.0.0.0.

Separate costs may be advertised for each IP Type of Service. Note that the cost for TOS 0 must be included, and is always listed first. If the T-bit is reset in the advertisement's Option field, only a route for TOS 0 is described by the advertisement. Otherwise, routes for the other TOS values are also described. If a cost for a certain TOS is not included, its cost defaults to that specified for TOS 0.

Field	Description
<b>Network Mask</b>	For Type 3 link state advertisements, this indicates the destination network's IP address mask. For example, when advertising the location of a class A network the value 0xff000000
<b>TOS</b>	The Type of Service that the following cost is relevant to.
<b>Metric</b>	The cost of this route. Expressed in the same units as the interface costs in the router links advertisements.

Table 4- 16. Summary Link Advertisement

## Autonomous Systems External Link Advertisements

Autonomous Systems (AS) link advertisements are Type 5 link state advertisements. These advertisements are originated by AS boundary routers. A separate advertisement is made for each destination known to the router, that is external to the AS.

AS external link advertisements usually describe a particular external destination. For these advertisements the Link State ID field specifies an IP network number. AS external link advertisements are also used to describe a default route. Default routes are used when no specific route exists to the destination. When describing a default route, the Link Stat ID is always set the Default Destination address (0.0.0.0) and the Network Mask is set to 0.0.0.0.

The format of the AS External Link Advertisement is shown below:



## AS External Link Advertisements

Octets	1	2	3	4
0	Link-State Age	Options	5	
Link-State ID				
Advertising Router				
Link-State Sequence Number				
Link-State Checksum		Length		
Network Mask				
E	TOS	Metric		
Forwarding Address				
External Route Tag				

Field	Description
<b>Network Mask</b>	The IP address mask for the advertised destination.
<b>E – bit</b>	The type of external metric. If the E – bit is set, the metric specified is a Type 2 external metric. This means the metric is considered larger than any link state path. If the E – bit is zero, the specified metric is a Type 1 external metric. This means that is comparable directly to the link state metric.
<b>Forwarding Address</b>	Data traffic for the advertised destination will be forwarded to this address. If the Forwarding Address is set to 0.0.0.0, data traffic will be forwarded instead to the advertisement's originator.
<b>TOS</b>	The Type of Service that the following cost is relevant to.
<b>Metric</b>	The cost of this route. The interpretation of this metric depends on the external type indication (the E – bit above).
<b>External Route Tag</b>	A 32-bit field attached to each external route. This is not used by the OSPF protocol itself.

Table 4- 17. AS External System Advertisement

## General OSPF Settings

The **OSPF General Setting** menu allows OSPF to be enabled or disabled on the Switch – without changing the Switch's OSPF configuration.

From the **Layer 3 IP Networking** folder, open the **OSPF** folder and click on the **General** link. To enable OSPF, first supply an **OSPF Route ID** (see below), select *Enabled* from the **State** drop-down menu and click the *Apply* button.

OSPF General Setting	
OSPF Route ID	<input type="text" value="0.0.0.0"/>
Current Route ID	0.0.0.0 (Auto selected)
State	<input type="button" value="Disabled"/>
<input type="button" value="Apply"/>	

Figure 4- 69. OSPF General Setup window

The following parameters are used for general OSPF configuration:

Parameter	Description
<b>OSPF Route ID</b>	A 32-bit number (in the same format as an IP address – xxx.xxx.xxx.xxx) that uniquely identifies the switch in the OSPF domain. It is common to assign the highest IP address assigned to the switch (router). In this case, it would be 10.255.255.255, but any unique 32-bit number will do. If 0.0.0.0 is entered, the highest IP address assigned to the Switch will become the OSPF Route ID.
<b>Current Route ID</b>	Displays the OSPF Route ID currently in use by the Switch. This Route ID is displayed as a convenience to the user when changing the Switch's OSPF Route ID.
<b>State</b>	Allows OSPF to be enabled or disabled globally on the Switch without changing the OSPF configuration.



**Note:** In order for this window to function properly, the **OSPF State** must be globally enabled under **Layer 3 IP Networking > L3 Global Advanced Settings**.

## OSPF Area Setting


This menu allows the configuration of OSPF Area IDs and to designate these areas as either **Normal** or **Stub**. Normal OSPF areas allow Link-State Database (LSDB) advertisements of routes to networks that are external to the area, Stub areas do not allow the LSDB advertisement of external routes. Stub areas use a default summary external route (0.0.0.0 or Area 0) to reach external destinations.

To set up an OSPF Area configuration click the **OSPF Area Settings** link to open the following dialog box:

OSPF Area ID Settings				
Area ID	Type	Stub Import Summary LSA	Stub Default Cost	
<input type="text" value="0.0.0.0"/>	<input type="button" value="Normal"/>	<input type="button" value="Disabled"/>	<input type="text" value="1"/>	<input type="button" value="Add/Modify"/>
OSPF Area ID Table				
Area ID	Type	Stub Import Summary LSA	Stub Default Cost	Delete
0.0.0.0	Normal	None	None	<input type="button" value="X"/>

Figure 4- 70. OSPF Area Settings window



To add an OSPF Area to the table, type a unique **Area ID** (see below) select the **Type** from the drop-down menu. For a Stub type, choose *Enabled* or *Disabled* from the **Stub Import Summary LSA** drop-down menu and determine the **Stub Default Cost**. Click the *Add/Modify* button to add the Area ID set to the table.

To remove an Area ID configuration set, simply click the  in the **Delete** column for the configuration.

To change an existing set in the list, type the Area ID of the set you want to change, make the changes and click the *Add/Modify* button. The modified entry will appear in the **OSPF Area ID Table**.

OSPF Area Settings				
Area ID	Type	Stub Import Summary LSA	Stub Default Cost	
0.0.0.0	Stub	Enabled	1	
				Add/Modify

OSPF Area ID Table				
Area ID	Type	Stub Import Summary LSA	Stub Default Cost	Delete
0.0.0.0	Normal	None	None	
10.53.13.94	Stub	Enabled	1	

Total Entries: 2

Figure 4- 71. OSPF Area Setting Example window

See the parameter descriptions below for information on the **OSPF Area ID Settings**.

The **Area ID Settings** are as follows:

Parameter	Description
<b>Area ID</b>	A 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the OSPF area in the OSPF domain.
<b>Type</b>	This field can be toggled between Normal and Stub using the pull down menu.
<b>Stub Import Summary LSA</b>	Displays whether or not the selected Area will allow Summary Link-State Advertisements (Summary LSAs) to be imported into the area from other areas.
<b>Stub Default Cost</b>	Displays the default cost for the route to the stub of between 0 and 65,535. The default is 0.

## OSPF Interface Configuration

To set up OSPF interfaces, click the **OSPF Interface Settings** link to view OSPF settings for existing IP interfaces. If there are no IP interfaces configured (besides the default System interface), only the System interface settings will appear listed. To change settings for in IP interface, click on the hyperlinked name of the interface to see the configuration menu for that interface.

OSPF Interface Settings					
Name	IP Address	Area ID	Auth. Type	State	Metric
<a href="#">System</a>	10.53.13.150	0.0.0.0	None	Disabled	1

Figure 4- 72. OSPF Interface Configuration

OSPF Interface Settings - Edit	
Interface Name	System
IP Address	10.53.13.150(Link Up)
Network Medium Type	BROADCAST
Area ID	0.0.0.0
Router Priority	1
Hello Interval	10
Dead Interval	40
State	Disabled
Auth. Type	None
Auth. Key ID	
Metric	1
DR State	DOWN
DR Address	0.0.0.0
Backup DR Address	0.0.0.0
transmit Delay	1
Retransmit Time	5
<input type="button" value="Apply"/>	
<a href="#">Show All OSPF Interface Entries</a>	

Figure 4- 73. Edit OSPF Interface Settings menu

Configure each IP interface individually using the **OSPF Interface Settings – Edit** menu. Click the *Apply* button when you have entered the settings. The new configuration appears listed in the OSPF Interface Settings table. To return to the OSPF Interface Settings table, click the [Show All OSPF Interface Entries](#) link.


Some OSPF interface settings require previously configured OSPF settings. Read the descriptions below for OSPF interface setting details.

Parameter	Description
<b>Interface Name</b>	Displays the interface name of an IP interface previously configured on the Switch.
<b>IP Address</b>	The IP address of the Interface Name, and its current status ( <i>Link Up</i> or <i>Link Down</i> ).
<b>Network Medium Type</b>	A read only field describing the type of network medium used. This field will only read BROADCAST due to OSPF configurations permanently set in the Switch.
<b>Area ID</b>	Allows the entry of an OSPF Area ID configured above.
<b>Router Priority</b>	Allows the entry of a number between 0 and 255 representing the OSPF priority of the selected area. If a Router Priority of 0 is selected, the switch cannot be elected as the Designated Router for the network.

<b>Hello Interval</b>	Allows the specification of the interval between the transmission of OSPF Hello packets, in seconds. Between 5 and 65535 seconds can be specified. The Hello Interval, Dead Interval, Authorization Type, and Authorization Key should be the same for all routers on the same network.
<b>Dead Interval</b>	Allows the specification of the length of time between the receipt of Hello packets from a neighbor router before the selected area declares that router down. An interval between 5 and 65535 seconds can be specified. The Dead Interval must be evenly divisible by the Hello Interval.
<b>State</b>	Allows the OSPF interface to be disabled for the selected area without changing the configuration for that area.
<b>Auth Type</b>	This field can be toggled between None, Simple, and MD5 using the space bar. This allows a choice of authorization schemes for OSPF packets that may be exchanged over the OSPF routing domain. None specifies no authorization. Simple uses a simple password to determine if the packets are from an authorized OSPF router. When Simple is selected, the Auth Key:[ ] field allows the entry of a 5 character password that must be the same as a password configured on a neighbor OSPF router. MD5 uses a cryptographic key entered in the MD5 Key Table Configuration menu. When MD5 is selected, the Auth Key ID:[ ] field allows the specification of the Key ID as defined in the MD5 configuration above. This must be the same MD5 Key as used by the neighboring router.
<b>Auth. Key ID</b>	Enter a Key ID of up to 5 characters to set the Auth. Key ID for either the Simple Auth Type or the MD5 Auth Type, as specified in the previous parameter.
<b>Metric</b>	This field allows the entry of a number between 1 and 65,535 that is representative of the OSPF cost of reaching the selected OSPF interface. The default metric is 1.
<b>DR State</b>	A read only field describing the <b>Designated Router</b> state of the IP interface. This field may read <b>DR</b> if the interface is the designated router, or <b>BDR</b> if the interface is the <b>Backup Designated Router</b> . The highest IP address will be the <b>Designated Router</b> and is determined by the OSPF Hello Protocol of the Switch.
<b>DR Address</b>	The IP address of the aforementioned Designated Router.
<b>BDR Address</b>	The IP address of the aforementioned Backup Designated Router.
<b>Transmit Delay</b>	A read only field that denotes the estimated time to transmit a Link State Update Packet over this interface, in seconds.
<b>Retransmit Time</b>	A read only field that denotes the time between LSA retransmissions over this interface, in seconds.

---

## OSPF Virtual Interface Settings

Click the **OSPF Virtual Interface Settings** link to view the current **OSPF Virtual Interface Settings**. There are no virtual interface settings configured by default, so the first time this table is viewed there will be no interfaces listed. To add a new OSPF virtual interface configuration set to the table, click the *Add* button. A new menu appears (see below). To change an existing configuration, click on the hyperlinked **Transit Area ID** for the set you want to change. The menu to modify an existing set is the same as the menu used to add a new one. To eliminate an existing configuration, click the  in the **Delete** column.

Add									
OSPF Virtual Interface Settings									
Transit Area ID	Neighbor Router ID	Hello Interval	Dead Interval	Auth. Type	Transmit Delay	RetransInterval	Status	Delete	

Figure 4- 74. OSPF Virtual Interface Settings window

The status of the virtual interface appears (Up or Down) in the **Status** column.

OSPF Virtual Link Setting - Add	
Transit Area ID	<input type="text" value="0.0.0.0"/>
Neighbor Router ID	<input type="text" value="0.0.0.0"/>
Hello Interval(1-65535)	<input type="text" value="10"/>
Dead Interval(1-65535)	<input type="text" value="60"/>
Auth Type	<input type="text" value="None"/>
Password/Auth. Key ID	<input type="text"/>
Transmit Delay	<input type="text" value="1"/>
RetransInterval	<input type="text" value="5"/>
<input type="button" value="Apply"/>	
<a href="#">Show All OSPF Virtual Link Entries</a>	

Figure 4- 75. Add/Modify OSPF Virtual Link Setting – Add window

Configure the following parameters if you are adding or changing an **OSPF Virtual Interface**:

Parameter	Description
<b>Transit Area ID</b>	Allows the entry of an OSPF Area ID – previously defined on the Switch – that allows a remote area to communicate with the backbone (area 0). A Transit Area cannot be a Stub Area or a Backbone Area.
<b>Neighbor Router</b>	The OSPF router ID for the remote router. This is a 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the remote area's Area Border Router.
<b>Hello Interval (1-65535)</b>	Specify the interval between the transmission of OSPF Hello packets, in seconds. Enter a value between 1 and 65535 seconds. The Hello Interval, Dead Interval, Authorization Type, and Authorization Key should have identical settings for all routers on the same network.
<b>Dead Interval (1-65535)</b>	Specify the length of time between (receiving) Hello packets from a neighbor router before the selected area declares that router down. Again, all routers on the network should use the same setting.
<b>Auth Type</b>	If using authorization for OSPF routers, select the type being used. MD5 key authorization must be set up in the MD5 Key Settings menu.
<b>Password/Auth. Key ID</b>	Enter a case-sensitive password for simple authorization or enter the MD5 key you set in the MD5 Key settings menu.



<b>Transmit Delay</b>	The number of seconds required to transmit a link state update over this virtual link. Transit delay takes into account transmission and propagation delays. This field is fixed at 1 second.
<b>RetransInterval</b>	The number of seconds between link state advertisement retransmissions for adjacencies belonging to this virtual link. This field is fixed at 5 seconds.

To return to the OSPF Virtual Interface Settings window, click the [Show All OSPF Virtual Link Entries](#) link.



**NOTE:** For OSPF to function properly some settings should be identical on all participating OSPF devices. These settings include the Hello Interval and Dead Interval. For networks using authorization for OSPF devices, they Authorization Type and Password or Key used must likewise be identical.

## Area Aggregation Configuration

Area Aggregation allows all of the routing information that may be contained within an area to be aggregated into a summary LSDB advertisement of just the network address and subnet mask. This allows for a reduction in the volume of LSDB advertisement traffic as well as a reduction in the memory overhead in the Switch used to maintain routing tables.

Click the **OSPF Area Aggregation Settings** link to view the current settings. There are no aggregation settings configured by default, so there will not be any listed the first accessing the menu. To add a new **OSPF Area Aggregation** setting, click the *Add* button. A new menu (pictured below) appears. To change an existing configuration, click on the hyperlinked Area ID for the set you want to change. The menu to modify an existing configuration is the same as the menu used to add a new one. To eliminate an existing configuration, click the



in the **Delete** column for the configuration being removed.

Add					
OSPF Area Aggregation Settings					
Area ID	Network Number	Network Mask	LSDB Type	Advertisement	Delete
<a href="#">10.0.0.128</a>	10.0.0.0	255.0.0.0	Summary	Enabled	

Figure 4- 76. OSPF Area Aggregation Settings table

Use the menu below to change settings or add a new Area Aggregation setting.

OSPF Aggregation Configuration - Add	
Area ID	<input type="text" value="0.0.0.0"/>
Network Number	<input type="text" value="0.0.0.0"/>
Network Mask	<input type="text" value="0.0.0.0"/>
LSDB Type	<input type="text" value="Summary"/>
Advertisement	<input type="text" value="Enabled"/>
<input type="button" value="Apply"/>	
<a href="#">Show All OSPF Aggregation Entries</a>	

Figure 4- 77. Add/Modify OSPF Aggregation Configuration




Specify the OSPF Aggregation settings and click the *Apply* button to add or change the settings. The new settings will appear listed in the **OSPF Area Aggregation Settings** table. To view the table, click the [Show All OSPF Aggregation Entries](#) link which will return to the previous window.

Configure the following settings for **OSPF Area Aggregation**:

Parameter	Description
<b>Area ID</b>	Allows the entry the OSPF Area ID for which the routing information will be aggregated. This Area ID must be previously defined on the switch.
<b>Network Number</b>	Sometimes called the Network Address. The 32-bit number in the form of an IP address that uniquely identifies the network that corresponds to the OSPF Area above.
<b>Network Mask</b>	Enter the subnet Mask of the Network Number entered above. Each address range is defined as a pair (address, mask) and both must be correctly entered to properly configure the OSPF Aggregation.
<b>LSDB Type</b>	This field denotes only one LSDB Type, <i>Summary</i> , on the Switch. Future releases of this Switch will have the capability to choose alternate LSDB types.
<b>Advertisement</b>	Select <i>Enabled</i> or <i>Disabled</i> to determine whether the selected OSPF Area will advertise it's summary LSDB (Network-Number and Network-Mask).

## OSPF Host Route Settings

OSPF host routes work in a way analogous to RIP, only this is used to share OSPF information with other OSPF routers. This is used to work around problems that might prevent OSPF information sharing between routers.

To configure OSPF host routes, click the **OSPF Host Route Settings** link. To add a new OSPF Route, click the *Add* button. Configure the setting in the menu that appears. The *Add* and *Modify* menus for OSPF host route setting are nearly identical. The difference being that if you are changing an existing configuration you will be unable to change the Host Address. To change an existing configuration, click on the hyperlinked Host Address in the list for the configuration you want to change and proceed to change the metric or area ID. To eliminate an existing configuration, click the  in the **Delete** column for the configuration to be removed.


Add			
<b>OSPF Host Route Settings</b>			
Host Address	Metric	Area ID	Delete
<a href="#">10.53.13.144</a>	2	10.1.1.1	

Figure 4- 78. OSPF Host Route Settings table

Use the menu below to set up OSPF host routes.

Figure 4- 79. Add/Modify OSPF Host Route Settings

Specify the host route settings and click the *Apply* button to add or change the settings. The new settings will appear listed in the OSPF Host Route Settings list. To view the previous window, click the [Show All OSPF Host Route Entries](#) link to return to the previous window.

The following fields are configured for OSPF host route:

Parameter	Description
<b>Host Address</b>	The IP address of the OSPF host.
<b>Metric</b>	A value between 1 and 65,535 that will be advertised for the route.
<b>Area ID</b>	A 32-bit number in the form of an IP address (xxx.xxx.xxx.xxx) that uniquely identifies the OSPF area in the OSPF domain.

## DHCP/BOOTP Relay

The BOOTP hops count limit allows the maximum number of hops (routers) that the BOOTP messages can be relayed through to be set. If a packet's hop count is more than the hop count limit, the packet is dropped. The range is between 1 and 16 hops, with a default value of 4. The relay time threshold sets the minimum time (in seconds) that the Switch will wait before forwarding a BOOTREQUEST packet. If the value in the seconds field of the packet is less than the relay time threshold, the packet will be dropped. The range is between 0 and 65,536 seconds, with a default value of 0 seconds.

### DHCP/BOOTP Relay Information

To enable and configure BOOTP or DHCP on the Switch, click on the **DHCP/BOOTP Relay** folder from the **Configuration** folder and then click on the **DHCP/BOOTP Relay Information** link:

Figure 4- 80. BOOTP/DHCP Relay Information window

The following fields can be set:

Parameter	Description
<b>BOOTP Relay Status</b> <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu. It is used to enable or disable the BOOTP/DHCP Relay service on the switch. The default is <i>Disabled</i>
<b>BOOTP Hops Count Limit(1-16) [4]</b>	This field allows an entry between 1 and 16 to define the maximum number of router hops BOOTP messages can be forwarded across. The default hop count is 4.
<b>BOOTP Relay Time Threshold(0-65535) [0]</b>	Allows an entry between 0 and 65535 seconds, and defines the maximum time limit for routing a <b>DHCP/BOOTP</b> packet. If a value of 0 is entered, the Switch will not process the value in the seconds field of the BOOTP or DHCP packet. If a non-zero value is entered, the Switch will use that value, along with the hop count to determine whether to forward a given BOOTP or DHCP packet.

## DHCP/BOOTP Relay Settings

To configure the **DHCP/BOOTP Relay Settings**, click on the **DHCP/BOOTP Relay Settings** link:



DHCP/Bootp Relay Settings				
Interface	Server IP		Apply	
<input type="text"/>	<input type="text" value="0.0.0.0"/>		<input type="button" value="Add"/>	
Bootp Relay Table				
Interface	Server 1	Server 2	Server 3	Server 4
System	 10.53.13.94			

Figure 4- 81. DHCP/BOOTP Relay Settings and BOOTP Relay Table

The following fields can be set:

Parameter	Description
<b>Interface</b>	The interface name of the IP interface on which the BOOTP or DHCP servers reside.
<b>Server IP &lt;0.0.0.0&gt;</b>	Allows the entry of IP addresses for up to four BOOTP or DHCP servers.

Click *Apply* to set an entry into the **BOOTP Relay Table**. Entries may be deleted by clicking its corresponding  in the **Delete** column.

## DNS Relay

Computer users usually prefer to use text names for computers they may want to open a connection with. Computers themselves, require 32 bit IP addresses. Somewhere, a database of network devices' text names and their corresponding IP addresses must be maintained.

The Domain Name System (DNS) is used to map names to IP addresses throughout the Internet and has been adapted for use within intranets.

For two DNS servers to communicate across different subnets, the **DNS Relay** of the Switch must be used. The DNS servers are identified by IP addresses.

## Mapping Domain Names to Addresses

Name-to-address translation is performed by a program called a Name server. The client program is called a Name resolver. A Name resolver may need to contact several Name servers to translate a name to an address.

The Domain Name System (DNS) servers are organized in a somewhat hierarchical fashion. A single server often holds names for a single network, which is connected to a root DNS server – usually maintained by an ISP.

### Domain Name Resolution

The domain name system can be used by contacting the name servers one at a time, or by asking the domain name system to do the complete name translation. The client makes a query containing the name, the type of answer required, and a code specifying whether the domain name system should do the entire name translation, or simply return the address of the next DNS server if the server receiving the query cannot resolve the name.

When a DNS server receives a query, it checks to see if the name is in its subdomain. If it is, the server translates the name and appends the answer to the query, and sends it back to the client. If the DNS server cannot translate the name, it determines what type of name resolution the client requested. A complete translation is called recursive resolution and requires the server to contact other DNS servers until the name is resolved. Iterative resolution specifies that if the DNS server cannot supply an answer, it returns the address of the next DNS server the client should contact.

Each client must be able to contact at least one DNS server, and each DNS server must be able to contact at least one root server.

The address of the machine that supplies domain name service is often supplied by a DHCP or BOOTP server, or can be entered manually and configured into the operating system at startup.

## Configuring DNS Relay Information

To configure the DNS relay function on the Switch, open the **Configuration** folder to **Layer 3 IP Networking**, and click the **DNS Relay** folder. In this folder, click the **DNS Relay Information** link to open the following window.

DNS Relay Information	
DNS Relay Status	Disabled
Primary Name Server	0.0.0.0
Secondary Name Server	0.0.0.0
DNSR Cache Status	Disabled
DNSR Static Table Status	Disabled
Apply	

Figure 4- 82. DNS Relay Information window

The following fields can be set:

Parameter	Description
<b>DNS Relay Status</b> <Disabled>	This field can be toggled between <i>Disabled</i> and <i>Enabled</i> using the pull-down menu, and is used to enable or disable the DNS Relay service on the switch.
<b>Primary Name Server</b> <0.0.0.0>	Allows the entry of the IP address of a primary domain name server (DNS).
<b>Secondary Name Server</b> <0.0.0.0>	Allows the entry of the IP address of a secondary domain name server (DNS).

**DNSR Cache Status** <Disabled> This can be toggled between *Disabled* and *Enabled*. This determines if a DNS cache will be enabled on the switch.

**DNS Static Table Status** <Disabled> This field can be toggled using the pull-down menu between *Disabled* and *Enabled*. This determines if the static DNS table will be used or not.

Click *Apply* to implement the new settings.

## DNS Relay Static Table

To view the **DNS Relay Static Table**, open the **DNS Relay** folder in the **Configuration** folder to **Layer 3 IP Networking**, and click the **DNS Relay Static Table** link, which will open the following window.

DNS Relay Static Settings		
Domain Name	IP Address	Apply
Trinity	10.53.13.94	Add
DNS Relay Static Table		
Domain Name	IP Address	Delete
Trinity	10.53.13.94	X

Figure 4- 83. DNS Relay Static Table

To add an entry into the **DNS Relay Static Table**, simply enter a **Domain Name** with its corresponding IP address and click *Add*. A successful entry will be presented in the table below, as shown in the example above.

To erase an entry from the table, click the  corresponding to the entry you wish to delete.

## IP Multicasting

The functions supporting IP multicasting are added under the **IP Multicast Routing Protocol** folder, from the **Layer 3 IP Networking** folder.

**IGMP Snooping**, **DVMRP**, and **PIM-DM** can be *enabled* or *disabled* on the Switch without changing the individual protocol's configuration.

## IGMP Interface Configuration

The Internet Group Multicasting Protocol (IGMP) can be configured on the Switch on a per-IP interface basis. To view the **IGMP Interface Table**, open the **IP Multicast Routing Protocol** folder under **Configuration** and click **IGMP Interface Settings**. Each IP interface configured on the Switch is displayed in the below **IGMP Interface Table** dialog box. To configure IGMP for a particular interface, click the corresponding hyperlink for that IP interface. This will open another **IGMP Interface Configuration** window:



IGMP Interface Table							
Interface Name	IP Address	Version	Query	Max Response Time	Robustness Value	Last Member Query Interval	State
System	10.53.13.144	2	125	10	2	1	Disabled

Figure 4- 84. IGMP Interface Configuration Table

IGMP Interface Configuration	
Interface Name	System
IP Address	10.53.13.144
Version	2
Query Interval(1-65535)	125
Max Response Time(1-25)	10
Robustness Variable(1-255)	2
Last Member Query Interval(1-25)	1
State	Disabled
Apply	
<a href="#">Show All IGMP Interface Entries</a>	

Figure 4- 85. IGMP Interface Configuration window

This window allows the configuration of IGMP for each IP interface configured on the Switch. IGMP can be configured as Version 1 or 2 by toggling the **Version** field using the pull-down menu. The length of time between queries can be varied by entering a value between 1 and 65,500 seconds in the **Query Interval** field. The maximum length of time between the receipt of a query and the sending of an IGMP response report can be varied by entering a value in the **Max Response Time** field.

The **Robustness Variable** field allows IGMP to be ‘tuned’ for sub-networks that are expected to lose a lot of packets. A high value (max. 255) for the robustness variable will help compensate for ‘lossy’ sub-networks. A low value (min. 2) should be used for less ‘lossy’ sub-networks.

The following fields can be set:

Parameter	Description
<b>Interface Name</b> <System>	Displays the name of the IP interface that is to be configured for IGMP. This must be a previously configured IP interface.
<b>IP Address</b>	Displays the IP address corresponding to the IP interface name above.
<b>Version</b> <2>	Enter the IGMP version (1 or 2) that will be used to interpret IGMP queries on the interface.
<b>Query Interval(1-65535)</b> <125>	Allows the entry of a value between 1 and 65535 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.
<b>Max Response Time(1-25)</b> <10>	Sets the maximum amount of time allowed before sending an IGMP response report. A value between 1 and 25 seconds can be entered, with a default of 10 seconds.

<b>Robustness Variable(1-255) &lt;2&gt;</b>	A tuning variable to allow for subnetworks that are expected to lose a large number of packets. A value between 1 and 255 can be entered, with larger values being specified for subnetworks that are expected to lose larger numbers of packets. Although a value of one (1) can be entered, this may result in problems and is not recommended. The default setting is 2.
<b>Last Member Query Interval(1-25) &lt;1&gt;</b>	Specifies the maximum amount of time between group-specific query messages, including those sent in response to leave group messages. A value between 1 and 25. The default is 1 second.
<b>State &lt;Disabled&gt;</b>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> and enables or disables IGMP for the IP interface. The default is <i>Disabled</i> .

## DVMRP Interface Configuration

The Distance Vector Multicast Routing Protocol (**DVMRP**) is a hop-based method of building multicast delivery trees from multicast sources to all nodes of a network. Because the delivery trees are ‘pruned’ and ‘shortest path’, DVMRP is relatively efficient. Because multicast group membership information is forwarded by a distance-vector algorithm, propagation is slow. DVMRP is optimized for high delay (high latency) relatively low bandwidth networks, and can be considered as a ‘best-effort’ multicasting protocol.

DVMRP resembles the Routing Information Protocol (RIP), but is extended for multicast delivery. It builds its routing table resembling RIP hop counts to calculate ‘shortest paths’ back to the source of a multicast message, but defines a ‘route cost’ to calculate which branches of a multicast delivery tree should be ‘pruned’ – once the delivery tree is established.

When a sender initiates a multicast, DVMRP initially assumes that all users on the network will want to receive the multicast message. When an adjacent router receives the message, it checks its unicast routing table to determine the interface that gives the shortest path (lowest cost) back to the source. If the multicast was received over the shortest path, then the adjacent router enters the information into its tables and forwards the message. If the message is not received on the shortest path back to the source, the message is dropped.

Route cost is a relative number that is used by DVMRP to calculate which branches of a multicast delivery tree should be ‘pruned’. The ‘cost’ is relative to other costs assigned to other DVMRP routes throughout the network.

The higher the route cost, the lower the probability that the current route will be chosen to be an active branch of the multicast delivery tree (not ‘pruned’) – if there is an alternative route.

### DVMRP Global Setting

To enable DVMRP globally on the Switch, click **Configuration > Layer 3 IP Networking > IP Multicast Routing Protocol > DVMRP Configuration**. This will give the user access to the following screen:



Figure 4- 86. DVMRP Global Setting window

Use the pull down menu, choose *Enabled*, and click *Apply* to set the DVMRP function on the Switch.

### DVMRP Interface Settings

To view the **DVMRP Interface Table**, click **Configuration > Layer 3 IP Networking > IP Multicast Routing Protocol > DVMRP Interface Settings**. This menu allows the **Distance-Vector Multicast Routing Protocol (DVMRP)** to be configured for each IP interface defined on the Switch. Each IP interface configured on the Switch is displayed in the below **DVMRP Interface Configuration** dialog box. To configure DVMRP for a particular interface, click the corresponding hyperlink for that IP interface. This will open the **DVMRP Interface Configuration** window:



DVMRP Interface Settings					
Interface Name	IP Address	Neighbor Timeout	Probe	Metric	State
System	10.53.13.150	35	10	1	Disabled

Figure 4- 87. DVMRP Interface Table

DVMRP Interface Settings	
Interface Name	System
IP Address	10.53.13.150
Neighbor Timeout Interval(1-65535 sec)	<input type="text" value="35"/>
Probe Interval(1-65535 sec)	<input type="text" value="10"/>
Metric(1-31)	<input type="text" value="1"/>
State	Disabled <input type="button" value="v"/>
<input type="button" value="Apply"/>	
<a href="#">Show All DVMRP Interface Entries</a>	

Figure 4- 88. DVMRP Interface Configuration

The following fields can be set:

Parameter	Description
<b>Interface Name</b> <System>	Displays the name of the IP interface for which DVMRP is to be configured. This must be a previously defined IP interface.
<b>IP Address</b>	Displays the IP address corresponding to the IP Interface name entered above.
<b>Neighbor Timeout Interval (1-65535 sec)</b> <35>	This field allows an entry between 1 and 65,535 seconds and defines the time period for DVMRP will hold Neighbor Router reports before issuing poison route messages. The default is 35 seconds.
<b>Probe Interval (1-65535 sec)</b> <10>	This field allows an entry between 1 and 65,535 seconds and defines the interval between 'probes'. The default is 10.
<b>Metric (1-31)</b> <1>	This field allows an entry between 1 and 31 and defines the route cost for the IP interface. The DVMRP route cost is a relative number that represents the real cost of using this route in the construction of a multicast delivery tree. It is similar to, but not defined as, the hop count in RIP. The default cost is 1.
<b>State</b> <Disabled>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> and enables or disables DVMRP for the IP interface. The default is <i>Disabled</i> .

Click *Apply* to implement the settings. To view the **DVMRP Interface Settings** currently configured, click the [Show All DVMRP Interface Entries](#) link.

## PIM\_DM Interface Configuration

The Protocol Independent Multicast – Dense Mode (PIM-DM) protocol should be used in networks with a low delay (low latency) and high bandwidth as PIM-DM is optimized to guarantee delivery of multicast packets, not to reduce overhead.

The PIM-DM multicast routing protocol assumes that all downstream routers want to receive multicast messages and relies upon explicit prune messages from downstream routers to remove branches from the multicast delivery tree that do not contain multicast group members.

PIM-DM has no explicit 'join' messages. It relies upon periodic flooding of multicast messages to all interfaces and then either waiting for a timer to expire (the **Join/Prune Interval**) or for the downstream routers to transmit explicit 'prune' messages indicating that there are no multicast members on their respective branches. PIM-DM then removes these branches ('prunes' them) from the multicast delivery tree.

Because a member of a pruned branch of a multicast delivery tree may want to join a multicast delivery group (at some point in the future), the protocol periodically removes the 'prune' information from its database and floods multicast messages to all interfaces on that branch. The interval for removing 'prune' information is the **Join/Prune Interval**.

### PIM-DM Configuration

To enable PIM-DM globally on the Switch, go to **Configuration > Layer 3 IP Networking > IP Multicast Routing Protocol > PIM > PIM-DM Configuration**. This will give the user access to the following screen:



The screenshot shows the 'PIM-DM Global Setting' window. It has a blue header with the title. Below the header, there is a section labeled 'PIM-DM State' with a dropdown menu currently set to 'Disabled'. At the bottom right of the window is an 'Apply' button.

Figure 4- 89. PIM DM Global Setting window

Use the pull down menu, choose *Enabled*, and click *Apply* to set the PIM-DM function on the Switch.

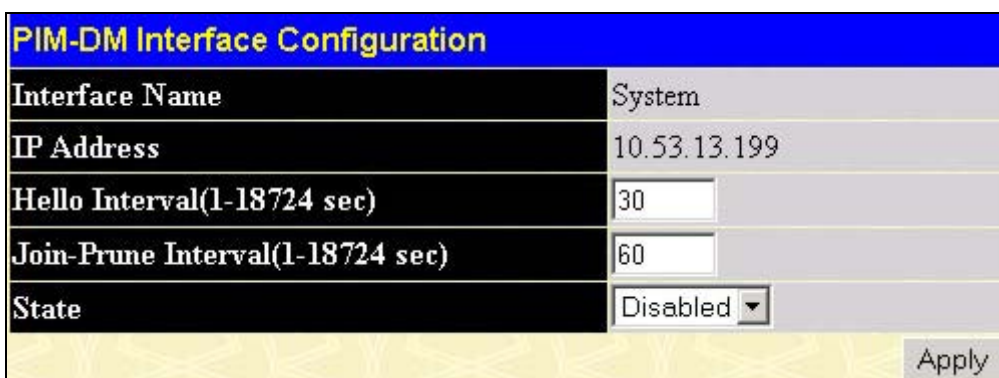
### PIM-DM Interface Settings

To view the **PIM-DM Table**, click **Configuration > Layer 3 IP Networking > IP Multicast Routing Protocol > PIM > PIM-DM Interface Settings**. This window allows the **PIM-DM** to be configured for each IP interface defined on the Switch. Each IP interface configured on the Switch is displayed in the below **PIM-DM Interface Settings** dialog box. To configure PIM-DM for a particular interface, click the corresponding hyperlink for that IP interface. This will open the **PIM-DM Interface Configuration** window:



PIM-DM Interface Settings				
Interface Name	IP Address	Hello Interval	Join/Prune Interval	State
<a href="#">System</a>	10.53.13.150	30	60	Disabled

Figure 4- 90. PIM-DM Interface Table



The screenshot shows the 'PIM-DM Interface Configuration' window. It has a blue header with the title. Below the header, there are several fields: 'Interface Name' (System), 'IP Address' (10.53.13.199), 'Hello Interval(1-18724 sec)' (30), 'Join-Prune Interval(1-18724 sec)' (60), and 'State' (Disabled). At the bottom right is an 'Apply' button.

Figure 4- 91. PIM-DM Interface Configuration window

The following fields can be set:

Parameter	Description
<b>Interface Name</b>	Allows the entry of the name of the IP interface for which PIM-DM is to be configured. This must be a previously defined IP interface.
<b>IP Address</b>	Displays the IP address for the IP interface named above.
<b>Hello Interval(1-18724 sec) &lt;30&gt;</b>	This field allows an entry of between 1 and 18724 seconds and determines the interval between sending Hello packets to other routers on the network. The default is 30 seconds.
<b>Join/Prune Interval(1-18724 sec) &lt;60&gt;</b>	This field allows an entry of between 1 and 18724 seconds. This interval also determines the time interval the router uses to automatically remove prune information from a branch of a multicast delivery tree and begin to flood multicast messages to all branches of that delivery tree. These two actions are equivalent. The default is 60 seconds.
<b>State &lt;Disabled&gt;</b>	This field can be toggled between <i>Enabled</i> and <i>Disabled</i> using the pull-down menu, and is used to enable or disable PIM-DM for the IP interface. The default is <i>Disabled</i> .

---

Click *Apply* to implement the changes on the Switch.

## Section 5

# Managing SNMP

***SNMP Settings***  
***SNMP User Table***  
***SNMP View Table***  
***SNMP Group Table***  
***SNMP Community Table***  
***SNMP Host Table***  
***SNMP Engine ID***

## SNMP Settings

Simple Network Management Protocol (SNMP) is an OSI Layer 7 (Application Layer) designed specifically for managing and monitoring network devices. SNMP enables network management stations to read and modify the settings of gateways, routers, switches, and other network devices. Use SNMP to configure system features for proper operation, monitor performance and detect potential problems in the switch, switch group or network.

Managed devices that support SNMP include software (referred to as an agent), which runs locally on the device. A defined set of variables (managed objects) is maintained by the SNMP agent and used to manage the device. These objects are defined in a Management Information Base (MIB), which provides a standard presentation of the information controlled by the on-board SNMP agent. SNMP defines both the format of the MIB specifications and the protocol used to access this information over the network.

The DGS-3324SR supports the SNMP versions 1, 2c, and 3. You can specify which version of the SNMP you want to use to monitor and control the switch. The three versions of SNMP vary in the level of security provided between the management station and the network device.

In SNMP v.1 and v.2, user authentication is accomplished using 'community strings', which function like passwords. The remote user SNMP application and the switch SNMP must use the same community string. SNMP packets from any station that has not been authenticated are ignored (dropped).

The default community strings for the switch used for SNMP v.1 and v.2 management access are:

**public** - Allows authorized management stations to retrieve MIB objects.

**private** - Allows authorized management stations to retrieve and modify MIB objects.

SNMP v.3 uses a more sophisticated authentication process that is separated into two parts. The first part is to maintain a list of users and their attributes that are allowed to act as SNMP managers. The second part describes what each user on that list can do as an SNMP manager.

The Switch allows groups of users to be listed and configured with a shared set of privileges. The SNMP version may also be set for a listed group of SNMP managers. Thus, you may create a group of SNMP managers that are allowed to view read-only information or receive traps using SNMP v.1 while assigning a higher level of security to another group, granting read/write privileges using SNMP v.3.

Using SNMP v.3 individual users or groups of SNMP managers can be allowed to perform or be restricted from performing specific SNMP management functions. The functions allowed or restricted are defined using the Object Identifier (OID) associated with a specific MIB. An additional layer of security is available for SNMP v.3 in that SNMP messages may be encrypted. To read more about how to configure SNMP v.3 settings for the Switch read the next section, Management.

## Traps

Traps are messages that alert network personnel of events that occur on the Switch. The events can be as serious as a reboot (someone accidentally turned OFF the Switch), or less serious like a port status change. The Switch generates traps and sends them to the trap recipient (or network manager). Typical traps include trap messages for Authentication Failure, Topology Change and Broadcast/Multicast Storm.

## MIBs

Management and counter information are stored by the switch in the Management Information Base (MIB). The Switch uses the standard MIB-II Management Information Base module. Consequently, values for MIB objects can be retrieved from any SNMP-based network management software. In addition to the standard MIB-II, the Switch also supports its own proprietary enterprise MIB as an extended Management Information Base. The proprietary MIB may also be retrieved by specifying the MIB Object Identifier. MIB values can be either read-only or read-write.

The DGS-3324SR incorporates a flexible SNMP management for the switching environment. SNMP management can be customized to suit the needs of the networks and the preferences of the network administrator. Use the SNMP V3 menus to select the SNMP version used for specific tasks.

The DGS-3324SR supports the Simple Network Management Protocol (SNMP) versions 1, 2c, and 3. The administrator can specify the SNMP version used to monitor and control the switch. The three versions of SNMP vary in the level of security provided between the management station and the network device.

SNMP settings are configured using the menus located on the SNMP V3 folder of the web manager. Workstations on the network that are allowed SNMP privileged access to the switch can be restricted with the Management Station IP Address menu.


## SNMP User Table

The **SNMP User Table** displays all of the SNMP User's currently configured on the Switch.

In the **SNMP Manager** folder, click on the **SNMP User Table** link. This will open the **SNMP User Table**, as shown below.

Add			
Total Entries:1 (Note:Maximum of 10 entries.)			
SNMP User Table			
User Name	Group Name	SNMP Version	Delete
<a href="#">initial</a>	initial	V3	

Figure 5- 1. SNMP User Table

To delete an existing SNMP User Table entry, click the  below the **Delete** heading corresponding to the entry you wish to delete.

To display the detailed entry for a given user, click on the hyperlinked **User Name**. This will open the **SNMP User Table Display** page, as shown below.

SNMP User Table Display	
User Name	initial
Group Name	initial
SNMP Version	V3
Auth-Protocol	None
Priv-Protocol	None
<a href="#">Show All SNMP User Table Entries</a>	

Figure 5- 2. SNMP User Table Display

The following parameters are displayed:

Parameter	Description
<b>User Name</b>	An alphanumeric string of up to 32 characters. This is used to identify the SNMP users.
<b>Group Name</b>	This name is used to specify the SNMP group created can request SNMP messages.
<b>SNMP Version</b>	<b>V1</b> – Indicates that SNMP version 1 will be used. <b>V2</b> – Indicates that SNMP version 2 will be used. <b>V3</b> – Indicates that SNMP version 3 will be used.
<b>Auth-Protocol</b>	<b>None</b> – Indicates that no authorization protocol is in use. <b>MD5</b> – Indicates that the HMAC-MD5-96 authentication level will be used. <b>SHA</b> – Indicates that the HMAC-SHA authentication protocol will be used.
<b>Priv-Protocol</b>	<b>None</b> – Indicates that no authorization protocol is in use. <b>DES</b> – Indicates that DES 56-bit encryption is in use based on the CBC-DES (DES-56) standard.

To return to the **SNMP User Table**, click the [Show All SNMP User Table Entries](#) link.

To add a new entry to the **SNMP User Table Configuration**, click on the *Add* button on the **SNMP User Table** page. This will open the **SNMP User Table Configuration** page, as shown below.

The screenshot shows the 'SNMP User Table Configuration' web page. It has a blue header with the title. Below the header are several configuration fields: 'User Name' and 'Group Name' are text input fields. 'SNMP Version' is a dropdown menu currently set to 'V1', followed by an 'encrypted' checkbox. 'Auth-Protocol' is a dropdown menu set to 'MD5' with a 'Password' input field next to it. 'Priv-Protocol' is a dropdown menu set to 'DES' with a 'Password' input field next to it. An 'Apply' button is located at the bottom right. At the bottom left, there is a link that says 'Show All SNMP User Table Entries'.

Figure 5- 3. SNMP User Table Configuration

The following parameters can set:

Parameter	Description
<b>User Name</b>	An alphanumeric string of up to 32 characters. This is used to identify the SNMP users.
<b>Group Name</b>	This name is used to specify the SNMP group created can request SNMP messages.
<b>SNMP Version</b>	<b>V1</b> – Specifies that SNMP version 1 will be used. <b>V2</b> – Specifies that SNMP version 2 will be used. <b>V3</b> – Specifies that SNMP version 3 will be used.
<b>Auth-Protocol</b>	<b>None</b> – Specifies that no authorization protocol is in use. <b>MD5</b> – Specifies that the HMAC-MD5-96 authentication level will be used. <b>SHA</b> – Specifies that the HMAC-SHA authentication protocol will be used.
<b>Priv-Protocol</b>	<b>None</b> – Specifies that no authorization protocol is in use. <b>DES</b> – Specifies that DES 56-bit encryption is in use, based on the CBC-DES (DES-56) standard.
<b>encrypted</b>	Checking the corresponding box will enable encryption for SNMP V3 and is only operable in SNMP V3 mode.

To implement the changes, click *Apply*. To return to the **SNMP User Table**, click the [Show All SNMP User Table Entries](#) link.


## SNMP View Table

The **SNMP View Table** is used to assign views to community strings that define which MIB objects can be accessed by a remote SNMP manager. To view the **SNMP View Table**, open the **SNMP Manager** folder and click the **SNMP View Table** entry. The following screen should appear:



Add			
Total Entries:8 (Note:Maximum of 30 entries.)			
SNMP View Table			
View Name	Subtree	View Type	Delete
restricted	1.3.6.1.2.1.1	Included	X
restricted	1.3.6.1.2.1.11	Included	X
restricted	1.3.6.1.6.3.10.2.1	Included	X
restricted	1.3.6.1.6.3.11.2.1	Included	X
restricted	1.3.6.1.6.3.15.1.1	Included	X
CommunityView	1	Included	X
CommunityView	1.3.6.1.6.3	Excluded	X
CommunityView	1.3.6.1.6.3.1	Included	X

Figure 5- 4. SNMP View Table

To delete an existing **SNMP View Table** entry, click the  in the **Delete** column corresponding to the entry you wish to delete. To create a new entry, click the *Add* button, a separate menu will appear.


SNMP View Table Configuration	
View Name	<input type="text"/>
Subtree OID	<input type="text"/>
View Type	Included 
Apply	
<a href="#">Show All SNMP View Table Entries</a>	

Figure 5- 5. SNMP View Table Configuration

The SNMP Group created with this table maps SNMP users (identified in the **SNMP User Table**) to the views created in the previous menu.

The following parameters can set:

Parameter	Description
<b>View Name</b>	Type an alphanumeric string of up to 32 characters. This is used to identify the new SNMP view being created.
<b>Subtree OID</b>	Type the Object Identifier (OID) Subtree for the view. The OID identifies an object tree (MIB tree) that will be included or excluded from access by an SNMP manager.
<b>View Type</b>	Select <b>Included</b> to include this object in the list of objects that an SNMP manager can access. Select <b>Excluded</b> to exclude this object from the list of objects that an SNMP manager can access.

To implement your new settings, click *Apply*. To return to the **SNMP View Table**, click the [Show All SNMP View Table Entries](#) link.

## SNMP Group Table

An SNMP Group created with this table maps SNMP users (identified in the **SNMP User Table**) to the views created in the previous menu. To view the **SNMP Group Table**, open the **SNMP Manager** folder and click the **SNMP Group Table** entry. The following screen should appear:











Add			
Total Entries:9 (Note:Maximum of 30 entries.)			
SNMP Group Table			
Group Name	Security Model	Security Level	Delete
<a href="#">public</a>	SNMPv1	NoAuthNoPriv	
<a href="#">public</a>	SNMPv2	NoAuthNoPriv	
<a href="#">initial</a>	SNMPv3	NoAuthNoPriv	
<a href="#">private</a>	SNMPv1	NoAuthNoPriv	
<a href="#">private</a>	SNMPv2	NoAuthNoPriv	
<a href="#">ReadGroup</a>	SNMPv1	NoAuthNoPriv	
<a href="#">ReadGroup</a>	SNMPv2	NoAuthNoPriv	
<a href="#">WriteGroup</a>	SNMPv1	NoAuthNoPriv	
<a href="#">WriteGroup</a>	SNMPv2	NoAuthNoPriv	

Figure 5- 6. SNMP Group Table

To delete an existing **SNMP Group Table** entry, click the corresponding  under the **Delete** heading.

To display the current settings for an existing **SNMP Group Table** entry, click the blue hyperlink for the entry under the **Group Name**.

SNMP Group Table Display	
Group Name	<a href="#">initial</a>
Read View Name	restricted
Write View Name	
Notify View Name	restricted
Security Model	SNMPv3
Security Level	NoAuthNoPriv
<a href="#">Show All SNMP Group Table Entries</a>	

Figure 5- 7. SNMP Group Table Display

To add a new entry to the switch's SNMP Group Table, click the *Add* button in the upper left-hand corner of the **SNMP Group Table** page. This will open the **SNMP Group Table Configuration** page, as shown below.

SNMP Group Table Configuration	
Group Name	<input type="text"/>
Read View Name	<input type="text"/>
Write View Name	<input type="text"/>
Notify View Name	<input type="text"/>
Security Model	SNMPv1
Security Level	NoAuthNoPriv
<input type="button" value="Apply"/>	
<a href="#">Show All SNMP Group Table Entries</a>	

Figure 5- 8. SNMP Group Table Configuration

The following parameters can set:

Parameter	Description
<b>Group Name</b>	Type an alphanumeric string of up to 32 characters. This is used to identify the new SNMP group of SNMP users.
<b>Read View Name</b>	This name is used to specify the SNMP group created can request SNMP messages.
<b>Write View Name</b>	Specify a SNMP group name for users that are allowed SNMP write privileges to the Switch's SNMP agent.
<b>Notify View Name</b>	Specify a SNMP group name for users that can receive SNMP trap messages generated by the Switch's SNMP agent.
<b>Security Model</b>	<p><b>SNMPv1</b> – Specifies that SNMP version 1 will be used.</p> <p><b>SNMPv2</b> – Specifies that SNMP version 2c will be used. The SNMPv2 supports both centralized and distributed network management strategies. It includes improvements in the Structure of Management Information (SMI) and adds some security features.</p> <p><b>SNMPv3</b> – Specifies that the SNMP version 3 will be used. SNMPv3 provides secure access to devices through a combination of authentication and encrypting packets over the network.</p>
<b>Security Level</b>	<p><b>The Security Level</b> settings only apply to <b>SNMPv3</b>.</p> <p><b>NoAuthNoPriv</b> – Specifies that there will be no authorization and no encryption of packets sent between the Switch and a remote SNMP manager.</p> <p><b>AuthNoPriv</b> – Specifies that authorization will be required, but there will be no encryption of packets sent between the Switch and a remote SNMP manager.</p> <p><b>AuthPriv</b> – Specifies that authorization will be required, and that packets sent between the Switch and a remote SNMP manger will be encrypted.</p>

To implement your new settings, click *Apply*. To return to the **SNMP Group Table**, click the [Show All SNMP Group Table Entries](#) link.

## SNMP Community Table Configuration

Use this table to create an SNMP community string to define the relationship between the SNMP manager and an agent. The community string acts like a password to permit access to the agent on the Switch. One or more of the following characteristics can be associated with the community string:

An Access List of IP addresses of SNMP managers that are permitted to use the community string to gain access to the Switch's SNMP agent.

Any MIB view that defines the subset of all MIB objects will be accessible to the SNMP community.

Read/write or read-only level permission for the MIB objects accessible to the SNMP community.

To configure SNMP Community entries, open the **SNMP Manager** folder and click the **SNMP Community Table** link, which will open the following screen:

Community Name	View Name	Access Right
<input type="text"/>	<input type="text"/>	Read_Only

Apply

Total Entries: 2 (Note: Maximum of 10 entries.)

Community Name	View Name	Access Right	Delete
private	CommunityView	Read_Write	
public	CommunityView	Read_Only	

Figure 5- 9. SNMP Community Table Configuration and Table

The following parameters can set:

Parameter	Description
<b>Community Name</b>	Type an alphanumeric string of up to 33 characters that is used to identify members of an SNMP community. This string is used like a password to give remote SNMP managers access to MIB objects in the switch's SNMP agent.
<b>View Name</b>	Type an alphanumeric string of up to 32 characters that is used to identify the group of MIB objects that a remote SNMP manager is allowed to access on the switch. The view name must exist in the SNMP View Table.
<b>Access Right</b>	<p><b>read_only</b> – Specifies that SNMP community members using the community string created with this command can only read the contents of the MIBs on the switch.</p> <p><b>read_write</b> – Specifies that SNMP community members using the community string created with this command can read from and write to the contents of the MIBs on the switch.</p>

To implement the new settings, click *Apply*. To delete an entry from the **SNMP Community Table**, click the under the **Delete** heading, corresponding to the entry you wish to delete.




## SNMP Host Table

Use the **SNMP Host Table** to set up SNMP trap recipients.

Open the **SNMP Manager** folder, and click on the **SNMP Host Table** link. This will open the **SNMP Host Table** page, as shown below.

To delete an existing **SNMP Host Table** entry, click the corresponding  under the **Delete** heading.

To display the current settings for an existing **SNMP Group Table** entry, click the blue link for the entry under the **Host IP Address** heading.



Host IP Address	SNMP Version	Community Name/SNMPv3 User Name	Delete
-----------------	--------------	---------------------------------	--------

Figure 5- 10. SNMP Host Table

To add a new entry to the Switch's **SNMP Group Table**, click the *Add* button in the upper left-hand corner of the **SNMP Host Table** page. This will open the **SNMP Host Table Configuration** page, as shown below.

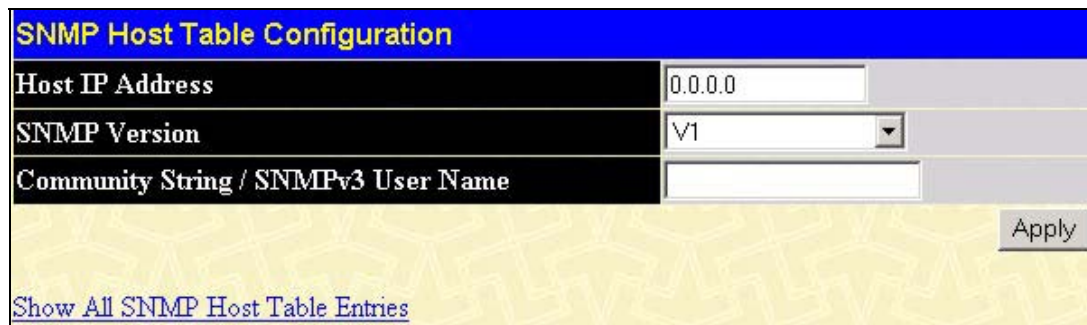


Figure 5- 11. SNMP Host Table Configuration

The following parameters can set:

Parameter	Description
<b>IP Address</b>	Type the IP address of the remote management station that will serve as the SNMP host for the switch.
<b>SNMP Version</b>	<p><b>V1</b> – To specifies that SNMP version 1 will be used.</p> <p><b>V2</b> – To specify that SNMP version 2 will be used.</p> <p><b>V3-NoAuth-NoPriv</b> – To specify that the SNMP version 3 will be used, with a NoAuth-NoPriv security level.</p> <p><b>V3-Auth-NoPriv</b> – To specify that the SNMP version 3 will be used, with a Auth-NoPriv security level.</p> <p><b>V3-Auth-Priv</b> – To specify that the SNMP version 3 will be used, with a Auth-Priv security level.</p>

**Community String or SNMP V3 User Name**    Type in the community string or SNMP V3 user name as appropriate.

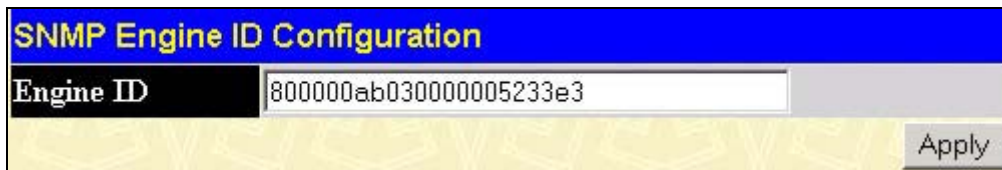
---

To implement your new settings, click *Apply*. To return to the **SNMP Host Table**, click the [Show All SNMP Host Table Entries](#) link.

## SNMP Engine ID

The Engine ID is a unique identifier used for SNMP V3 implementations. This is an alphanumeric string used to identify the SNMP engine on the Switch.

To display the Switch's SNMP Engine ID, open the **SNMP Manager** folder, and click on the **SNMP Engine ID** link. This will open the **SNMP Engine ID Configuration** window, as shown below.

The image shows a web-based configuration window titled "SNMP Engine ID Configuration". It has a blue header bar with the title in yellow text. Below the header, there is a label "Engine ID" in a black box, followed by a text input field containing the alphanumeric string "800000ab030000005233e3". To the right of the input field is a grey "Apply" button. The background of the window has a light yellow pattern.

**Figure 5- 12. SNMP Engine ID Configuration**

To change the **Engine ID**, type the new **Engine ID** in the space provided and click the *Apply* button.

## Section 6

### Monitoring

- Port Utilization*
- Packets*
- Errors*
- Size*
- Stacking Information*
- Device Status*
- MAC Address*
- Switch History Log*
- IGMP Snooping*
- Browse Router Port*
- Port Access Control*
- Layer 3 Feature*

### Port Utilization

The **Port Utilization** page displays the percentage of the total available bandwidth being used on the port. Port utilization statistics may be viewed using a line graph or table format.

To view the port utilization, click on the **Monitoring** folder and then the **Port Utilization** link:



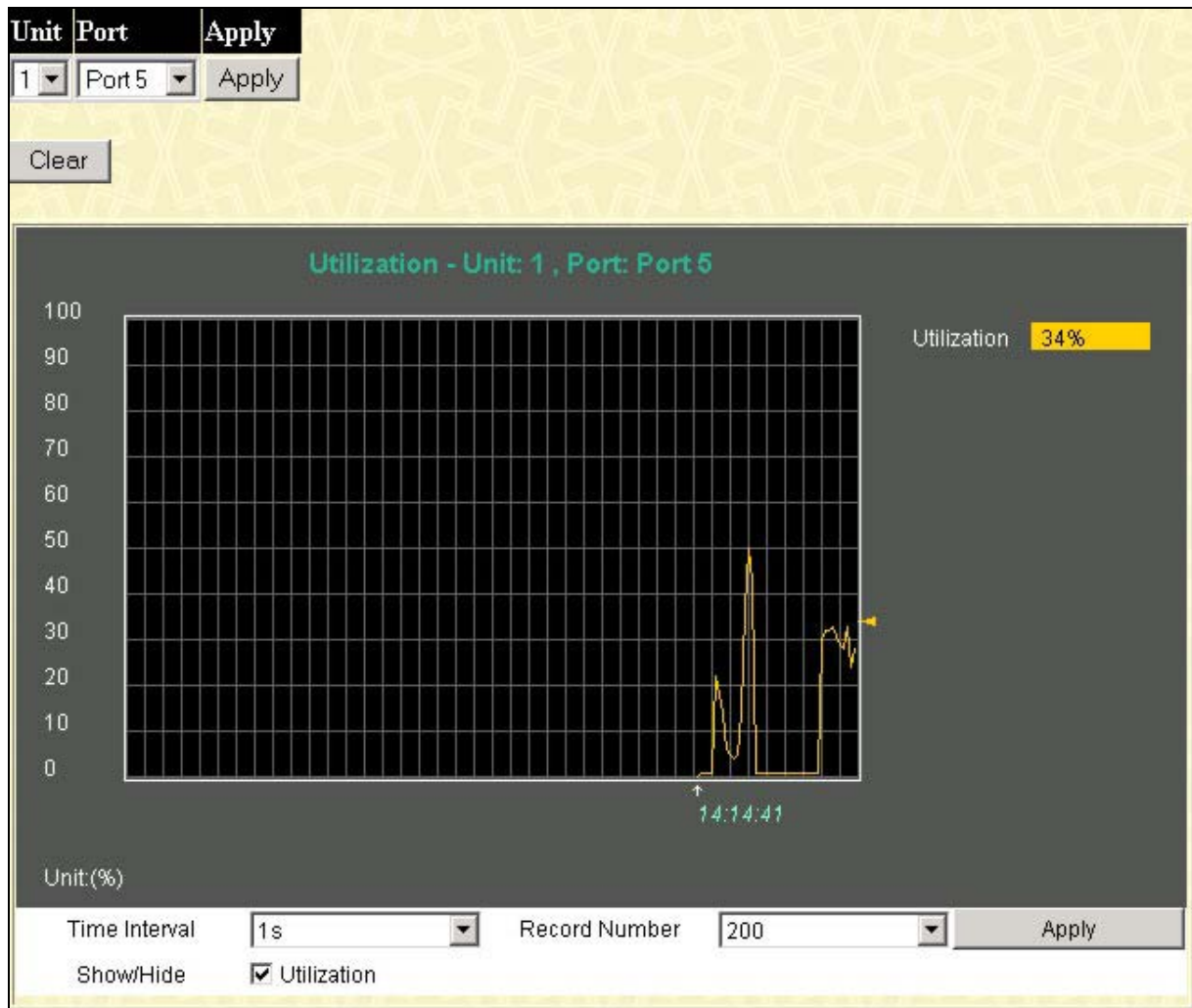


Figure 6- 1. Port Utilization window

The following field can be set or viewed:

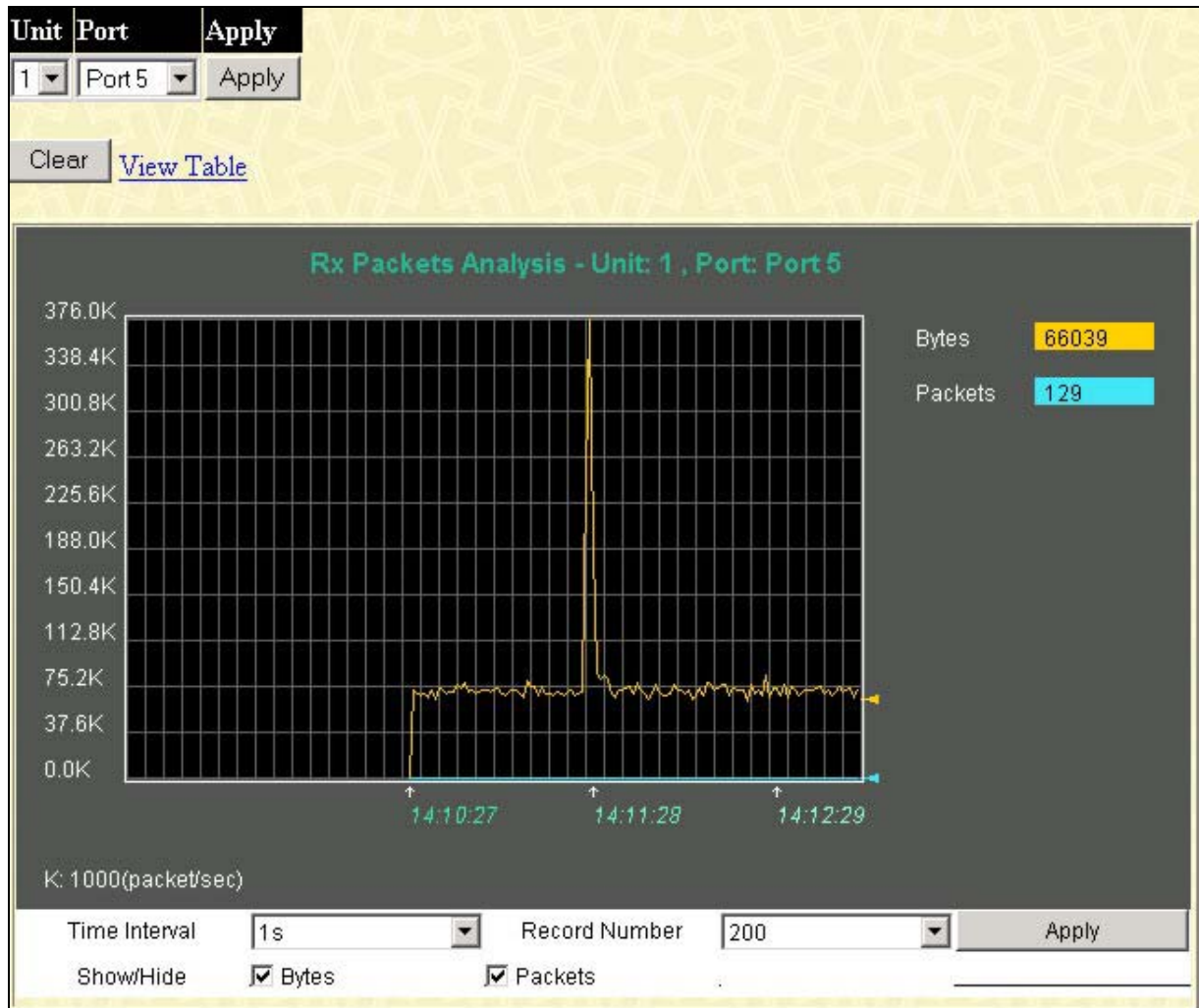
Parameter	Description
<b>Unit</b>	Allows you to specify a switch in a switch stack using that switch's Unit ID. 15 indicates a switch in standalone mode.
<b>Port</b>	Allows you to specify a port to monitor – from the switch selected above. Click <i>Apply</i> to view the Utilization for the selected port.
<b>Time Interval</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 200.

## Packets

The Web Manager allows various packet statistics to be viewed as either a line graph or a table. Six windows are offered.

## Received(RX)

Click the **Received(RX)** link in the **Packets** folder of the **Monitoring** menu to view the following graph of packets received on the Switch.



**Figure 6- 2. Rx Packets Analysis window (line graph for Bytes and Packets)**

To view the **Received Packets Table**, click the link [View Table](#), which will show the following table:

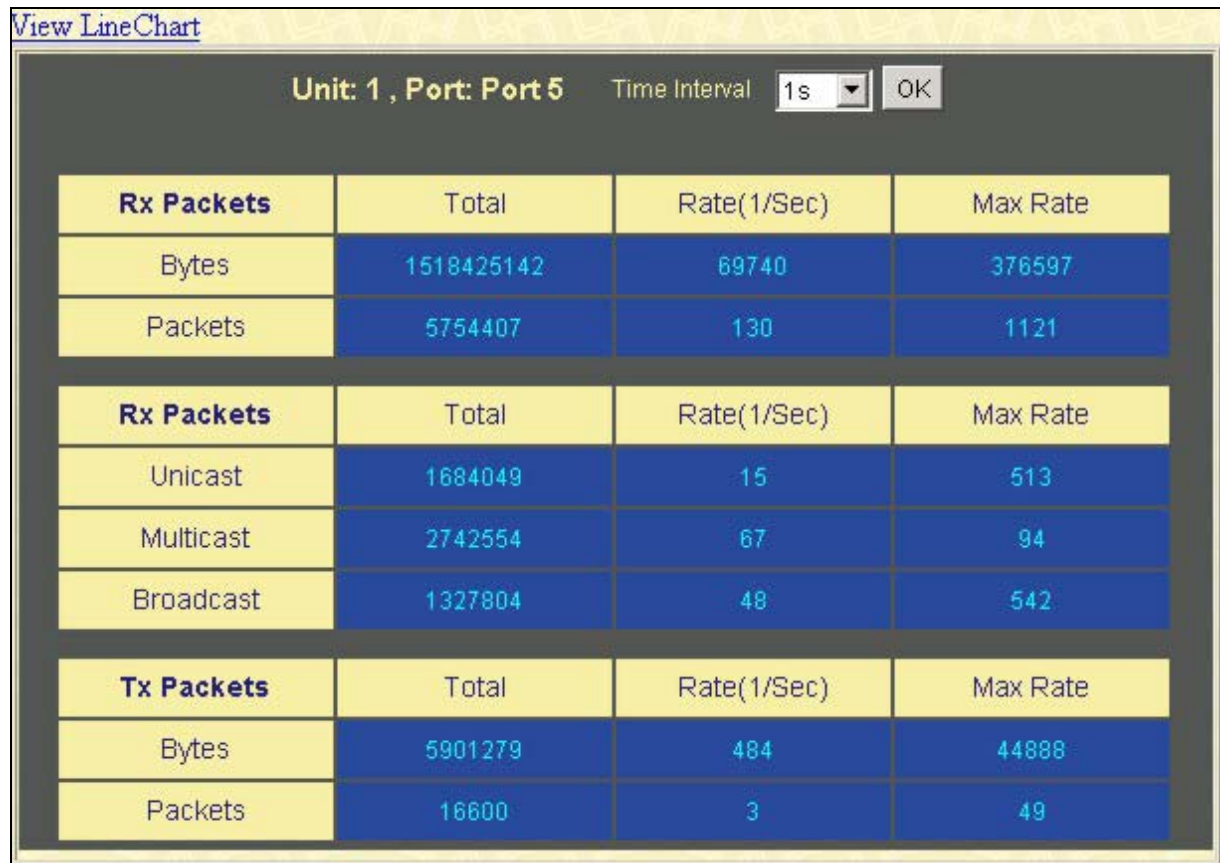


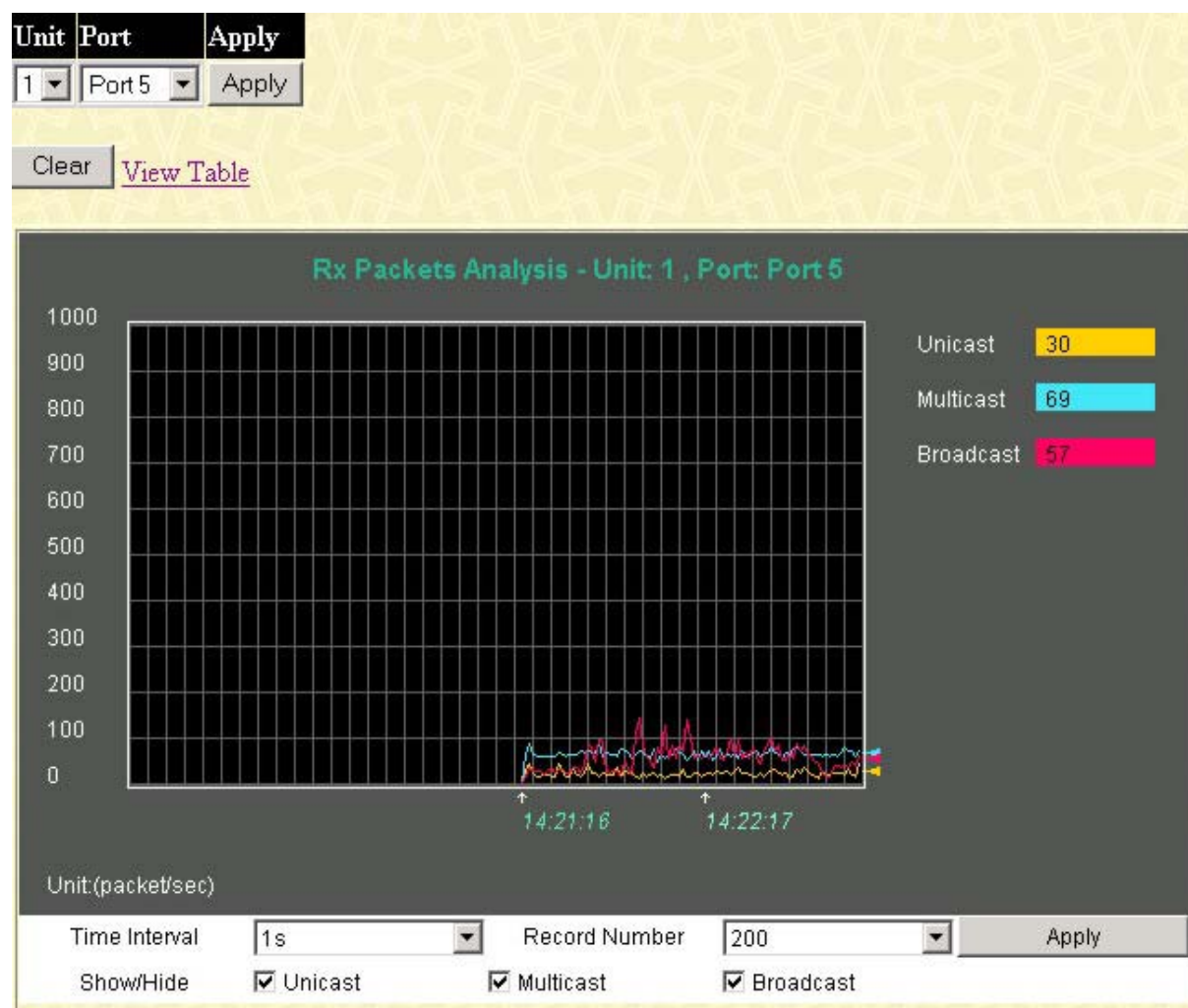
Figure 6- 3. Rx Packets Analysis window (table for Bytes and Packets)

The following fields may be set or viewed:

Parameter	Description
<b>Time Interval [1s ]</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>Bytes</b>	Counts the number of bytes received on the port.
<b>Packets</b>	Counts the number of packets received on the port.
<b>Show/Hide</b>	Check whether to display Bytes and Packets.
<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the Switch to display a table rather than a line graph.
<b>View Line Chart</b>	Clicking this button instructs the Switch to display a line graph rather than a table.

## UMB\_cast(RX)

Click the **UMB\_cast(RX)** link in the **Packets** folder of the **Monitoring** menu to view the following graph of UMB cast packets received on the Switch.



**Figure 6- 4. Rx Packets Analysis window (line graph for Unicast, Multicast, and Broadcast Packets)**

To view the **UMB\_cast** Table, click the [View Table](#) link, which will show the following table:



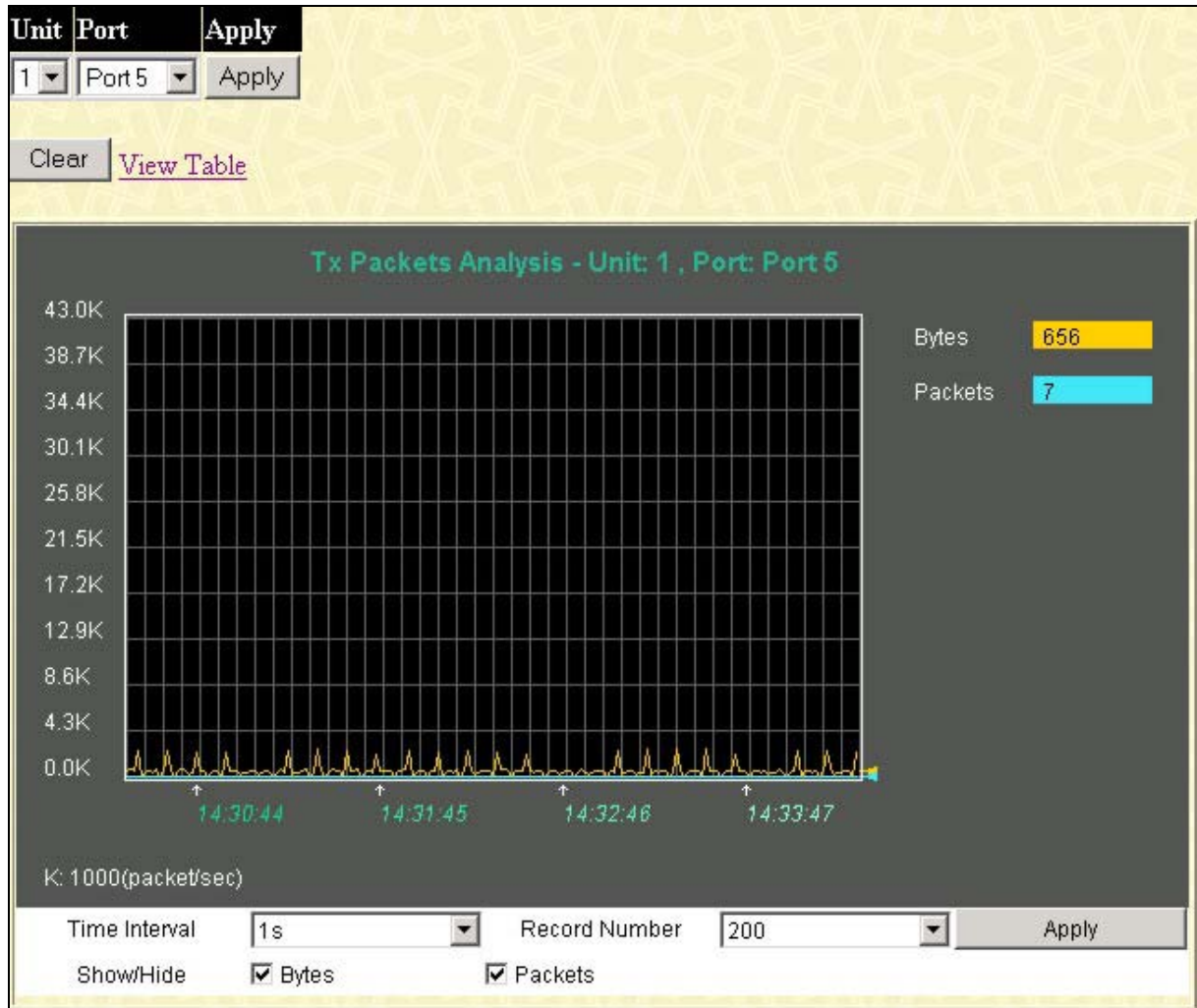
**Figure 6- 5. Rx Packets Analysis window (table for Unicast, Multicast, and Broadcast Packets)**

The following fields may be set or viewed:

Parameter	Description
<b>Time Interval [1s ]</b>	Select the desired setting between 1s and 60s, where "s" stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>Unicast</b>	Counts the total number of good packets that were received by a unicast address.
<b>Multicast</b>	Counts the total number of good packets that were received by a multicast address.
<b>Broadcast</b>	Counts the total number of good packets that were received by a broadcast address.
<b>Show/Hide</b>	Check whether or not to display Multicast, Broadcast, and Unicast Packets.
<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the Switch to display a table rather than a line graph.
<b>View Line Chart</b>	Clicking this button instructs the Switch to display a line graph rather than a table.

## Transmitted (TX)

Click the **Transmitted (TX)** link in the **Packets** folder of the **Monitoring** menu to view the following graph of packets transmitted from the switch.



**Figure 6- 6. Tx Packets Analysis window (line graph for Bytes and Packets)**

To view the **UMB\_cast Table**, click the link [View Table](#), which will show the following table:



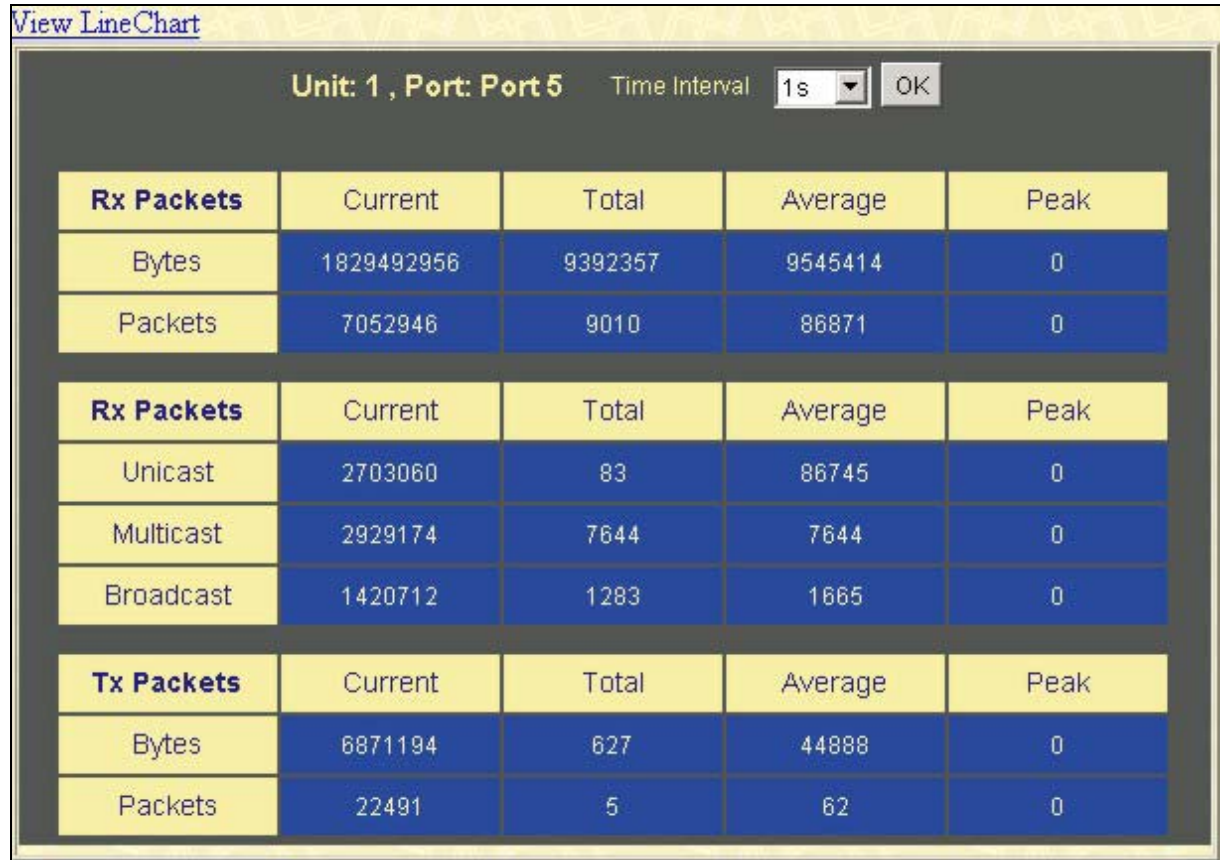


Figure 6- 7. Tx Packets Analysis window (table for Bytes and Packets)

The following fields may be set or viewed:

Parameter	Description
<b>Time Interval [1s ]</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>Bytes</b>	Counts the number of bytes successfully sent from the port.
<b>Packets</b>	Counts the number of packets successfully sent on the port.
<b>Show/Hide</b>	Check whether or not to display Bytes and Packets.
<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the Switch to display a table rather than a line graph.
<b>View Line Chart</b>	Clicking this button instructs the Switch to display a line graph rather than a table.

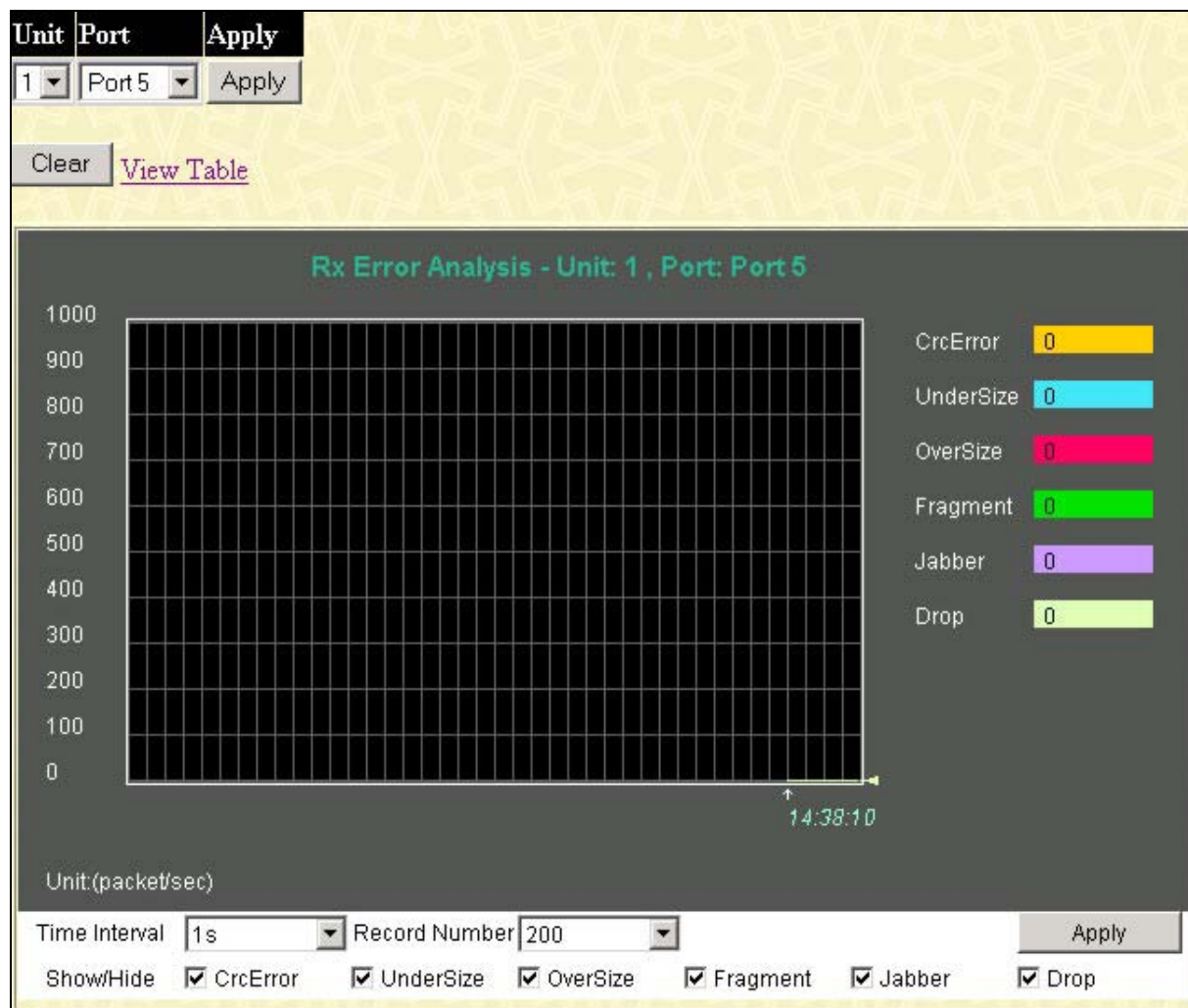


## Errors

The Web Manager allows port error statistics compiled by the Switch's management agent to be viewed as either a line graph or a table. Four windows are offered.

### Received (RX)

Click the **Received(RX)** link in the **Error** folder of the **Monitoring** menu to view the following graph of error packets received on the Switch.



**Figure 6- 8. Rx Error Analysis window (line graph)**

To view the **Received Error Packets Table**, click the link [View Table](#), which will show the following table:

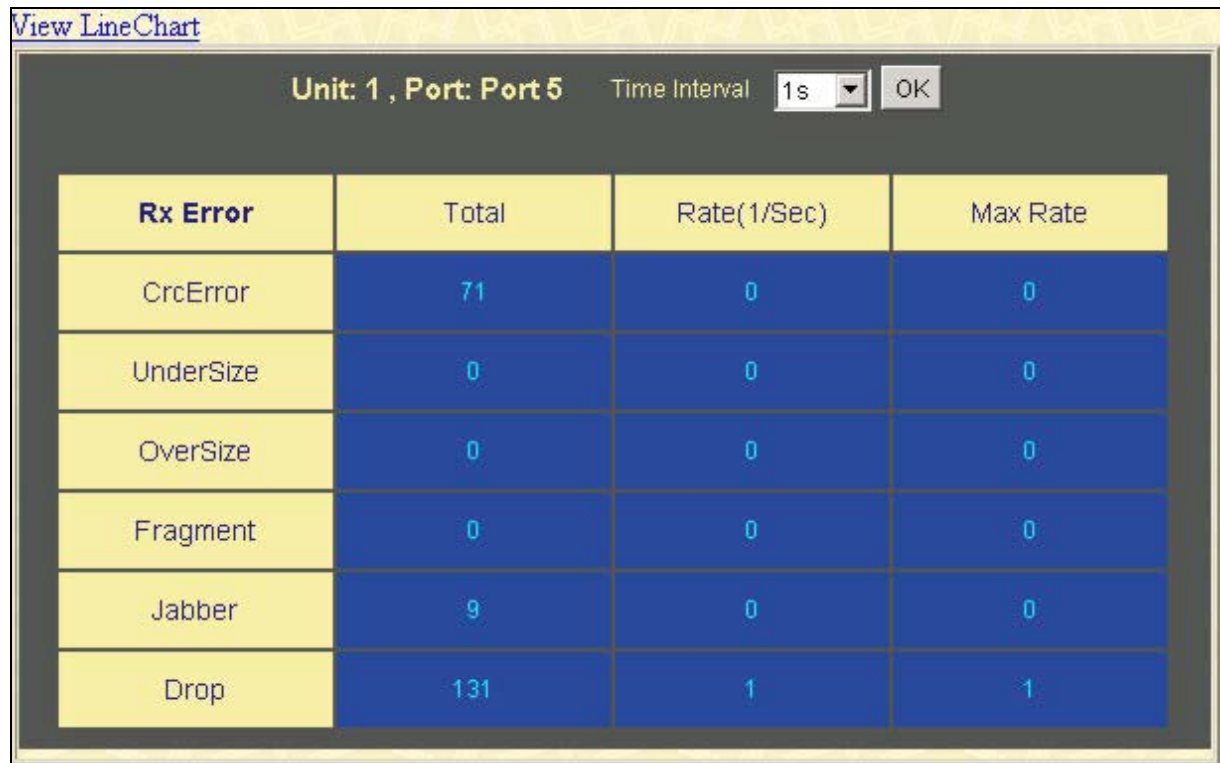


Figure 6- 9. Rx Error Analysis window (table)

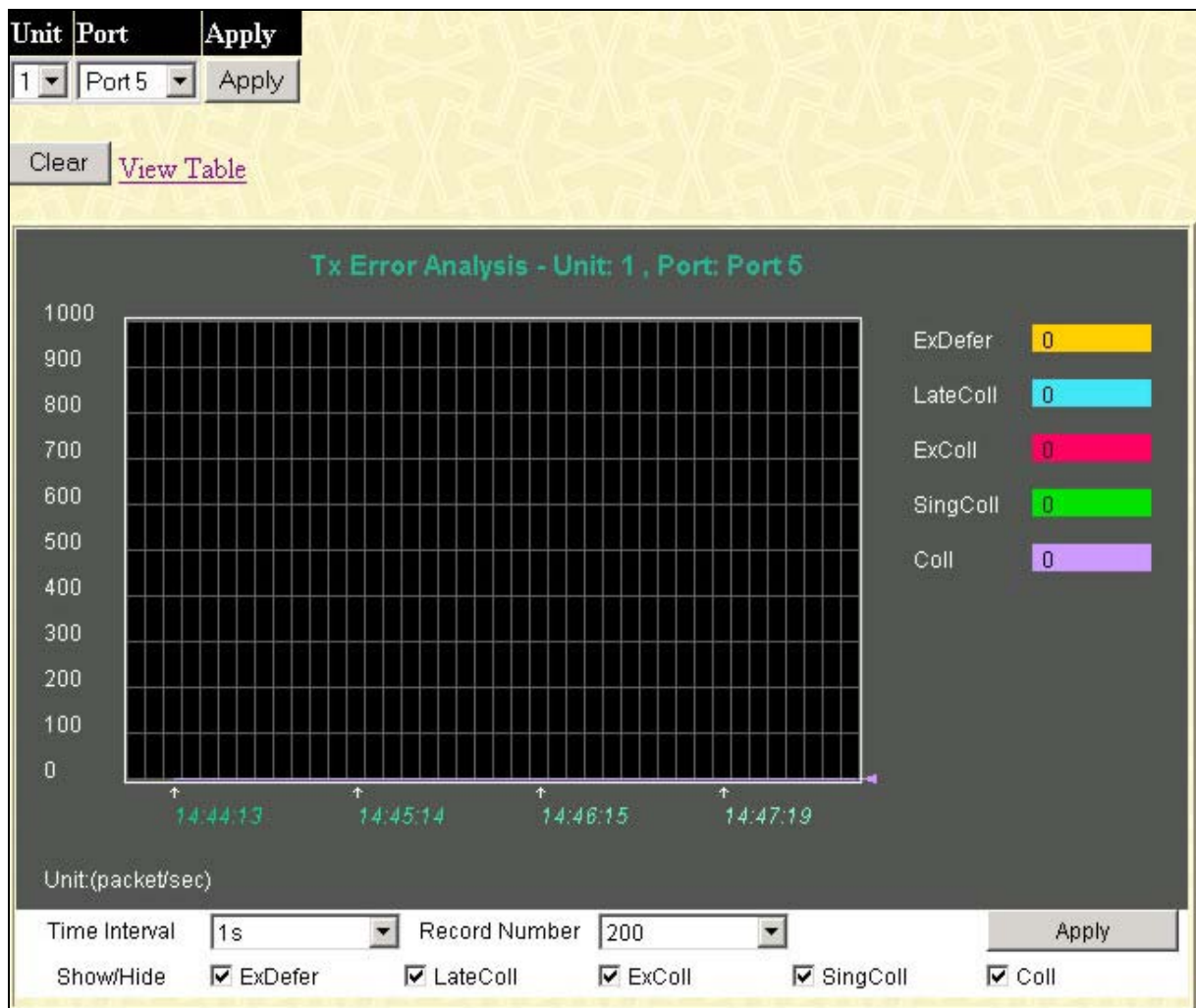
The following fields can be set:

Parameter	Description
<b>Time Interval [1s ]</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>CrcError</b>	Counts otherwise valid frames that did not end on a byte (octet) boundary.
<b>UnderSize</b>	The number of frames detected that are less than the minimum permitted frame size of 64 bytes and have a good CRC. Undersize frames usually indicate collision fragments, a normal network occurrence.
<b>OverSize</b>	Counts packets received that were longer than 1518 octets, or if a VLAN frame 1522 octets, and less than the MAX_PKT_LEN. Internally, MAX_PKT_LEN is equal to 1522.
<b>Fragment</b>	The number of packets less than 64 bytes with either bad framing or an invalid CRC. These are normally the result of collisions.
<b>Jabber</b>	The number of frames with lengths more than the MAX_PKT_LEN bytes. Internally, MAX_PKT_LEN is equal to 1522.
<b>Drop</b>	The number of frames that are dropped by this port since the last Switch reboot.
<b>Show/Hide</b>	Check whether or not to display <b>CrcError</b> , <b>UnderSize</b> , <b>OverSize</b> , <b>Fragment</b> , <b>Jabber</b> , and <b>Drop</b> errors.

<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the Switch to display a table rather than a line graph.
<b>View Line Chart</b>	Clicking this button instructs the Switch to display a line graph rather than a table.

## Transmitted (TX)

Click the **Transmitted (TX)** link in the **Error** folder of the **Monitoring** menu to view the following graph of error packets received on the Switch.



**Figure 6- 10. Tx Error Analysis window (line graph)**

To view the **Transmitted Error Packets Table**, click the link [View Table](#), which will show the following table:

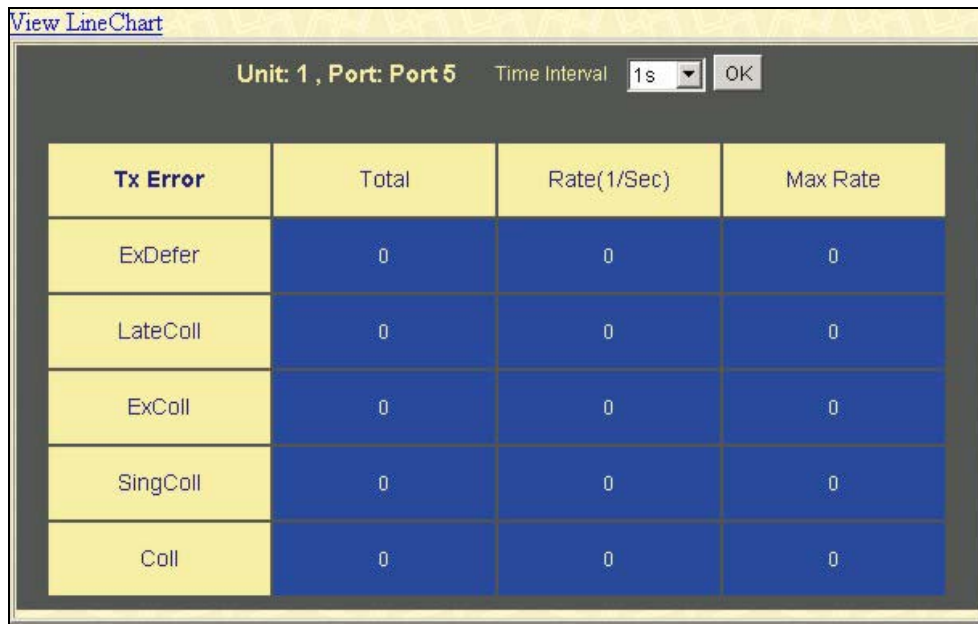


Figure 6- 11. Tx Error Analysis window (table)

The following fields may be set or viewed:

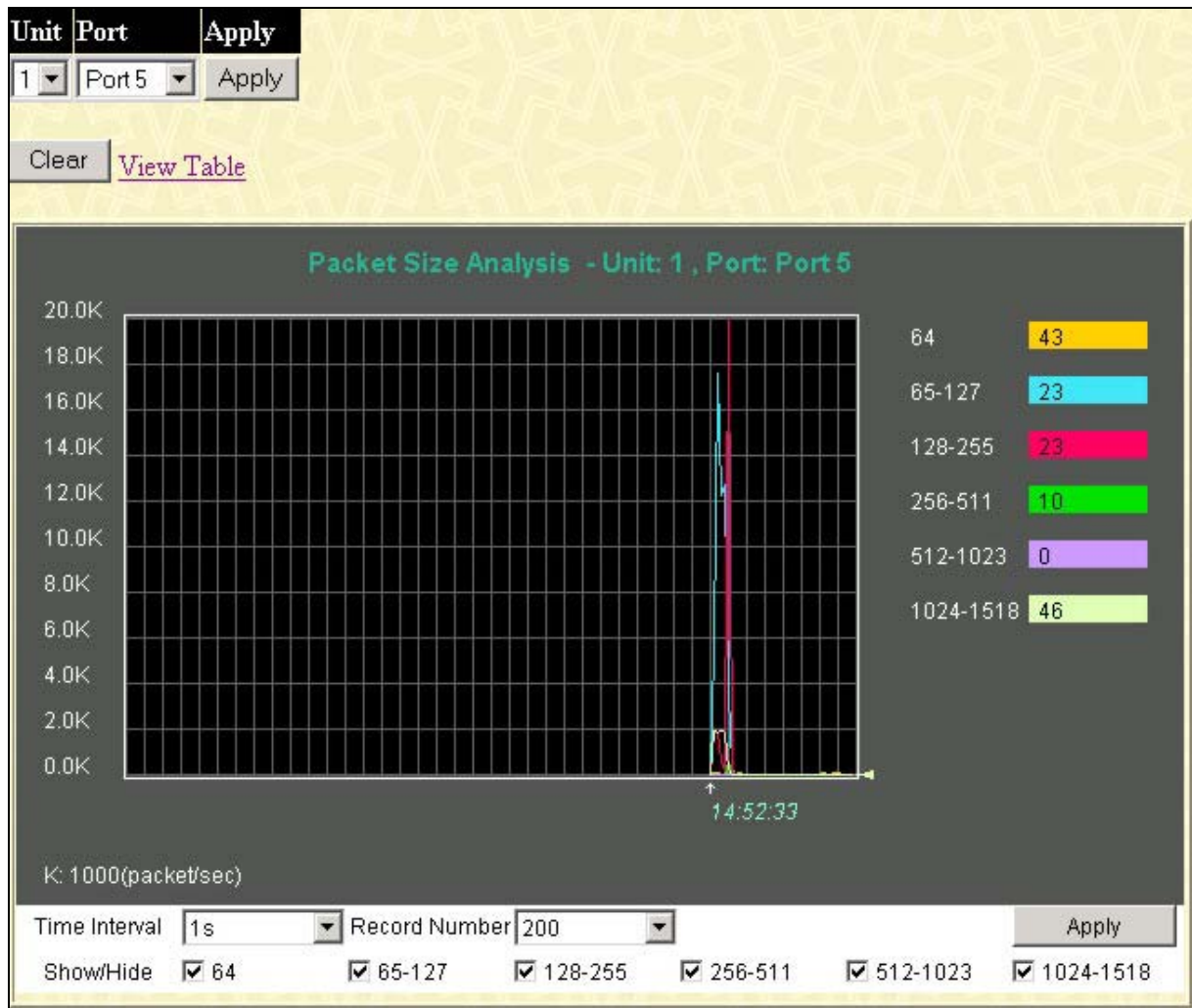
Parameter	Description
<b>Time Interval [1s]</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>ExDefer</b>	Counts the number of frames for which the first transmission attempt on a particular interface was delayed because the medium was busy.
<b>LateColl</b>	Counts the number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
<b>ExColl</b>	Excessive Collisions. The number of frames for which transmission failed due to excessive collisions.
<b>SingColl</b>	Single Collision Frames. The number of successfully transmitted frames for which transmission is inhibited by more than one collision.
<b>Coll</b>	An estimate of the total number of collisions on this network segment.
<b>Show/Hide</b>	Check whether or not to display ExDefer, LateColl, ExColl, SingColl, and Coll errors.
<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the Switch to display a table rather than a line graph.

**View Line Chart**

Clicking this button instructs the Switch to display a line graph rather than a table.

## Size

The Web Manager allows packets received by the Switch, arranged in six groups and classed by size, to be viewed as either a line graph or a table. Two windows are offered.



**Figure 6- 12. Rx Size Analysis window (line graph)**

To view the **Packet Size Analysis Table**, click the link [View Table](#), which will show the following table:

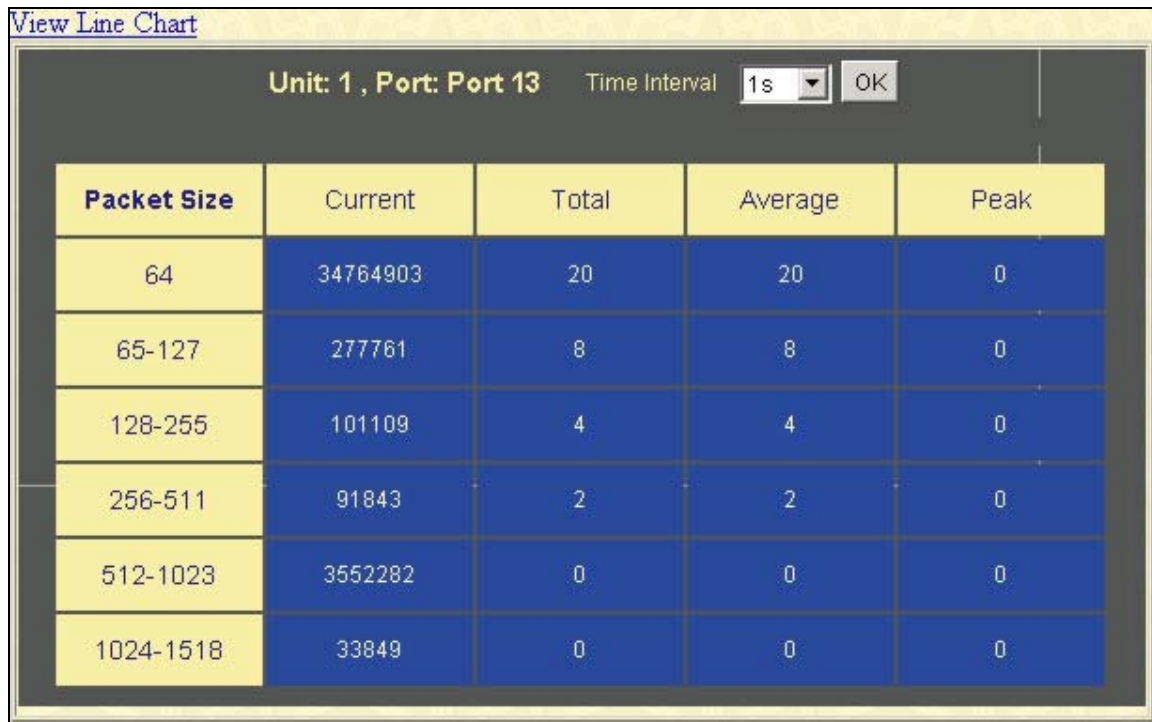


Figure 6- 13. Rx Size Analysis window (table)

The following fields can be set:

Parameter	Description
<b>Time Interval [1s ]</b>	Select the desired setting between 1s and 60s, where “s” stands for seconds. The default value is one second.
<b>Record Number [200]</b>	Select number of times the Switch will be polled between 20 and 200. The default value is 20.
<b>64</b>	The total number of packets (including bad packets) received that were 64 octets in length (excluding framing bits but including FCS octets).
<b>65-127</b>	The total number of packets (including bad packets) received that were between 65 and 127 octets in length inclusive (excluding framing bits but including FCS octets).
<b>128-255</b>	The total number of packets (including bad packets) received that were between 128 and 255 octets in length inclusive (excluding framing bits but including FCS octets).
<b>256-511</b>	The total number of packets (including bad packets) received that were between 256 and 511 octets in length inclusive (excluding framing bits but including FCS octets).
<b>512-1023</b>	The total number of packets (including bad packets) received that were between 512 and 1023 octets in length inclusive (excluding framing bits but including FCS octets).
<b>1024-1518</b>	The total number of packets (including bad packets) received that were between 1024 and 1518 octets in length inclusive (excluding framing bits but including FCS octets).



<b>Show/Hide</b>	Check whether or not to display 64, 65-127, 128-255, 256-511, 512-1023, and 1024-1518 packets received.
<b>Clear</b>	Clicking this button clears all statistics counters on this window.
<b>View Table</b>	Clicking this button instructs the switch to display a table rather than a line graph.
<b>View Line Chart</b>	Clicking this button instructs the Switch to display a line graph rather than a table.

## Stacking Information

To change a switch's default stacking configuration (for example, the order in the stack), see **Box Information** in the **Configuration** folder.

The number of switches in the switch stack (up to 12 – total) are displayed in the upper right-hand corner of your web-browser. The icons are in the same order as their respective Unit numbers, with the Unit 1 switch corresponding to the icon in the upper left-most corner of the icon group.

When the switches are properly interconnected through their optional Stacking Modules, information about the resulting switch stack is displayed under the **Stack Information** link.

To view the stacking information, click on the **Stacking Information** link from the **Monitoring** folder:

Stacking Information								
Box ID	User Set	Type	Exist	Start Port	Priority	Prom version	Runtime version	H/W version
1	1	DGS-3224SR	exist	1	16	1.00-B03	1.10-B22	2A1
2	---	USR-NOT-CFG	no					
3	---	USR-NOT-CFG	no					
4	---	USR-NOT-CFG	no					
5	---	USR-NOT-CFG	no					
6	---	USR-NOT-CFG	no					
7	---	USR-NOT-CFG	no					
8	---	USR-NOT-CFG	no					
9	---	USR-NOT-CFG	no					
10	---	USR-NOT-CFG	no					
11	---	USR-NOT-CFG	no					
12	---	USR-NOT-CFG	no					
Topology :           DUPLEX_CHAIN My Box ID :           1 Current state :       MASTER Box count :           1								

**Figure 6- 14. Stacking Information window**

The following parameters may be viewed or set:

Parameters	Description
<b>Box ID</b>	Displays the switch's order in the stack.



<b>User Set</b>	Box ID can be assigned automatically (Auto), or can be assigned statically. Default is Auto.
<b>Type</b>	Displays the model name of the corresponding switch in a stack.
<b>Exist</b>	Denotes whether a switch does or does not exist in a stack.
<b>Start Port</b>	The Start Port refers to the first port of a switch within a switch stack and denotes the consecutive port count of the switch stack.
<b>Priority</b>	Displays the priority ID of the Switch. The lower the number, the higher the priority. The box (switch) with the lowest priority number in the stack is the Master switch.
<b>Prom Version</b>	Shows the PROM in use for the Switch. This may be different from the values shown in the illustration.
<b>Runtime Version</b>	Shows the firmware version in use for the Switch. This may be different from the values shown in the illustrations.
<b>H/W Version</b>	Shows the hardware version in use for the Switch. This may be different from the values shown in the illustration.

## Device Status

The **Device Status** window can be found in the **Monitoring** menu by clicking the **Device Status** link. This window shows the status of the physical attributes of the switch, including power sources and fans.

Device Status				
ID	Internal Power	External Power	Side Fan	Back Fan
1	Active	Fail	OK	OK
2	Active	Fail	OK	OK

**Figure 6- 15. Device Status window**

The following fields may be viewed in this window:

Parameter	Description
<b>ID</b>	The Box ID of the switch in the switch stack.
<b>Internal Power</b>	A read only field denoting the current status of the internal power supply. <i>Active</i> will suggest the mechanism is functioning correctly while <i>Fail</i> will show the mechanism is not functioning correctly.
<b>External Power</b>	A read only field denoting the current status of the external power supply. <i>Active</i> will suggest the mechanism is functioning correctly while <i>Fail</i> will show the mechanism is not functioning correctly.
<b>Side Fan</b>	A read only field denoting if the side fan of the switch is functioning properly or not.
<b>Back Fan</b>	A read only field denoting if the back fan of the switch is functioning properly or not.

## MAC Address

This allows the Switch's dynamic MAC address forwarding table to be viewed. When the Switch learns an association between a MAC address and a port number, it makes an entry into its forwarding table. These entries are then used to forward packets through the switch.

To view the **MAC Address** forwarding table, from the **Monitoring** menu, click the **MAC Address** link:

<b>VLAN Name</b>	<input type="text"/>	Find	Delete
<b>MAC Address</b>	<input type="text" value="00-00-00-00-00-00"/>	Find	Delete
<b>Unit - Port</b>	<input type="text" value="1"/> <input type="text" value="Port 1"/>	Find	Delete
		View All Entry	Delete All Entry

MAC Address Table					
VID	Vlan Name	MAC Address	Unit	Port	Type
1	default	00-00-00-44-73-01	1	1	Dynamic
1	default	00-00-00-44-73-02	1	1	Dynamic
1	default	00-00-00-44-73-03	1	1	Dynamic
1	default	00-00-00-53-97-89	1	1	Dynamic
1	default	00-00-33-48-49-00	System	--	Self
1	default	00-00-5e-00-01-01	1	1	Dynamic
1	default	00-00-81-05-00-01	1	1	Dynamic
1	default	00-00-81-05-02-33	1	1	Dynamic
1	default	00-00-81-9a-f2-f4	1	1	Dynamic
1	default	00-00-e2-4f-57-03	1	1	Dynamic
1	default	00-00-e2-54-de-9a	1	1	Dynamic
1	default	00-00-e2-7f-6b-53	1	1	Dynamic
1	default	00-00-e8-67-97-72	1	1	Dynamic
1	default	00-01-02-03-04-00	1	1	Dynamic
1	default	00-01-02-03-10-01	1	1	Dynamic
1	default	00-01-06-30-10-63	1	1	Dynamic
1	default	00-01-27-35-26-01	1	1	Dynamic
1	default	00-01-27-35-26-02	1	1	Dynamic
1	default	00-01-30-12-13-02	1	1	Dynamic
1	default	00-01-30-fa-5f-00	1	1	Dynamic

Next

**Total Entries: 603**

**Figure 6- 16. MAC Address Table**

The following fields can be viewed or set:

Parameter	Description
<b>VLAN ID</b>	Enter a VLAN ID for the forwarding table to be browsed by.
<b>MAC Address</b>	Enter a MAC address for the forwarding table to be browsed by.
<b>Unit - Port</b>	Enter a port number and Unit number (stack no.) for the forwarding table to be browsed by.

<b>Find</b>	Allows the user to move to a sector of the database corresponding to a user defined port, VLAN, or MAC address.
<b>VID</b>	The VLAN ID of the VLAN the port is a member of.
<b>MAC Address</b>	The MAC address entered into the address table.
<b>Unit</b>	The stacking number of the Switch in the stacked group.
<b>Port</b>	The port that the MAC address above corresponds to.
<b>Type</b>	How the switch discovered the MAC address. The possible entries are <i>Dynamic</i> , <i>Self</i> , and <i>Static</i> .
<b>Next</b>	Click this button to view the next page of the address table.

---

## Switch History Log

The Web manager allows the Switch's history log, as compiled by the Switch's management agent, to be viewed.

Switch History		
Sequence	Time	Log Text
21	2003-12-02, 11:45:15	Topology changed
20	2003-12-02, 11:42:12	Unit 1, Console session timed out (Username: Anonymous)
19	2003-12-02, 11:32:42	Successful login through Web (Username: Anonymous)
18	2003-12-02, 11:31:26	Unit 1, Configuration saved to flash (Username: Anonymous)
17	2003-12-02, 11:30:51	Unit 1, Successful login through Console (Username: Anonymous)
16	2003-12-02, 11:30:30	Port 1:15 link up, 100Mbps FULL duplex
15	2003-12-02, 11:30:30	Unit 1, System started up
14	2003-12-02, 11:26:38	Unit 1, Configuration saved to flash (Username: Anonymous)
13	2003-12-02, 11:26:38	Unit 1, Configuration saved to flash (Username: Anonymous)
12	2003-12-02, 11:26:20	Unit 1, Successful login through Console (Username: Anonymous)
11	2003-12-02, 11:25:49	Unit 1, Firmware upgraded successfully (Username: Anonymous)
10	2003-12-02, 10:50:09	Unit 1, Console session timed out (Username: Anonymous)
9	2003-12-02, 10:42:00	Successful login through Web (Username: Anonymous)
8	2003-12-02, 10:41:35	Port 1:15 link up, 100Mbps FULL duplex
7	2003-12-02, 10:40:06	Unit 1, Successful login through Console (Username: Anonymous)
6	2003-12-02, 10:39:21	Unit 1, System started up
5	2003-11-26, 10:42:59	Unit 1, Configuration saved to flash (Username: Anonymous)
4	2003-11-26, 10:42:14	Unit 1, Successful login through Console (Username: Anonymous)
3	2003-11-26, 10:40:39	Port 1:13 link up, 100Mbps FULL duplex
2	2003-11-26, 10:40:39	Unit 1, System started up
Clear		Next

Figure 6- 17. Switch History Log window

The following fields may be viewed:

Field	Description
<b>Sequence</b>	Displays the sequence of events of the switch, in numerical order.
<b>Time</b>	Displays the time of the event on the switch.
<b>Log Text</b>	Describes an event that previously occurred on the switch.
<b>Next</b>	Click this button to see the next page of the Switch History Log Table.
<b>Clear</b>	Click this button to clear the Switch History Log Table.

## IGMP Snooping Table

IGMP Snooping allows the Switch to read the Multicast Group IP address and the corresponding MAC address from IGMP packets that pass through the Switch. The number of IGMP reports that were snooped is displayed in the **Reports** field.

To view the **IGMP Snooping** table, click **IGMP Snooping Group** on the **Monitoring** menu:

Total Entries : 1																								
IGMP Snooping Table																								
VLAN ID	Multicast Group								MAC Address								Queries				Reports			
0	0.0.0.0								00:00:00:00:00:00								Disabled				0			
Unit	Port Map																							
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1																								
2																								
3																								
4																								
5																								
6																								
7																								
8																								
9																								
10																								
11																								
12																								

Figure 6- 18. IGMP Snooping Table

The following field can be viewed:

Parameter	Description
<b>VLAN ID</b>	The VLAN ID (VID) of the multicast group.
<b>Multicast Group</b>	The IP address of the multicast group.
<b>MAC Address</b>	The MAC address of the multicast group.
<b>Queries</b>	A read only field showing the status of the Querier State. Disabled implies that the Switch is not transmitting IGMP Snooping Query packets, while Enabled means those packets are being transmitted.
<b>Reports</b>	The total number of reports received for this group.



**Note:** To configure IGMP snooping for the DGS-3324SR, go to the **Configuration** folder and select IGMP. Configuration and other information concerning IGMP snooping may be found in Section 4 of this manual under **Configuring IGMP**.



## Browse Router Port

This displays which of the Switch's ports are currently configured as router ports. A router port configured by a user (using the console or Web-based management interfaces) is displayed as a static router port, designated by **S**. A router port that is dynamically configured by the Switch is designated by **D**.

Browse Router Port																									
VLAN ID										VLAN Name															
1										default															
Unit	Ports																								
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
1																									
2																									
3																									
4																									
5																									
6																									
7																									
8																									
9																									
10																									
11																									
12																									

Figure 6- 19. Browse Router Port

## Port Access Control

The following screens are used to monitor 802.1x statistics of the Switch, on a per port basis. To view the **Port Access Control** screens, open the monitoring folder and click the **Port Access Control** folder. There are five screens to monitor.

### Authenticator Statistics

This table contains the statistics objects for the Authenticator PAE associated with each port. An entry appears in this table for each port that supports the Authenticator function. To view the **Authenticator Statistics**, click **Monitoring > Port Access Control > Authenticator Statistics**.

Unit 1 Apply

Show Authenticator Statistics of Unit 1 Time Interval 1s OK

Port	Frames Rx	Frames Tx	Rx Start	Tx Reqld	Rx LogOff	Tx Req	Rx Respld	Rx Resp	Rx Invalid	Rx Error	Last Version	Last Source
1	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
2	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
3	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
4	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
5	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
6	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
7	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
8	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
9	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
10	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
11	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
12	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
13	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
14	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
15	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
16	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
17	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
18	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
19	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
20	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
21	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
22	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
23	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00
24	0	0	0	0	0	0	0	0	0	0	0	00-00-00-00-00-00

Figure 6- 20. Authenticator Statistics window

The user can specify a switch in a switch stack using that switch's Unit ID by using the pull down menu in the top left hand corner. The user may also select the desired time interval to update the statistics, between 1s and 60s, where "s" stands for seconds. The default value is one second.

The following fields can be viewed:

Parameter	Description
<b>Port</b>	The identification number assigned to the Port by the System in which the Port resides.
<b>Frames Rx</b>	The number of valid EAPOL frames that have been received by this Authenticator.
<b>Frames Tx</b>	The number of EAPOL frames that have been transmitted by this Authenticator.
<b>Rx Start</b>	The number of EAPOL Start frames that have been received by this Authenticator.
<b>TxReqld</b>	The number of EAP Req/Id frames that have been transmitted by this Authenticator.
<b>RxLogOff</b>	The number of EAPOL Logoff frames that have been received by this Authenticator.
<b>Tx Req</b>	The number of EAP Request frames (other than Rq/Id frames) that have been transmitted by this Authenticator.
<b>Rx Respld</b>	The number of EAP Resp/Id frames that have been received by this Authenticator.
<b>Rx Resp</b>	The number of valid EAP Response frames (other than Resp/Id frames) that have been received by this Authenticator.



<b>Rx Invalid</b>	The number of EAPOL frames that have been received by this Authenticator in which the frame type is not recognized.
<b>Rx Error</b>	The number of EAPOL frames that have been received by this Authenticator in which the Packet Body Length field is invalid.
<b>Last Version</b>	The protocol version number carried in the most recently received EAPOL frame.
<b>Last Source</b>	The source MAC address carried in the most recently received EAPOL frame.

## Authenticator Session Statistics

This table contains the session statistics objects for the Authenticator PAE associated with each port. An entry appears in this table for each port that supports the Authenticator function. To view the **Authenticator Session Statistics**, click **Monitoring > Port Access Control > Authenticator Session Statistics**.

Port	Octets Rx	Octets Tx	Frames Rx	Frames Tx	ID	AuthenticMethod	Time	TerminateCause	UserName
1	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
2	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
3	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
4	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
5	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
6	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
7	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
8	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
9	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
10	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
11	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
12	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
13	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
14	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
15	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
16	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
17	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
18	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
19	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
20	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
21	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
22	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
23	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA
24	0	0	0	0	NIA	Remote Authentic Server	0	supplicantLogout	NIA

**Figure 6- 21. Authentication Session Statistics window**

The user can specify a switch in a switch stack using that switch's Unit ID by using the pull down menu in the top left hand corner. The user may also select the desired time interval to update the statistics, between 1s and 60s, where "s" stands for seconds. The default value is one second.

The following fields can be viewed:

Parameter	Description
<b>Port</b>	The identification number assigned to the Port by the System in which the Port resides.
<b>Octets Rx</b>	The number of octets received in user data frames on this port during the session.
<b>Octets Tx</b>	The number of octets transmitted in user data frames on this port during the session.

<b>Frames Rx</b>	The number of user data frames received on this port during the session.
<b>Frames Tx</b>	The number of user data frames transmitted on this port during the session.
<b>ID</b>	A unique identifier for the session, in the form of a printable ASCII string of at least three characters.
<b>Authentic Method</b>	The authentication method used to establish the session. Valid Authentic Methods include:  (1) Remote Authentic Server - The Authentication Server is external to the Authenticator's System.  (2) Local Authentic Server - The Authentication Server is located within the Authenticator's System.
<b>Time</b>	The duration of the session in seconds.
<b>Terminate Cause</b>	The reason for the session termination. There are eight possible reasons for termination.  1) Supplicant Logoff 2) Port Failure 3) Supplicant Restart 4) Reauthentication Failure 5) AuthControlledPortControl set to ForceUnauthorized 6) Port re-initialization 7) Port Administratively Disabled 8) Not Terminated Yet
<b>UserName</b>	The User-Name representing the identity of the Supplicant PAE.

## Authenticator Diagnostics

This table contains the diagnostic information regarding the operation of the Authenticator associated with each port. An entry appears in this table for each port that supports the Authenticator function. To view the **Authenticator Diagnostics**, click **Monitoring > Port Access Control > Authenticator Diagnostics**.

Port	Connect Enter	Connect LogOff	Auth Enter	Auth Success	Auth Timeout	Auth Fail	Auth Reauth	Auth Start	Auth LogOff	Authed Reauth	Authed Start	Authed LogOff	Responses	AccessChallenges	OtherReqToSupp	OtherReqFromSupp	Loc Auth Success	Loc Auth Fail
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Figure 6- 22. Authenticator Diagnostics window

The user can specify a switch in a switch stack using that switch's Unit ID by using the pull down menu in the top left hand corner. The user may also select the desired time interval to update the statistics, between 1s and 60s, where "s" stands for seconds. The default value is one second.

The following fields can be viewed:

Parameter	Description
<b>Port</b>	The identification number assigned to the Port by the System in which the Port resides.
<b>Connect Enter</b>	Counts the number of times that the state machine transitions to the CONNECTING state from any other state.
<b>Connect LogOff</b>	Counts the number of times that the state machine transitions from CONNECTING to DISCONNECTED as a result of receiving an EAPOL-Logoff message.
<b>Auth Enter</b>	Counts the number of times that the state machine transitions from CONNECTING to AUTHENTICATING, as a result of an EAP-Response/Identity message being received from the Supplicant.
<b>Auth Success</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to AUTHENTICATED, as a result of the Backend Authentication state machine indicating successful authentication of the Supplicant (authSuccess = TRUE).
<b>Auth Timeout</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to ABORTING, as a result of the Backend Authentication state machine indicating authentication timeout (authTimeout = TRUE).
<b>Auth Fail</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to HELD, as a result of the Backend Authentication state machine indicating authentication failure (authFail = TRUE).
<b>Auth Reauth</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to ABORTING, as a result of a reauthentication request (reAuthenticate = TRUE).
<b>Auth Start</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to ABORTING, as a result of an EAPOL-Start message being received from the Supplicant.
<b>Auth LogOff</b>	Counts the number of times that the state machine transitions from AUTHENTICATING to ABORTING, as a result of an EAPOL-Logoff message being received from the Supplicant.
<b>Authed Reauth</b>	Counts the number of times that the state machine transitions from AUTHENTICATED to CONNECTING, as a result of a reauthentication request (reAuthenticate = TRUE).
<b>Authed Start</b>	Counts the number of times that the state machine transitions from AUTHENTICATED to CONNECTING, as a result of an EAPOL-Start message being received from the Supplicant.

<b>Authed LogOff</b>	Counts the number of times that the state machine transitions from AUTHENTICATED to DISCONNECTED, as a result of an EAPOL-Logoff message being received from the Supplicant.
<b>Responses</b>	Counts the number of times that the state machine sends an initial Access-Request packet to the Authentication server (i.e., executes sendRespToServer on entry to the RESPONSE state). Indicates that the Authenticator attempted communication with the Authentication Server.
<b>AccessChallenges</b>	Counts the number of times that the state machine receives an initial Access-Challenge packet from the Authentication server (i.e., aReq becomes TRUE, causing exit from the RESPONSE state). Indicates that the Authentication Server has communication with the Authenticator.
<b>OtherReqToSupp</b>	Counts the number of times that the state machine sends an EAP-Request packet (other than an Identity, Notification, Failure, or Success message) to the Supplicant (i.e., executes txReq on entry to the REQUEST state). Indicates that the Authenticator chose an EAP-method.
<b>NonNakRespFromSup</b>	Counts the number of times that the state machine receives a response from the Supplicant to an initial EAP-Request, and the response is something other than EAP-NAK (i.e., rxResp becomes TRUE, causing the state machine to transition from REQUEST to RESPONSE, and the response is not an EAP-NAK). Indicates that the Supplicant can respond to the Authenticator's chosen EAP-method.
<b>Bac Auth Success</b>	Counts the number of times that the state machine receives an Accept message from the Authentication Server (i.e., aSuccess becomes TRUE, causing a transition from RESPONSE to SUCCESS). Indicates that the Supplicant has successfully authenticated to the Authentication Server.
<b>Bac Auth Fail</b>	Counts the number of times that the state machine receives a Reject message from the Authentication Server (i.e., aFail becomes TRUE, causing a transition from RESPONSE to FAIL). Indicates that the Supplicant has not authenticated to the Authentication Server.

## Radius Authentication

This table contains information concerning the activity of the RADIUS authentication client on the client side of the RADIUS authentication protocol. It has one row for each RADIUS authentication server that the client shares a secret with. To view the **Radius Authentication**, click **Monitoring > Port Access Control > Radius Authentication**.

Radius Authentication of Unit 1 Time interval 1s 21 104																
ServerIndex	InvalidServerAddr	Identifier	AuthServerAddr	ServerPortNumber	RoundTripTime	AccessRequests	AccessRetrans	AccessAccepts	AccessRejects	AccessChallenges	AccessResponses	BadAuthenticators	PendingRequests	Timeouts	UnknownTypes	PacketsDropped
1	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
2	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
3	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA

Figure 6- 23. Radius Authentication window

The user may also select the desired time interval to update the statistics, between *1s* and *60s*, where “s” stands for seconds. The default value is one second. To clear the current statistics shown, click the *Clear* button in the top left hand corner.

The following fields can be viewed:

Parameter	Description
<b>ServerIndex</b>	The identification number assigned to each RADIUS Authentication server that the client shares a secret with.
<b>InvalidServerAddr</b>	The number of RADIUS Access-Response packets received from unknown addresses.
<b>Identifier</b>	The NAS-Identifier of the RADIUS authentication client. (This is not necessarily the same as sysName in MIB II.)
<b>AuthServerAddr</b>	The (conceptual) table listing the RADIUS authentication servers with which the client shares a secret.
<b>ServerPortNumber</b>	The UDP port the client is using to send requests to this server.
<b>RoundTripTime</b>	The time interval (in hundredths of a second) between the most recent Access-Reply/Access-Challenge and the Access-Request that matched it from this RADIUS authentication server.
<b>AccessRequests</b>	The number of RADIUS Access-Request packets sent to this server. This does not include retransmissions.
<b>AccessRetrans</b>	The number of RADIUS Access-Request packets retransmitted to this RADIUS authentication server.
<b>AccessAccepts</b>	The number of RADIUS Access-Accept packets (valid or invalid) received from this server.
<b>AccessRejects</b>	The number of RADIUS Access-Reject packets (valid or invalid) received from this server.
<b>AccessChallenges</b>	The number of RADIUS Access-Challenge packets (valid or invalid) received from this server.
<b>AccessResponses</b>	The number of malformed RADIUS Access-Response packets received from this server. Malformed packets include packets with an invalid length. Bad authenticators or Signature attributes or known types are not included as malformed access responses.
<b>BadAuthenticators</b>	The number of RADIUS Access-Response packets containing invalid authenticators or Signature attributes received from this server.
<b>PendingRequests</b>	The number of RADIUS Access-Request packets destined for this server that have not yet timed out or received a response. This variable is incremented when an Access-Request is sent and decremented due to receipt of an Access-Accept, Access-Reject or Access-Challenge, a timeout or retransmission.

<b>Timeouts</b>	The number of authentication timeouts to this server. After a timeout the client may retry to the same server, send to a different server, or give up. A retry to the same server is counted as a retransmit as well as a timeout. A send to a different server is counted as a Request as well as a timeout.
<b>UnknownTypes</b>	The number of RADIUS packets of unknown type which were received from this server on the authentication port
<b>PacketsDropped</b>	The number of RADIUS packets of which were received from this server on the authentication port and dropped for some other reason.

## Radius Accounting

This window shows managed objects used for managing RADIUS accounting clients, and the current statistics associated with them. It has one row for each RADIUS authentication server that the client shares a secret with. To view the **Radius Accounting**, click **Monitoring > Port Access Control > Radius Accounting**.

Radius Accounting of Unit 0 Time Interval: 1s OK														
ServerIndex	InvalidServerAddr	Identifier	ServerAddress	ServerPortNumber	RoundTripTime	Requests	Retransmissions	Responses	AlarmedResponse	BadAuthenticators	PendingRequests	Timeouts	UnknownTypes	PacketsDropped
1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
2	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
3	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

**Figure 6- 24. Radius Accounting window**

The user may also select the desired time interval to update the statistics, between *1s* and *60s*, where “s” stands for seconds. The default value is one second. To clear the current statistics shown, click the *Clear* button in the top left hand corner.

The following fields can be viewed:

Parameter	Description
<b>ServerIndex</b>	The identification number assigned to each RADIUS Accounting server that the client shares a secret with.
<b>InvalidServerAddr</b>	The number of RADIUS Accounting-Response packets received from unknown addresses.
<b>Identifier</b>	The NAS-Identifier of the RADIUS accounting client. (This is not necessarily the same as sysName in MIB II.)
<b>ServerAddress</b>	The (conceptual) table listing the RADIUS accounting servers with which the client shares a secret.
<b>ServerPortNumber</b>	The UDP port the client is using to send requests to this server.
<b>RoundTripTime</b>	The time interval between the most recent Accounting-Response and the Accounting-Request that matched it from this RADIUS accounting server.
<b>Requests</b>	The number of RADIUS Accounting-Request packets sent. This does not include retransmissions.

<b>Retransmissions</b>	The number of RADIUS Accounting-Request packets retransmitted to this RADIUS accounting server. Retransmissions include retries where the Identifier and Acct-Delay have been updated, as well as those in which they remain the same.
<b>Responses</b>	The number of RADIUS packets received on the accounting port from this server.
<b>MalformedResponses</b>	The number of malformed RADIUS Accounting-Response packets received from this server. Malformed packets include packets with an invalid length. Bad authenticators and unknown types are not included as malformed accounting responses.
<b>BadAuthenticators</b>	The number of RADIUS Accounting-Response packets, which contained invalid authenticators, received from this server.
<b>PendingRequests</b>	The number of RADIUS Accounting-Request packets sent to this server that have not yet timed out or received a response. This variable is incremented when an Accounting-Request is sent and decremented due to receipt of an Accounting-Response, a timeout or a retransmission.
<b>Timeouts</b>	The number of accounting timeouts to this server. After a timeout the client may retry to the same server, send to a different server, or give up. A retry to the same server is counted as a retransmit as well as a timeout. A send to a different server is counted as an Accounting-Request as well as a timeout.
<b>UnknownTypes</b>	The number of RADIUS packets of unknown type which were received from this server on the accounting port.
<b>PacketsDropped</b>	The number of RADIUS packets, which were received from this server on the accounting port and dropped for some other reason.



**Note:** To configure 802.1x features for the DGS-3324SR, go to the **Configuration** folder and select **Port Access Entity** in **Layer 3 IP Networking**. Configuration and other information concerning 802.1x may be found in Section 4 of this manual under Port Access Entity.

## Monitoring Layer 3 Features

This folder in the Monitoring section will display information concerning settings configured in **Layer 3 IP Networking** of the **Configuring** folder. These settings and parameters have been previously described in Section 4 of this manual, under **Layer 3 IP Networking**.

### Browse IP Address

The **Browse IP Address** window may be found in the **Monitoring** menu in the **Layer 3 Feature** folder. The **Browse IP Address** window is a read only screen where the user may view IP addresses discovered by the Switch. To search a specific IP address, enter it into the field labeled **IP Address** at the top of the screen and click *Find* to begin your search. Click *Next* to go to the next screen of results.



IP Address		0.0.0.0	Find
IP Address Table			
Interface	IP Address	Port	Learned
System	10.0.0.1	15	Dynamic
System	10.0.0.121	15	Dynamic
System	10.0.25.1	15	Dynamic
System	10.0.34.1	15	Dynamic
System	10.0.46.1	15	Dynamic
System	10.0.51.1	15	Dynamic
System	10.0.58.4	15	Dynamic
System	10.0.85.168	15	Dynamic
System	10.1.1.101	15	Dynamic
System	10.1.1.102	15	Dynamic
System	10.1.1.103	15	Dynamic
System	10.1.1.152	15	Dynamic
System	10.1.1.158	15	Dynamic
System	10.1.1.161	15	Dynamic
System	10.1.1.162	15	Dynamic
System	10.1.1.163	15	Dynamic
System	10.1.1.164	15	Dynamic
System	10.1.1.166	15	Dynamic
System	10.1.1.167	15	Dynamic
System	10.1.1.168	15	Dynamic
Total Entries: 766			Next

Figure 6- 25. Browse IP Address window.

## Browse Routing Table

The **Browse Routing Table** window may be found in the **Monitoring** menu in the **Layer 3 Feature** folder. This screen shows the current IP routing table of the Switch. To find a specific IP route, enter an IP address into the **Destination Address** field along with a proper subnet mask into the **Mask** field, and click *Find*.

Destination Address	<input type="text" value="0.0.0.0"/>				
Mask	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>			
Routing Table					
IP Address	Netmask	Gateway	Interface	Cost	Protocol
10.0.0.0	255.0.0.0	0.0.0.0	System	1	Local
Total Entries: 1					

Figure 6- 26. Browse Routing Table window

## Browse ARP Table

The **Browse ARP Table** window may be found in the **Monitoring** menu in the **Layer 3 Feature** folder. This window will show current ARP entries on the Switch. To search a specific ARP entry, enter an interface name into the **Interface Name** or an **IP address** and click *Find*.

<b>Interface Name</b>	<input type="text"/>		
<b>IP Address</b>	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>	
<b>ARP Table</b>			
Interface Name	IP Address	Mac Address	Type
System	10.0.0.0	ff-ff-ff-ff-ff-ff	Local/Broadcast
System	10.0.0.100	00-a0-c5-15-3b-6e	Dynamic
System	10.0.25.1	00-d0-59-a9-2a-c4	Dynamic
System	10.0.34.1	00-0c-6e-6e-14-13	Dynamic
System	10.0.46.1	00-80-c8-91-15-eb	Dynamic
System	10.0.51.1	00-80-c8-4c-69-fb	Dynamic
System	10.0.58.4	00-0c-6e-43-13-ae	Dynamic
System	10.0.85.168	00-50-ba-11-08-e4	Dynamic
System	10.1.1.1	00-08-74-3d-5e-91	Dynamic
System	10.1.1.4	00-ff-7f-47-d9-42	Dynamic
System	10.1.1.66	00-05-5d-0d-34-24	Dynamic
System	10.1.1.99	00-08-02-54-10-0f	Dynamic
System	10.1.1.100	00-05-5d-84-ae-75	Dynamic
System	10.1.1.101	00-50-ba-15-48-56	Dynamic
System	10.1.1.102	00-50-ba-97-d7-c0	Dynamic
System	10.1.1.103	00-50-ba-97-d7-c9	Dynamic
System	10.1.1.158	00-50-ba-f5-a5-55	Dynamic
System	10.1.1.161	00-50-ba-70-e4-89	Dynamic
System	10.1.1.162	00-50-ba-70-e4-5a	Dynamic
System	10.1.1.163	00-50-ba-70-e4-55	Dynamic
<b>Total Entries: 712</b>			<input type="button" value="Next"/>

Figure 6- 27. Browse ARP Table

## Browse IP Multicast Forwarding Table

The **Browse IP Multicast Forwarding Table** window may be found in the **Monitoring** menu in the **Layer 3 Feature** folder. This window will show current IP multicasting information on the Switch. To search a specific entry, enter an multicast group IP address into the **Multicast Group** field or a **Source IP** address and click *Find*.

<b>Multicast Group</b>	<input type="text" value="0.0.0.0"/>		
<b>Source IP</b>	<input type="text" value="0.0.0.0"/>		<input type="button" value="Find"/>
<b>IP Multicast Forwarding Table</b>			
<b>Multicast Group</b>	<b>Source IP Address</b>	<b>Source Mask</b>	<b>Upstream Neighbor</b>
			<b>Expire Time</b>
<b>Protocol</b>			
<b>Total Entries: 0</b>			

Figure 6- 28. Browse IP Multicast Forwarding Table

## Browse IGMP Group Table

The **Browse IGMP Group Table** window may be found in the **Monitoring** menu in the **Layer 3 Feature** folder. This window will show current IGMP group entries on the Switch. To search a specific IGMP group entry, enter an interface name into the **Interface Name** field or a **Multicast Group** IP address and click *Find*.

<b>Interface Name</b>	<input type="text"/>		
<b>Multicast Group</b>	<input type="text" value="0.0.0.0"/>		<input type="button" value="Find"/>
<b>IGMP Group Table</b>			
<b>Interface Name</b>	<b>Multicast Group</b>	<b>Last Reporter IP</b>	<b>Querier IP</b>
			<b>Expire</b>
<b>Total Entries: 0</b>			

Figure 6- 29. Browse IGMP Group Table

## OSPF Monitoring

This section offers windows regarding OSPF (Open Shortest Path First) information on the Switch, including the **OSPF LSDB Table**, **OSPF Neighbor Table** and the **OSPF Virtual Neighbor Table**. To view these Tables, open the **Monitoring** folder and click **OSPF Monitoring**.

### OSPF LSDB Table

This table can be found by clicking **Monitoring > Layer 3 Feature > OSPF Monitor > Browse OSPF LSDB Table**. The Link-State Database table displays the current link-state database in use by the OSPF routing protocol on a per-OSPF area basis.

<b>Area ID</b>	<input type="text" value="0.0.0.0"/>		
<b>Advertise Router ID</b>	<input type="text" value="0.0.0.0"/>		
<b>LSDB Type</b>	<input type="text" value="ALL"/>		<input type="button" value="Find"/>
<b>LSDB Table</b>			
<b>Area ID</b>	<b>LSDB Type</b>	<b>Adv. Router ID</b>	<b>Link State ID</b>
			<b>Cost</b>
<b>Sequence</b>			
<b>Total Entries: 0</b>			

Figure 6- 30. OSPF LSDB Table

The user may search for a specific entry by entering the following information into the fields at the top of the screen:

To browse the **OSPF LSDB Table**, you first must select which browse method you want to use. The choices are *Area ID*, *Adv. Router ID*, and *LSDB Type*.

If *Area ID* is selected as the browse method, you must enter the IP address in the **Area ID** field, and then click **Find**.

If *Adv. Router ID* is selected, you must enter the IP address in the **Advertisement Router ID** field, and then click *Find*.

If *LSDB Type* is selected, you must select the type of link state (*RtrLink*, *NETLink*, *Summary*, *ASSummary*, and *ASExtLink*) in the **LSDB Type** field, and then click *Find*.

The following fields are displayed:

Parameter	Description										
<b>Area ID</b>	Allows the entry of an OSPF Area ID. This Area ID will then be used to search the table, and display an entry – if there is one.										
<b>LSDB Type</b>	Displays which one of eight types of link advertisements by which the current link was discovered by the Switch: Router link ( <i>RTRLink</i> ), Network link ( <i>NETLink</i> ), Summary link ( <i>Summary</i> ), Autonomous System link ( <i>ASSummary</i> ), and Autonomous System external link ( <i>ASExtLink</i> ).										
<b>Adv. Router ID</b>	Displays the Advertising Router's ID.										
<b>Link State ID</b>	<p>This field identifies the portion of the Internet environment that is being described by the advertisement. The contents of this field depend on the advertisement's LS type.</p> <table> <tr> <th>LS Type</th><th>Link State ID</th></tr> <tr> <td>1</td><td>The originating router's Router ID.</td></tr> <tr> <td>2</td><td>The IP interface address of the network's Designated Router.</td></tr> <tr> <td>3</td><td>The destination network's IP address.</td></tr> <tr> <td>4</td><td>The Router ID of the described AS boundary router.</td></tr> </table>	LS Type	Link State ID	1	The originating router's Router ID.	2	The IP interface address of the network's Designated Router.	3	The destination network's IP address.	4	The Router ID of the described AS boundary router.
LS Type	Link State ID										
1	The originating router's Router ID.										
2	The IP interface address of the network's Designated Router.										
3	The destination network's IP address.										
4	The Router ID of the described AS boundary router.										
<b>Cost</b>	Displays the cost of the table entry.										
<b>Sequence</b>	Displays a sequence number corresponding to number of times the current link has been advertised as changed.										

## OSPF Neighbor Table

This table can be found by clicking **Monitoring > Layer 3 Feature > OSPF Monitor > Browse OSPF Virtual Neighbor** link. Routers that are connected to the same area or segment become neighbors in that area. Neighbors are elected via the Hello protocol. IP multicast is used to send out Hello packets to other routers on the segment. Routers become neighbors when they see themselves listed in a Hello packet sent by another router on the same segment. In this way, two-way communication is guaranteed to be possible between any two neighbor routers. This table displays OSPF neighbors of the Switch.



IP Address	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>
<b>OSPF Neighbor Table</b>		
IP Address	Neighbor Router ID	Option
Priority	State	Events
Total Entries: 0		

Figure 6- 31. OSPF Neighbor Table

## OSPF Virtual Neighbor

This table can be found in the **OSPF Monitoring** folder by clicking **Layer 3 Feature > OSPF Monitor > Browse OSPF Virtual Neighbor** link. This table displays a list of Virtual OSPF neighbors of the Switch. The user may choose specifically search a virtual neighbor by using one of the two search options at the top of the screen, which are:

Parameter	Description
<b>Transit Area ID</b>	Allows the entry of an OSPF Area ID – previously defined on the switch – that allows a remote area to communicate with the backbone (area 0). A Transit Area cannot be a Stub Area or a Backbone Area.
<b>Neighbor ID</b>	The OSPF router ID for the remote router. This IP address uniquely identifies the remote area's Area Border Router.

Transit Area ID	<input type="text" value="0.0.0.0"/>	<input type="button" value="Browse"/>
Neighbor ID	<input type="text" value="0.0.0.0"/>	<input type="button" value="Browse"/>
<b>OSPF Virtual Neighbor Table</b>		
Transit Area ID	Virtual Neighbor ID	IP Address
Virtual Neighbor Option	Virtual Neighbor State	State Changes
Total Entries: 0		

Figure 6- 32. OSPF Virtual Neighbor window

## DVMRP Monitoring

This menu allows the **DVMRP** (Distance-Vector Multicast Routing Protocol) to be monitored for each IP interface defined on the switch. This folder, found in the **Monitoring** folder under **Layer 3 Feature**, offers 3 screens for monitoring; **Browse DVMRP Routing Table**, **Browse DVMRP Neighbor Address Table** and **Browse DVMRP Routing Next Hop Table**. Information on DVMRP and its features in relation to the DGS-3324SR can be found in Section 4, under **Layer 3 IP Networking**.

## DVMRP Routing Table

Multicast routing information is gathered and stored by DVMRP in the **DVMRP Routing Table**, which may be found in the **Monitoring** folder under **DVMRP Monitoring**, contains one row for each route (source subnet) entry. Each routing entry contains multicast routing information used by DVMRP in place of the unicast routing

information. You may define your search by entering a **Source IP Address** and its subnet mask into the fields at the top of the page.

<b>Source IP Address</b>	<input type="text" value="0.0.0.0"/>	<input type="text"/>
<b>Source Mask</b>	<input type="text" value="0.0.0.0"/>	<input type="button" value="Browse"/>
<b>DVMRP Routing Table</b>		
<b>Source IP Address</b>	<b>Source Mask</b>	<b>Upstream Neighbor</b>
<b>Metric</b>	<b>Learned</b>	<b>Interface Name</b>
<b>Expire</b>		
<b>Total Entries: 0</b>		

Figure 6- 33. DVMRP Routing Table

### DVMRP Neighbor Address Table

This table is found in the **Monitoring** menu under **Layer 3 Feature > DVMRP Monitor > Browse DVMRP Neighbor Address Table** and contains information about DVMRP neighbors of the Switch. To search this table, enter either an **Interface Name** or **Neighbor Address** into the respective field and click the *Find* button. DVMRP neighbors of that entry will appear in the **DVMRP Neighbor Table** below.

<b>Interface Name</b>	<input type="text"/>	<input type="text"/>
<b>Neighbor Address</b>	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>
<b>DVMRP Neighbor Table</b>		
<b>Interface Name</b>	<b>Neighbor Address</b>	<b>Generation ID</b>
<b>Expire Time</b>		
<b>Total Entries: 0</b>		

Figure 6- 34. DVMRP Neighbor Table

### DVMRP Routing Next Hop Table

The **DVMRP Routing Next Hop Table** contains information regarding the next-hop for forwarding multicast packets on outgoing interfaces. Each entry in the **DVMRP Routing Next Hop Table** refers to an entry in the list of next hops of a specific source to a specific multicast group address. This table is found in the **Monitoring** menu under **Layer 3 Feature > DVMRP Monitoring > Browse DVMRP Routing Next Hop Table**. To search this table, enter either an **Interface Name** or **Neighbor Address** into the respective field and click the *Find* button. The next hop of that DVMRP Routing entry will appear in the **DVMRP Routing Next Hop Table** below.

<b>Interface Name</b>	<input type="text"/>	<input type="text"/>
<b>Source IP Address</b>	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>
<b>DVMRP Routing Next Hop Table</b>		
<b>Source IP Address</b>	<b>Source Mask</b>	<b>Interface Name</b>
<b>Type</b>		
<b>Total Entries: 0</b>		

Figure 6- 35. DVMRP Routing Next Hop Table

## PIM Monitoring

Multicast routers use **Protocol Independent Multicast (PIM)** to determine which other multicast routers should receive multicast packets. To find out more information concerning PIM and its configuration on the Switch, see the IP Multicasting chapter of **Section 4, Configuration**.

### PIM Neighbor Address Table

The **PIM Neighbor Address Table** contains information regarding each of a router's PIM neighbors. This screen may be found in the **Monitoring** folder by clicking **Layer 3 Feature > PIM Monitor > PIM Neighbor Address Table**. To search this table, enter either an **Interface Name** or **Neighbor Address** into the respective field and click the *Find* button. PIM neighbors of that entry will appear in the **PIM Neighbor Table** below.

Interface Name	<input type="text"/>	
Neighbor Address	<input type="text" value="0.0.0.0"/>	<input type="button" value="Find"/>
<b>PIM Neighbor Table</b>		
Interface Name	Neighbor Address	Expire Time
Total Entries: 0		

Figure 6- 36. PIM Neighbor Address Table



## Section 7

### Switch Maintenance

**TFTP Services**

**Ping Test**

**Save Changes**

**Reset**

**Reboot Device**

**Logout**

### TFTP Services

Trivial File Transfer Protocol (TFTP) services allow the Switch's firmware to be upgraded by transferring a new firmware file from a TFTP server to the Switch. A configuration file can also be loaded into the Switch from a TFTP server. Switch settings can be saved to the TFTP server, and a history log can be uploaded from the Switch to the TFTP server.

### Download Firmware

To update the switch's firmware, open the **TFTP Services** folder in the **Maintenance** folder and click the **Download Firmware** link:

Download Firmware	
Unit Number	<input checked="" type="checkbox"/> ALL 1
Server IP Address	0.0.0.0
File Name	
Start	

**Figure 7- 1. Download Firmware window**

**Unit Number** – Select which switch of a switch stack you want to update the firmware on. This allows the selection of a particular switch from a switch stack if you have installed the optional stacking module and have properly interconnected the switches. **All** indicates all switches in a switch stack will download the same firmware.

Enter the IP address of the TFTP server in the **Server IP Address** field.

The TFTP server must be on the same IP subnet as the Switch.

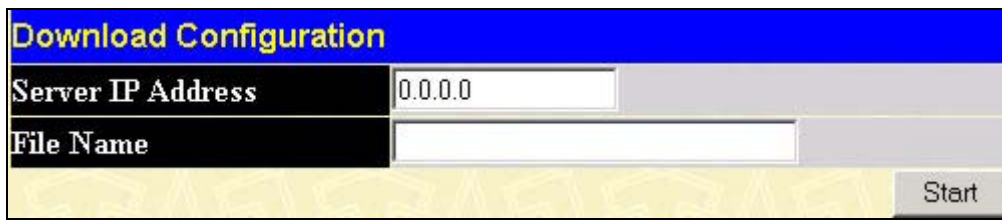
Enter the path and the filename to the firmware file on the TFTP server. Note that in the above example, the firmware file is in the root directory of the D drive of the TFTP server.

The TFTP server must be running TFTP server software to perform the file transfer. TFTP server software is a part of many network management software packages – such as NetSight, or can be obtained as a separate program.

Click **Start** to record the IP address of the TFTP server and begin the file transfer.

### Download Configuration File

To download a configuration file from a TFTP server, click on the **TFTP Service** folder in the **Maintenance** folder and then the **Download Configuration File** link:



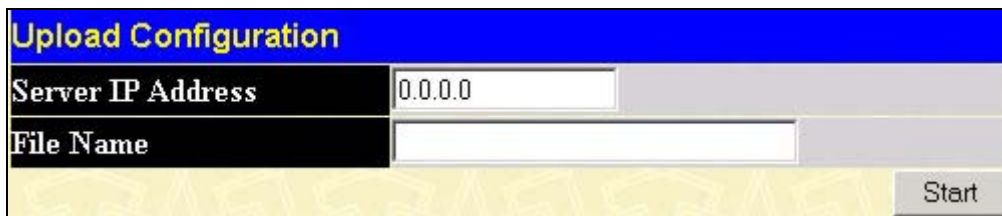
**Figure 7- 2. Download Configuration**

Enter the IP address of the TFTP server and specify the location of the switch configuration file on the TFTP server.

Click *Start* to record the IP address of the TFTP server and to initiate the file transfer.

## Upload Configuration

To upload the switch settings to a TFTP server, click on the **TFTP Service** folder in the **Maintenance** folder and then click the **Save Settings** link:



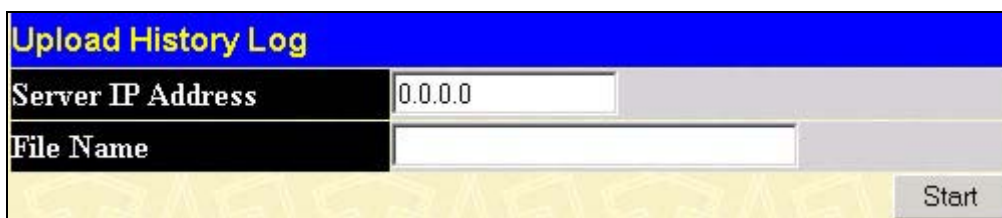
**Figure 7- 3. Upload Configuration window**

Enter the IP address of the TFTP server and the path and filename for the history log on the TFTP server.

Click *Start* to record the IP address of the TFTP server and to initiate the file transfer.

## Upload Log

To upload the switch history log file to a TFTP server, open the **TFTP Service** folder in the **Maintenance** folder and then click the **Upload Log** link:



**Figure 7- 4. Upload History Log window**

Enter the IP address of the TFTP server and the path and filename for the history log on the TFTP server.

Click *Start* to record the IP address of the TFTP server and to initiate the file transfer.

## Ping Test

Ping is a small program that sends ICMP Echo packets to the IP address you specify. The destination node then responds to or echoes the packets sent from the Switch. This is very useful to verify connectivity between the Switch and other nodes on the network.

**Ping Test**

Enter the IP address of the device or station you want to ping, then click **Start**.

**Target IP Address:**

**Repeat Pinging for:** ☒ Infinite times  
☐  times (1 - 255)

Figure 7- 5. Ping Test

The user may use **Infinite times** checkbox, in the **Repeat Pinging for:** field, which will tell the ping program to keep sending ICMP Echo packets to the specified IP address until the program is stopped. The user may opt to choose a specific number of times to ping the *Target IP Address* by clicking its radio button and entering a number between 1 and 255. Click *Start* to initiate the Ping program.

## Save Changes

The DGS-3324SR has two levels of memory; normal RAM and non-volatile or NV-RAM. Configuration changes are made effective clicking the *Apply* button. When this is done, the settings will be immediately applied to the switching software in RAM, and will immediately take effect.

Some settings, though, require you to restart the Switch before they will take effect. Restarting the Switch erases all settings in RAM and reloads the stored settings from the NV-RAM. Thus, it is necessary to save all setting changes to NV-RAM before rebooting the switch.

To retain any configuration changes permanently, click on the **Save** button in the **Save Changes** page, as shown below.

**Save Settings**

Save system settings to NV-RAM.

☒ Save(Only save config.)  
☐ Save Log(Only save log.)  
☐ Save All(Save config and log.)

Figure 7- 6. Save Changes

The Switch has three levels of save, which are as follows:

Parameter	Description
<b>Save (Only save config)</b>	Clicking the radio button for this entry will save only the current switch configuration to NV-RAM.

<b>Save Log(Only save log)</b>	Clicking the radio button for this entry will save only the current log file to NV- RAM.
<b>Save All(Save config and log)</b>	Clicking the radio button for this entry will save both the current switch configuration and the current log file to NV-RAM.

Once the Switch configuration settings have been saved to NV-RAM, they become the default settings for the Switch. These settings will be used every time the Switch is rebooted. See the **Reset** section for more information on changing configurations saved to NV-Ram.

## Reset

The **Reset** function has several options when resetting the Switch. Some of the current configuration parameters can be retained while resetting all other configuration parameters to their factory defaults.



**NOTE:** Only the **Reset System** option will enter the factory default parameters into the switch's non-volatile RAM, and then restart the Switch. All other options enter the factory defaults into the current configuration, but do not save this configuration. **Reset System** will return the Switch's configuration to the state it was when it left the factory

**Reset** gives the option of retaining the Switch's User Accounts and History Log while resetting all other configuration parameters to their factory defaults. If the Switch is reset with this option enabled, and **Save Changes** is not executed, the Switch will return to the last saved configuration when rebooted.

The **Reset Config** option will reset all of the Switch's configuration parameters to their factory defaults, without saving these default values to the Switch's non-volatile RAM. If the Switch is reset with this option enabled, and **Save Changes** is not executed, the Switch will return to the last saved configuration when rebooted.

In addition, the **Reset System** option is added to reset all configuration parameters to their factory defaults, save these parameters to the Switch's non-volatile RAM, and then restart the Switch. This option is equivalent to **Reset Config** (above) followed by **Save Changes**.

**Factory Reset to Default Value**

- ☐ **Reset** All parameters are reset to default settings except IP address, user account and history log.
- ☐ **Reset Config** All parameters are reset to default settings.
- ☒ **Reset System** All parameters are reset to default settings. Then the switch will do factory reset, save, reboot.

Apply

Figure 7- 7. Factory Reset window

## Reboot Device

The following menu is used to restart the Switch.

Clicking the **Yes** click-box will instruct the Switch to save the current configuration to non-volatile RAM before restarting the Switch.

Clicking the **No** click-box instructs the Switch not to save the current configuration before restarting the Switch. All of the configuration information entered from the last time **Save Changes** was executed, will be lost.

Click the **Restart** button to restart the Switch.

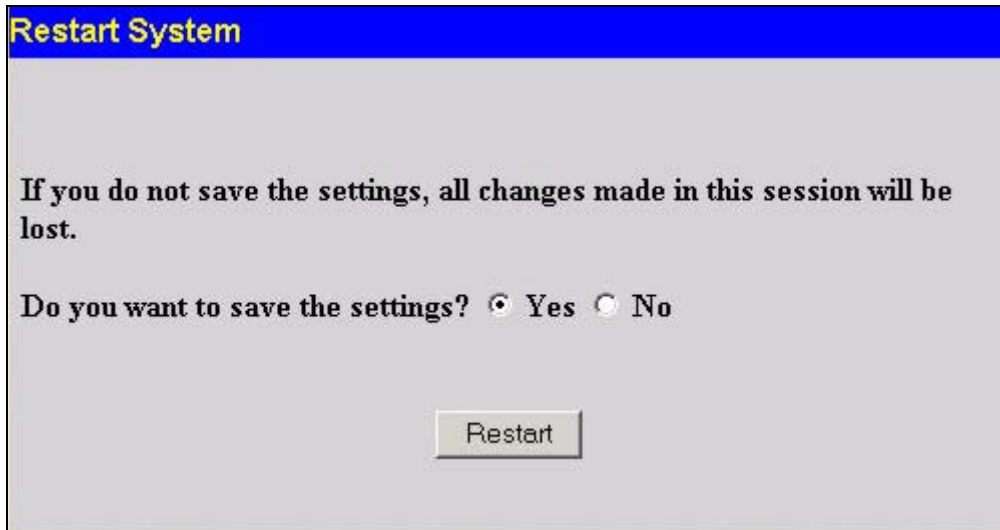


Figure 7- 8. Restart System window

## Logout

Use the **Logout** page to logout of the Switch's Web-based management agent by clicking on the **Log Out** button.

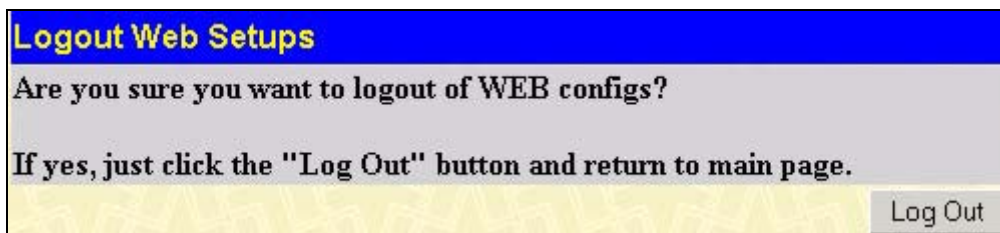


Figure 7- 9. Logout window

# Appendix A

## Technical Specifications

General	
<b>Standard</b>	IEEE 802.3u 100BASE-TX Fast Ethernet IEEE 802.3ab 1000BASE-T Gigabit Ethernet IEEE 802.1 P/Q VLAN IEEE 802.3x Full-duplex Flow Control IEEE 802.3 Nway auto-negotiation
<b>Protocols</b>	CSMA/CD
<b>Data Transfer Rates:</b>	Half-duplex      Full-duplex  Ethernet      10 Mbps      20Mbps Fast Ethernet      100Mbps      200Mbps Gigabit Ethernet      2000Mbps
<b>Fiber Optic</b>	SFP (Mini GBIC) Support IEEE 802.3z 1000BASE-LX (DEM-310GT transceiver) IEEE 802.3z 1000BASE-SX (DEM-311GT transceiver) IEEE 802.3z 1000BASE-LH (DEM-314GT transceiver) IEEE 802.3z 1000BASE-ZX (DEM-315GT transceiver)
<b>Topology</b>	Ring or Chain
<b>Network Cables</b>	UTP Cat.5, Cat.5 Enhanced for 1000Mbps UTP Cat.5 for 100Mbps UTP Cat.3, 4, 5 for 10Mbps EIA/TIA-568 100-ohm screened twisted-pair (STP)(100m)

## Physical &amp; Environmental

<b>AC inputs &amp; External Redundant Power Supply</b>	100 - 240 VAC, 50/60 Hz (internal universal power supply)
<b>Power Consumption:</b>	90 watts maximum
<b>DC fans:</b>	2 built-in 40 x 40 x10 mm fans ; 1 built-in 60 x 60 x18 mm fan
<b>Operating Temperature:</b>	0 to 40 degrees Celsius
<b>Storage Temperature:</b>	-25 to 55 degrees Celsius
<b>Humidity:</b>	Operating: 5% to 95% RH non-condensing Storage: 0% to 95% RH non-condensing
<b>Dimensions:</b>	441 mm x 207 mm x 44 mm (1U), 19 inch rack-mount width
<b>Weight:</b>	3.15 kg
<b>EMC:</b>	FCC Part 15 Class A/ ICES-003 Class (Canada) EN55022 Class A / EN55024
<b>Safety:</b>	CSA International

## Performance

<b>Transmission Method:</b>	Store-and-forward
<b>RAM Buffer:</b>	2 MB per device
<b>Filtering Address Table:</b>	16 K MAC address per device
<b>Packet Filtering/ Forwarding Rate:</b>	Full-wire speed for all connections. 148,810 pps per port (for 100Mbps) 1,488,100 pps per port (for 1000Mbps)
<b>MAC Address Learning:</b>	Automatic update.
<b>Forwarding Table Age Time:</b>	Max age: 10 - 1000000 seconds. Default = 300.



## Glossary

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**100BASE-FX** 100Mbps Ethernet implementation over fiber.

**100BASE-TX** 100Mbps Ethernet implementation over Category 5 and Type 1 Twisted Pair cabling.

**10BASE-T** The IEEE 802.3 specification for Ethernet over Unshielded Twisted Pair (UTP) cabling.

**ageing** The automatic removal of dynamic entries from the Switch Database which have timed-out and are no longer valid.

**ATM** Asynchronous Transfer Mode. A connection oriented transmission protocol based on fixed length cells (packets). ATM is designed to carry a complete range of user traffic, including voice, data and video signals.

**auto-negotiation** A feature on a port which allows it to advertise its capabilities for speed, duplex and flow control. When connected to an end station that also supports auto-negotiation, the link can self-detect its optimum operating setup.

**backbone port** A port which does not learn device addresses, and which receives all frames with an unknown address. Backbone ports are normally used to connect the Switch to the backbone of your network. Note that backbone ports were formerly known as designated downlink ports.

**backbone** The part of a network used as the primary path for transporting traffic

**Backbone** The part of a network used as the primary path for transporting traffic between network segments.

**bandwidth** Information capacity, measured in bits per second, that a channel can transmit. The bandwidth of Ethernet is 10Mbps, the bandwidth of Fast Ethernet is 100Mbps.

**baud rate** The switching speed of a line. Also known as *line speed*.

between network segments.

**BOOTP** The BOOTP protocol allows you to automatically map an IP address to a given MAC address each time a device is started. In addition, the protocol can assign the subnet mask and default gateway to a device.

**bridge** A device that interconnects local or remote networks no matter what higher level protocols are involved. Bridges form a single logical network, centralizing network administration.

**broadcast** A message sent to all destination devices on the network.

**broadcast storm** Multiple simultaneous broadcasts that typically absorb available network bandwidth and can cause network failure.

**console port** The port on the Switch accepting a terminal or modem connector. It changes the parallel arrangement of data within computers to the serial form used on data transmission links. This port is most often used for dedicated local management.

**CSMA/CD** Channel access method used by Ethernet and IEEE 802.3 standards in which devices transmit only after finding the data channel clear for some period of time. When two devices transmit simultaneously, a collision occurs and the colliding devices delay their retransmissions for a random amount of time.

**data center switching** The point of aggregation within a corporate network where a switch provides high-performance access to server farms, a high-speed backbone connection and a control point for network management and security.

**edge port**

**Ethernet** A LAN specification developed jointly by Xerox, Intel and Digital Equipment Corporation. Ethernet networks operate at 10Mbps using CSMA/CD to run over cabling.

**Fast Ethernet** 100Mbps technology based on the Ethernet/CD network access method.

**Flow Control** (IEEE 802.3z) A means of holding packets back at the transmit port of the connected end station. Prevents packet loss at a congested switch port.

**forwarding** The process of sending a packet toward its destination by an internetworking device.

**full duplex** A system that allows packets to be transmitted and received at the same time and, in effect, doubles the potential throughput of a link.

**half duplex** A system that allows packets to be transmitted and received, but not at the same time. Contrast with *full duplex*.

**IP address** Internet Protocol address. A unique identifier for a device attached to a network using TCP/IP. The address is written as four octets separated with full-stops (periods), and is made up of a network section, an optional subnet section and a host section.

**IPX** Internetwork Packet Exchange. A protocol allowing communication in a NetWare network.

**LAN** Local Area Network. A network of connected computing resources (such as PCs, printers, servers) covering a relatively small geographic area (usually not larger than a floor or building). Characterized by high data rates and low error rates.

**latency** The delay between the time a device receives a packet and the time the packet is forwarded out of the destination port.

**line speed** See *baud rate*.

**main port** The port in a resilient link that carries data traffic in normal operating conditions.

**MDI** Medium Dependent Interface. An Ethernet port connection where the transmitter of one device is connected to the receiver of another device.

**MDI-X** Medium Dependent Interface Cross-over. An Ethernet port connection where the internal transmit and receive lines are crossed.

**MIB** Management Information Base. Stores a device's management characteristics and parameters. MIBs are used by the Simple Network Management Protocol (SNMP) to contain attributes of their managed systems. The Switch contains its own internal MIB.

**multicast** Single packets copied to a specific subset of network addresses. These addresses are specified in the destination-address field of the packet.

**protocol** A set of rules for communication between devices on a network. The rules dictate format, timing, sequencing and error control.

**resilient link** A pair of ports that can be configured so that one will take over data transmission should the other fail. See also *main port* and *standby port*.

**RJ-45** Standard 8-wire connectors for IEEE 802.3 10BASE-T networks.

**RMON** Remote Monitoring. Subset of SNMP MIB II which allows monitoring and management capabilities by addressing up to ten different groups of information.

**RPS** Redundant Power System. A device that provides a backup source of power when connected to the Switch.

**server farm** A cluster of servers in a centralized location serving a large user population.

**SLIP** Serial Line Internet Protocol. A protocol which allows IP to run over a serial line connection.

**SNMP** Simple Network Management Protocol. A protocol originally designed to be used in managing TCP/IP internets. SNMP is presently implemented on a wide range of computers and networking equipment and may be used to manage many aspects of network and end station operation.

**Spanning Tree Protocol (STP)** A bridge-based system for providing fault tolerance on networks. STP works by allowing you to implement parallel paths for network traffic, and ensure that redundant paths are disabled when the main paths are operational and enabled if the main paths fail.

**stack** A group of network devices that are integrated to form a single logical device.

**standby port** The port in a resilient link that will take over data transmission if the main port in the link fails.

**switch** A device which filters, forwards and floods packets based on the packet's destination address. The switch learns the addresses associated with each switch port and builds tables based on this information to be used for the switching decision.

**TCP/IP** A layered set of communications protocols providing Telnet terminal emulation, FTP file transfer, and other services for communication among a wide range of computer equipment.

**Telnet** A TCP/IP application protocol that provides virtual terminal service, letting a user log in to another computer system and access a host as if the user were connected directly to the host.

**TFTP** Trivial File Transfer Protocol. Allows you to transfer files (such as software upgrades) from a remote device using your switch's local management capabilities.

**UDP** User Datagram Protocol. An Internet standard protocol that allows an application program on one device to send a datagram to an application program on another device.

**VLAN** Virtual LAN. A group of location- and topology-independent devices that communicate as if they are on a common physical LAN.

**VLTrunk** Virtual LAN Trunk. A Switch-to-Switch link which carries traffic for all the VLANs on each Switch.

**VT100** A type of terminal which uses ASCII characters. VT100 screens have a text-based appearance.

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# **Warranty and Registration for all Countries and Regions Except USA**

## **Wichtige Sicherheitshinweise**

1. Bitte lesen Sie sich diese Hinweise sorgfältig durch.
2. Heben Sie diese Anleitung für den spätern Gebrauch auf.
3. Vor jedem Reinigen ist das Gerät vom Stromnetz zu trennen. Verwenden Sie keine Flüssig- oder Aerosolreiniger. Am besten dient ein angefeuchtetes Tuch zur Reinigung.
4. Um eine Beschädigung des Gerätes zu vermeiden sollten Sie nur Zubehörteile verwenden, die vom Hersteller zugelassen sind.
5. Das Gerät ist vor Feuchtigkeit zu schützen.
6. Bei der Aufstellung des Gerätes ist auf sichern Stand zu achten. Ein Kippen oder Fallen könnte Verletzungen hervorrufen. Verwenden Sie nur sichere Standorte und beachten Sie die Aufstellhinweise des Herstellers.
7. Die Belüftungsöffnungen dienen zur Luftzirkulation die das Gerät vor Überhitzung schützt. Sorgen Sie dafür, daß diese Öffnungen nicht abgedeckt werden.
8. Beachten Sie beim Anschluß an das Stromnetz die Anschlußwerte.
9. Die Netzanschlußsteckdose muß aus Gründen der elektrischen Sicherheit einen Schutzleiterkontakt haben.
10. Verlegen Sie die Netzanschlußleitung so, daß niemand darüber fallen kann. Es sollte auch nichts auf der Leitung abgestellt werden.
11. Alle Hinweise und Warnungen die sich am Geräten befinden sind zu beachten.
12. Wird das Gerät über einen längeren Zeitraum nicht benutzt, sollten Sie es vom Stromnetz trennen. Somit wird im Falle einer Überspannung eine Beschädigung vermieden.
13. Durch die Lüftungsöffnungen dürfen niemals Gegenstände oder Flüssigkeiten in das Gerät gelangen. Dies könnte einen Brand bzw. Elektrischen Schlag auslösen.
14. Öffnen Sie niemals das Gerät. Das Gerät darf aus Gründen der elektrischen Sicherheit nur von autorisiertem Servicepersonal geöffnet werden.
15. Wenn folgende Situationen auftreten ist das Gerät vom Stromnetz zu trennen und von einer qualifizierten Servicestelle zu überprüfen:
  - a. Netzkabel oder Netzstecker sind beschädigt.
  - b. Flüssigkeit ist in das Gerät eingedrungen.
  - c. Das Gerät war Feuchtigkeit ausgesetzt.
  - d. Wenn das Gerät nicht der Bedienungsanleitung entsprechend funktioniert oder Sie mit Hilfe dieser Anleitung keine Verbesserung erzielen.
  - e. Das Gerät ist gefallen und/oder das Gehäuse ist beschädigt.
  - f. Wenn das Gerät deutliche Anzeichen eines Defektes aufweist.
16. Bei Reparaturen dürfen nur Originalersatzteile bzw. den Originalteilen entsprechende Teile verwendet werden. Der Einsatz von ungeeigneten Ersatzteilen kann eine weitere Beschädigung hervorrufen.
17. Wenden Sie sich mit allen Fragen die Service und Reparatur betreffen an Ihren Servicepartner. Somit stellen Sie die Betriebssicherheit des Gerätes sicher.
18. Zum Netzanschluß dieses Gerätes ist eine geprüfte Leitung zu verwenden, Für einen Nennstrom bis 6A und einem Gerätegewicht größer 3kg ist eine Leitung nicht leichter als H05VV-F, 3G, 0.75mm<sup>2</sup> einzusetzen.

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# Limited Warranty

## Hardware:

D-Link warrants each of its hardware products to be free from defects in workmanship and materials under normal use and service for a period commencing on the date of purchase from D-Link or its Authorized Reseller and extending for the length of time stipulated by the Authorized Reseller or D-Link Branch Office nearest to the place of purchase.

This Warranty applies on the condition that the product Registration Card is filled out and returned to a D-Link office within ninety (90) days of purchase. A list of D-Link offices is provided at the back of this manual, together with a copy of the Registration Card.

If the product proves defective within the applicable warranty period, D-Link will provide repair or replacement of the product. D-Link shall have the sole discretion whether to repair or replace, and replacement product may be new or reconditioned. Replacement product shall be of equivalent or better specifications, relative to the defective product, but need not be identical. Any product or part repaired by D-Link pursuant to this warranty shall have a warranty period of not less than 90 days, from date of such repair, irrespective of any earlier expiration of original warranty period. When D-Link provides replacement, then the defective product becomes the property of D-Link.

Warranty service may be obtained by contacting a D-Link office within the applicable warranty period, and requesting a Return Material Authorization (RMA) number. If a Registration Card for the product in question has not been returned to D-Link, then a proof of purchase (such as a copy of the dated purchase invoice) must be provided. If Purchaser's circumstances require special handling of warranty correction, then at the time of requesting RMA number, Purchaser may also propose special procedure as may be suitable to the case.

After an RMA number is issued, the defective product must be packaged securely in the original or other suitable shipping package to ensure that it will not be damaged in transit, and the RMA number must be prominently marked on the outside of the package. The package must be mailed or otherwise shipped to D-Link with all costs of mailing/shipping/insurance prepaid. D-Link shall never be responsible for any software, firmware, information, or memory data of Purchaser contained in, stored on, or integrated with any product returned to D-Link pursuant to this warranty.

Any package returned to D-Link without an RMA number will be rejected and shipped back to Purchaser at Purchaser's expense, and D-Link reserves the right in such a case to levy a reasonable handling charge in addition mailing or shipping costs.

## Software:

Warranty service for software products may be obtained by contacting a D-Link office within the applicable warranty period. A list of D-Link offices is provided at the back of this manual, together with a copy of the Registration Card. If a Registration Card for the product in question has not been returned to a D-Link office, then a proof of purchase (such as a copy of the dated purchase invoice) must be provided when requesting warranty service. The term "purchase" in this software warranty refers to the purchase transaction and resulting license to use such software.

D-Link warrants that its software products will perform in substantial conformance with the applicable product documentation provided by D-Link with such software product, for a period of ninety (90) days from the date of purchase from D-Link or its Authorized Reseller. D-Link warrants the magnetic media, on which D-Link provides its software product, against failure during the same warranty period. This warranty applies to purchased software, and to replacement software provided by D-Link pursuant to this warranty, but shall not apply to any update or replacement which may be provided for download via the Internet, or to any update which may otherwise be provided free of charge.

D-Link's sole obligation under this software warranty shall be to replace any defective software product with product which substantially conforms to D-Link's applicable product documentation. Purchaser assumes responsibility for the selection of appropriate application and system/platform software and associated reference materials. D-Link makes no warranty that its software products will work in combination with any hardware, or any application or system/platform software product provided by any third party, excepting only such products as are expressly represented, in D-Link's applicable product documentation as being compatible. D-Link's obligation under this warranty shall be a reasonable effort to provide compatibility, but D-Link shall have no obligation to provide compatibility when there is fault in the third-party hardware or software. D-Link makes no warranty that operation of its software products will be uninterrupted or absolutely error-free, and no warranty that all defects in the software product, within or without the scope of D-Link's applicable product documentation, will be corrected.

# Warranty and Registration Information for USA Only

Subject to the terms and conditions set forth herein, D-Link Systems, Inc. ("D-Link") provides this Limited warranty for its product only to the person or entity that originally purchased the product from:

- D-Link or its authorized reseller or distributor and
- Products purchased and delivered within the fifty states of the United States, the District of Columbia, U.S. Possessions or Protectorates, and U.S. Military Installations, addresses with an APO or FPO.

**Limited Warranty:** D-Link warrants that the hardware portion of the D-Link products described below will be free from material defects in workmanship and materials from the date of original retail purchase of the product, for the period set forth below applicable to the product type ("Warranty Period"), except as otherwise stated herein.

5-Year Limited Warranty for the Product(s) is defined as follows:

- Hardware (excluding power supplies and fans) Five (5) Years
- Power Supplies and Fans Three (3) Year
- Spare parts and spare kits Ninety (90) days

D-Link's sole obligation shall be to repair or replace the defective Hardware during the Warranty Period at no charge to the original owner or to refund at D-Link's sole discretion. Such repair or replacement will be rendered by D-Link at an Authorized D-Link Service Office. The replacement Hardware need not be new or have an identical make, model or part. D-Link may in its sole discretion replace the defective Hardware (or any part thereof) with any reconditioned product that D-Link reasonably determines is substantially equivalent (or superior) in all material respects to the defective Hardware. Repaired or replacement Hardware will be warranted for the remainder of the original Warranty Period from the date of original retail purchase. If a material defect is incapable of correction, or if D-Link determines in its sole discretion that it is not practical to repair or replace the defective Hardware, the price paid by the original purchaser for the defective Hardware will be refunded by D-Link upon return to D-Link of the defective Hardware. All Hardware (or part thereof) that is replaced by D-Link, or for which the purchase price is refunded, shall become the property of D-Link upon replacement or refund.

**Limited Software Warranty:** D-Link warrants that the software portion of the product ("Software") will substantially conform to D-Link's then current functional specifications for the Software, as set forth in the applicable documentation, from the date of original retail purchase of the Software for a period of ninety (90) days ("Warranty Period"), provided that the Software is properly installed on approved hardware and operated as contemplated in its documentation. D-Link further warrants that, during the Warranty Period, the magnetic media on which D-Link delivers the Software will be free of physical defects. D-Link's sole obligation shall be to replace the non-conforming Software (or defective media) with software that substantially conforms to D-Link's functional specifications for the Software or to refund at D-Link's sole discretion. Except as otherwise agreed by D-Link in writing, the replacement Software is provided only to the original licensee, and is subject to the terms and conditions of the license granted by D-Link for the Software. Software will be warranted for the remainder of the original Warranty Period from the date of original retail purchase. If a material non-conformance is incapable of correction, or if D-Link determines in its sole discretion that it is not practical to replace the non-conforming Software, the price paid by the original licensee for the non-conforming Software will be refunded by D-Link; provided that the non-conforming Software (and all copies thereof) is first returned to D-Link. The license granted respecting any Software for which a refund is given automatically terminates.

**Non-Applicability of Warranty:** The Limited Warranty provided hereunder for hardware and software of D-Link's products, will not be applied to and does not cover any product purchased through the inventory clearance or liquidation sale or other sales in which D-Link, the sellers, or the liquidators expressly disclaim their warranty obligation pertaining to the product and in that case, the product is being sold "As-Is" without any warranty whatsoever including, without limitation, the Limited Warranty as described herein, notwithstanding anything stated herein to the contrary.

**Submitting A Claim:** Any claim under this limited warranty must be submitted in writing before the end of the Warranty Period to an Authorized D-Link Service Office.

- The customer must submit as part of the claim a written description of the Hardware defect or Software nonconformance in sufficient detail to allow D-Link to confirm the same.
- The original product owner must obtain a Return Material Authorization ("RMA") number from the Authorized D-Link Service Office and, if requested, provide written proof of purchase of the product (such as a copy of the dated purchase invoice for the product) before the warranty service is provided.
- After an RMA number is issued, the defective product must be packaged securely in the original or other suitable shipping package to ensure that it will not be damaged in transit, and the RMA number must be prominently marked on the outside of the package. Do not include any manuals or accessories in the shipping package. D-Link will only replace the defective portion of the Product and will not ship back any accessories.
- The customer is responsible for all shipping charges to D-Link. No Charge on Delivery ("COD") is allowed. Products sent COD will either be rejected by D-Link or become the property of D-Link. Products should be fully insured by the customer and shipped to D-Link Systems, Inc., 53 Discovery Drive, Irvine, CA 92618. D-Link will not be held responsible for any packages that are lost in transit to D-Link. The repaired or replaced packages will be shipped via UPS Ground or any common carrier selected by D-Link, with shipping charges prepaid. Expedited shipping is available if shipping charges are prepaid by the customer.

D-Link may reject or return any product that is not packaged and shipped in strict compliance with the foregoing requirements, or for which an RMA number is not visible from the outside of the package. The product owner agrees to pay D-Link's reasonable handling and return shipping charges for any product that is not packaged and shipped in accordance with the foregoing requirements, or that is determined by D-Link not to be defective or non-conforming.

**What Is Not Covered:** This limited warranty provided by D-Link does not cover: Products, if in D-Link's judgment, have been subjected to abuse, accident, alteration, modification, tampering, negligence, misuse, faulty installation, lack of reasonable care, repair or service in any way that is not contemplated in the documentation for the product, or if the model or serial number has been altered, tampered with, defaced or removed; Initial installation, installation and removal of the product for repair, and shipping costs; Operational adjustments covered in the operating manual for the product, and normal maintenance; Damage that occurs in shipment, due to act of God, failures due to power surge, and cosmetic damage; Any hardware, software, firmware or other products or services provided by anyone other than D-Link; Products that have been purchased from inventory clearance or liquidation sales or other sales in which D-Link, the sellers, or the liquidators expressly disclaim their warranty obligation pertaining to the product. Repair by anyone other than D-Link or an Authorized D-Link Service Office will void this Warranty.

**Disclaimer of Other Warranties:** EXCEPT FOR THE LIMITED WARRANTY SPECIFIED HEREIN, THE PRODUCT IS PROVIDED "AS-IS" WITHOUT ANY WARRANTY OF ANY KIND WHATSOEVER INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. IF ANY IMPLIED WARRANTY CANNOT BE DISCLAIMED IN ANY TERRITORY WHERE A PRODUCT IS SOLD, THE DURATION OF SUCH IMPLIED WARRANTY SHALL BE LIMITED TO NINETY (90) DAYS. EXCEPT AS EXPRESSLY COVERED UNDER THE LIMITED WARRANTY PROVIDED HEREIN, THE ENTIRE RISK AS TO THE QUALITY, SELECTION AND PERFORMANCE OF THE PRODUCT IS WITH THE PURCHASER OF THE PRODUCT.

**Limitation of Liability:** TO THE MAXIMUM EXTENT PERMITTED BY LAW, D-LINK IS NOT LIABLE UNDER ANY CONTRACT, NEGLIGENCE, STRICT LIABILITY OR OTHER LEGAL OR EQUITABLE THEORY FOR ANY LOSS OF USE OF THE PRODUCT, INCONVENIENCE OR DAMAGES OF ANY CHARACTER, WHETHER DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF GOODWILL, LOSS OF REVENUE OR PROFIT, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, FAILURE OF OTHER EQUIPMENT OR COMPUTER PROGRAMS TO WHICH D-LINK'S PRODUCT IS CONNECTED WITH, LOSS OF INFORMATION OR DATA CONTAINED IN, STORED ON, OR INTEGRATED WITH ANY PRODUCT RETURNED TO D-LINK FOR WARRANTY SERVICE) RESULTING FROM THE USE OF THE PRODUCT, RELATING TO WARRANTY SERVICE, OR ARISING OUT OF ANY BREACH OF THIS LIMITED WARRANTY, EVEN IF D-LINK HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE SOLE REMEDY FOR A BREACH OF THE FOREGOING LIMITED WARRANTY IS REPAIR, REPLACEMENT OR REFUND OF THE DEFECTIVE OR NON-CONFORMING PRODUCT. THE MAXIMUM LIABILITY OF D-LINK UNDER THIS WARRANTY IS LIMITED TO THE PURCHASE PRICE OF THE PRODUCT COVERED BY THE WARRANTY. THE FOREGOING EXPRESS WRITTEN WARRANTIES AND REMEDIES ARE EXCLUSIVE AND ARE IN LIEU OF ANY OTHER WARRANTIES OR REMEDIES, EXPRESS, IMPLIED OR STATUTORY.

**Governing Law:** This Limited Warranty shall be governed by the laws of the state of California. Some states do not allow exclusion or limitation of incidental or consequential damages, or limitations on how long an implied warranty lasts, so the foregoing limitations and exclusions may not apply. This limited warranty provides specific legal rights and the product owner may also have other rights which vary from state to state.

### **FCC Warning:**

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### **ICES-003 Warning:**

The Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulation.

### **CE Warning:**

This is a class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

### **CAUTION**

**RISK OF EXPLOSION IF BATTERY IS REPLACED**

**BY AN INCORRECT TYPE.**

**DISPOSE OF USED BATTERIES ACCORDING**

**TO THE INSTRUCTIONS.**

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