

10BASE-T Stackable Hubs

Intelligent Series User's Guide

Rev. 01 (Oct., 1996)

6SNMPT....01
Printed In Taiwan



RECYCLABLE

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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 this user's guide, 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.

CE Mark 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.

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ABOUT THIS GUIDE

This User's Guide discusses how to use Intelligent 10BASE-T Stackable Managed hubs. This series includes:

- ♦ the 12/24-port stackable managed master hub, and
- ♦ the 12/24-port standard hub.

In this User's Guide, the Intelligent Series stackable hubs are frequently described simply as "hub" or "hubs" wherever the text applies to both models. Model numbers are normally used only to differentiate between models.

Overview of the *User's Guide*

The *User's Guide* is divided into the following chapters and their related audiences:

- ♦ **Chapter 1.** *Introduction*
Describes the features of the Intelligent Stackable Managed Hubs.
- ♦ **Chapter 2.** *Indicators*
Introduces the layout of the hub's front panel, rear panel, and display indicators.
- ♦ **Chapter 3.** *Setting up the Hub*
Describes basic installation procedures for setting up the hub.
- ♦ **Chapter 4.** *Building Hub Stacks*

- Describes how to stack master and slave hubs into an integrated hub stack.
- ◆ **Chapter 5.** *Network Connections*
Describes how to connect workstations to the hub, and the hub to other hubs and network components on a local area network.
 - ◆ **Chapter 6.** *Using the Console Interface*
Describes how to configure the hub and a manageable stack using the console program.
 - ◆ **Appendix A.** *Product Specifications*
Provides information on the physical and electrical specifications of the hubs.
 - ◆ **Appendix B.** *Power-On Self Test*
Provides information about the POST messages used for troubleshooting problems with the hub.
 - ◆ **Appendix C.** *Boot Configuration File*
Describes the hub boot configuration file.
 - ◆ **Appendix D.** *Cables and Connectors*
Describes the specifications of the cables and connectors used with the hubs.

1

INTRODUCTION

The Intelligent Stackable Managed Hub Series lets you build a 10Mbps Ethernet hub stack with full SNMP manageability, convenient setup, and an unprecedented degree of flexibility. The Series allows you to turn your network into the ideal connectivity solution by maximizing network performance.

Overview

Important features of the Intelligent Series include:

Media Connection Flexibility

The Intelligent Series hubs support multiple Ethernet media types, with twelve or twenty-four ports for twisted-pair cabling, and one AUI port which provides connectivity for a variety of Ethernet wiring environments, from basic workgroups to remote branch offices. An appropriate external transceiver allows the AUI port to be used to connect to any type of Ethernet medium.

Stackability and Manageability

A stack of Intelligent hubs can be separated up to 100 meters apart and still keep their manageability. Up to 8 hubs can be daisy-chained together using UTP or STP cable, with 7 client hubs sharing the master hub's SNMP management agent, to provide a connectivity solution for departmental Ethernet networks ranging up to 192 twisted-pair nodes. Bandwidth can be substantially increased using micro-segmentation and LAN switching technologies.

Innovative Display

Intelligent Series hubs are equipped with a large, clear display that shows an extensive array of information at a glance, including link/receive and partitioning status, bandwidth utilization, collision ratio, runt occurrences, and data transmission errors.

Security

The Intelligent Series supports intrusion control. Intrusion Control prevents unauthorized individuals from accessing the network. Through the network management software, Ethernet addresses that represent authorized users can be assigned to each hub port. If a packet is received from a port that contains a source address from other than the authorized user, the port is disabled and a notification is sent to the network manager.

Highlights

General Highlights of the Intelligent Series

- ◆ Complies with the IEEE 802.3 10BASE-T, 10BASE2, 10BASE5, and 10BASE-FL standards.
- ◆ Twelve or twenty-four independent RJ-45 ports for Category 3, 4, 5 twisted-pair wiring (either UTP or STP) to nodes in a 10BASE-T-compliant network.
- ◆ Switchable uplink port allows stacks of hubs to be easily cascaded together to further expand the network.
- ◆ Twisted-pair hub stack daisy chain cabling
 - ◇ Allows a total distance of 100 meters between the first hub and the last hub in the daisy-chain.
 - ◇ Expandable network capacity up to 8 hubs in a single stack for a maximum of 192 ports (and 8 AUI ports).
- ◆ Recessed AUI connector in the rear of the unit:
 - ◇ Accommodates most standard Ethernet transceivers.
 - ◇ Allows the transceiver to be safely and conveniently tucked away.
 - ◇ A custom tray is provided for easy insertion and removal of a recessed transceiver or cable.
- ◆ Clear, easy-to-read front panel display provides comprehensive diagnostic indication of network status, allowing managers to diagnose and troubleshoot instantly.

- ◆ SNMP-View Network Management Program available for standard SNMP-based management.
- ◆ Fully configurable either in-band or out-of-band using any SNMP-based network management system.
- ◆ Flash EPROM for software upgradeability (downloadable from TFTP Server. Initiate download request from either SNMP-View or an out-of-band console).
- ◆ Automatic bad port partition, collision detection, and jabber protection.
- ◆ Built-in removable power supply, replaceable without opening the enclosure.
 - ◇ Easily removed and replaced with a new one should damage occur.
 - ◇ Automatic voltage selection (100V-240V AC, 50-60Hz) without fuse changes or manual voltage range settings.
- ◆ Slim profile, usable as a standalone desktop unit or as a rack mountable unit.
- ◆ FCC Class A compliant.
- ◆ CE Mark compliant.
- ◆ VCCI Level 1 compliant.
- ◆ Hub IDs are automatically assigned during initialization or when daisy chain links are changed.
- ◆ One RS-232 console port for out-of-band management. (Telnet network management is also supported.)

The RS-232 serial communication port can be configured as either local console or remote access through Telnet based on SLIP support, as well as updating to the latest firmware via TFTP.

- ◆ Redundant Backup Management
 - ◇ To maximize management uptime, two master hubs can be put in the same stack. If the first one goes down, the backup hub can automatically take over to provide uninterrupted traffic monitoring and network control.

2

EXTERNAL FEATURES AND INDICATORS

This chapter introduces the controls and connectors on the front and rear panels of the hub, and explains the front panel display in detail.

Figures 2-1, 2-2 and 2-3 show the layouts of the front panel, rear panel, and display of the stackable hubs. Note that there are variations in the appearances of the front and back panels between hubs in the series. Only the 24-port models are depicted in this *User's Guide*.

Front and Back Panel Layouts

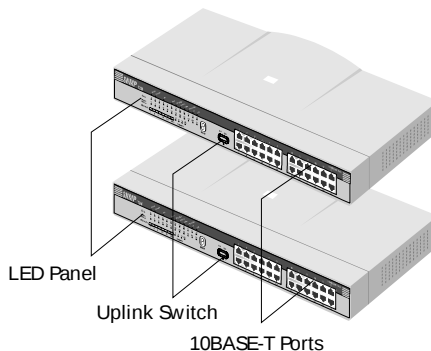


Figure 2 -1 Front Panel Layout

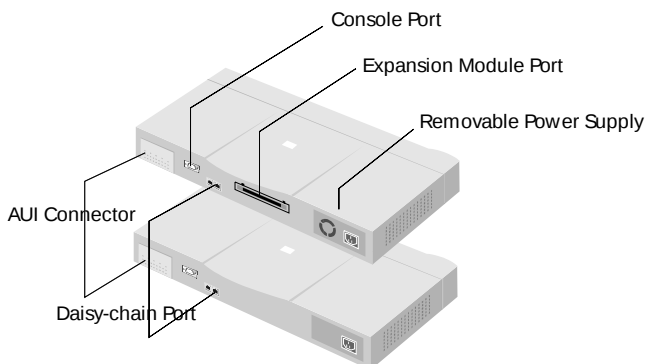


Figure 2 -2 Back Panel Layout

The following components are found on the front and back panels of the hubs:

◆ **Ethernet Ports**

Used for connecting the hub to network devices using 10BASE-T shielded or unshielded twisted-pair cable. The X label marked on each port means the ports are MDI-X ports, which connect to workstations and servers using straight-through cables and to other hubs using crossover cables.

◆ **Port 1 Uplink Switch**

Converts port 1 to an uplink port to allow you to connect the hub to an Ethernet switch or another hub with an ordinary straight-through cable instead of a modified crossover cable.

◆ **RS-232 Console Port** (manageable models only)

Used to connect the master hub to a network management station for out-of-band communication, or for simple management using the console interface. The console port has a standard 9-pin RS-232 female connector.

◆ AUI Port

Used when connecting the hub to a 10BASE5 "thick Ethernet" backbone, or to other types of Ethernet media. The recessed AUI port accommodates most standard transceivers (also known as Media Access Units or MAUs), allowing the transceiver to be safely and conveniently tucked away.

◆ Daisy-chain Port

The daisy-chain port consists of one set of two RJ-45 connectors. It allows you to connect Intelligent hubs together into a stack of up to 8 hubs with a maximum of 192 10BASE-T ports.

◆ Expansion Module Port (manageable models only)

Used for adding optional expansion modules to the hub, such as the 10/100Mbps switch module.

Front Panel Indicators

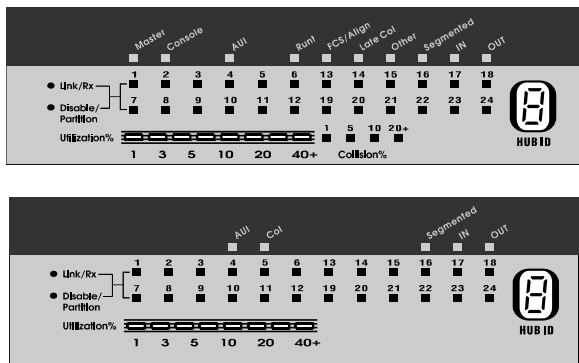


Figure 2-3 Indicator Display

The hub's front panel display features the following indicators:

◆ Port Status Indicators

Each of the ports has an LED status indicator for reporting its link and activity status, and showing whether or not it has been partitioned.

The port status indicators always come on when the hub is powered on. After the POST (Power-On Self Test) is completed, they normally go off.

The following describes each indicator and the meaning of each condition:

◇ Link

The indicator of a port lights green when the port is connected to a powered Ethernet station. If the station to which the hub is connected is powered off, or if there is a problem with the link, the indicator is off.

◇ Receive

The indicator of a port blinks green when the port is currently receiving packets on the connected segment. Upon reception, each data packet will be transmitted through all other connected ports on the hub (or in the hub stack).

◇ Auto-partition

The indicator of a port blinks amber when the port is automatically partitioned due to an abnormal network condition.

A port is temporarily partitioned when too many line errors or too many collisions are detected on the port. While the segment is automatically partitioned, the port continues to receive data. However, data is not transmitted out of the segment (from the port). When the problem is corrected or a valid data packet is received from the port, the port is automatically reconnected.

◇ **Manual Partition**

The indicator of a port lights amber continually when the port is manually partitioned.

Manually partitioning a port has the same effect as automatic partitioning, except that you must also manually re-enable it. You can choose to manually partition a port even if there is nothing wrong with it, for example to prevent a certain device from accessing the network or to reduce network traffic.

No incoming packet transmission can occur on a manually partitioned port. Ports can be partitioned and re-enabled using an SNMP-based network management system, or using the console menu interface.

◆ **Master** (manageable models only)

The Master indicator lights to indicate that the master hub is serving as an active master.

◆ **Console** (manageable models only)

The master hub's Console or Out-Of-Band indicator will light to indicate whether the hub's RS-232 console port is being used for the console interface or for out-of-band network management using the SLIP protocol. The mode of the console port may be set using the console interface or using an SNMP-based network management system.

◆ **FCS/Align** (manageable models only)

The FCS (Frame Check Sequence)/Align indicator lights amber to indicate that data packets have been corrupted during transmission. An FCS error occurs when a data packet fails an internal consistency check. An alignment error occurs when the bits in a packet don't add up to a whole number of bytes.

◆ **Late Col** (manageable models only)

The Late Col indicator lights when a collision is detected that happened after the 512th bit of a frame. Late collisions may be caused by overly long delays in the Ethernet network, either due to cable that is too long or a repeater (hub) count that is too high.

◆ **Runt** (manageable models only)

The Runt indicator lights when the hub receives a packet that is too short. Ethernet packets must be at least 64 bytes long. Runts are often a normal side effect of collisions.

◆ **Other** (manageable models only)

The indicator lights amber when other types of Ethernet errors occur.

◆ **Utilization %**

The utilization bar graph displays the percentage utilization of Ethernet bandwidth, comparing the amount of data being transmitted over the network with the maximum amount possible. All received Ethernet frames are counted, whether they were valid or not. The hub updates this display every 0.5 seconds.

◆ **HUB ID**

The HUB ID display indicates the Unit ID of the hub. In a hub stack, each hub unit should have a unique ID. The hub is capable of automatically setting the hub ID, freeing you from having to do so.

Using the console interface, you can turn on Group ID flashing, which will make the hub ID indicator flash off and on. This may be useful for identifying a specific hub or a hub stack within a large bank of hubs.

◆ **Segmented**

The Segmented indicator lights when the entire hub has been manually segmented off from the rest of the network. Normally the hubs are

connected together into a single Ethernet “collision domain” through the daisy chain connectors on the back. Segmenting a hub places it in its own collision domain, while allowing it to be managed with the rest of the stack.

◆ **Daisy-chain in/out**

The down arrow indicates that another hub in the stack is connected to the daisy-chain in port of the hub, and the up arrow indicates that another hub is connected to the daisy-chain out port.

◆ **Col Ratio** (manageable models only)

The Col Ratio bar graph displays the collision rate on the Ethernet network, in units of tens of collisions per second. Collisions occur whenever two or more devices on the network attempt to transmit at the same time; whenever that happens, all of the devices involved back off and retransmit after a small delay. An excessive number of collisions can drastically reduce the bandwidth of the network, and may indicate that the network is overloaded or that there is some sort of hardware or wiring problem.

The Col Ratio is only displayed on the manageable hub models; on all models, however, the Col indicator will blink when a collision occurs.

3

SETTING UP THE HUB

This chapter explains how to choose a place for your hub stack and how to set up your hubs.

Power and Environmental Requirements

The hubs feature an auto-selecting 100-240 V, 50-60 Hz power supply unit, which works in most countries around the world. Before connecting the supplied power cord to the hub, check to see that the power cord does not exceed the maximum length allowed in the country of operation. (The power cord normally included with the device is 1.83m (6ft.) long.) Also, make sure it is terminated with the proper connector for use with your particular voltage and current requirements. The cord voltage and current ratings should conform to the standards of the country where you are using the hub.

When using a 230V power source within the U.S., use a UL-listed power cord with the following characteristics:

- ◆ 18 AWG
- ◆ Type SVT or SJT three-conductor cord
- ◆ Maximum 15 feet in length

- ◆ Tandem blade
- ◆ Grounding type attachment plug rated at 15 A, 250V

When using a 230V power source outside of the U.S., use a cord with the following characteristics:

- ◆ 18 AWG
- ◆ Grounding attachment plug rated at 15A, 250V
- ◆ The cord should have the appropriate safety approvals for the country where the equipment will be installed. It should be marked “HAR.”

Be sure the operating environment for the hub is within the following ranges:

- ◆ Temperature: 32^o to 122^oF (0^o to 50^oC)
- ◆ Humidity: 5% to 95% (non-condensing)

Power Connection

To connect power, take the following steps.

1. Plug the female IEC connector of the power cable into the power connector on the back of the hub.
2. Insert the three-pronged plug on the power module cable into a non-switched, grounded power outlet on a wall, a power strip, or a grounded extension cord.
3. When you plug in the power cable, verify that the hub performs the self test to confirm the hub is operating correctly. To power off the hub, disconnect the male connector from the outlet. Do not disconnect the female connector from the hub to power off the hub.

Free-standing Installation

If you are installing the hub as a free-standing unit, apply the four self-adhesive rubber feet to the bottom of the hub chassis. Make sure the bottom surface of the chassis is clean and dry. Stand the chassis up-on-end and attach one rubber foot about 1 inch from each corner.

Rack-Mounting

The hubs can be used standalone on a tabletop or shelf, or mounted in a rack. When mounting the hub stack in a rack, confirm that the rack is an EIA standard 19-inch rack. For rack mounting convenience, a pair of mounting brackets is included in the package. Attach the mounting brackets with the enclosed machine screws, and then mount the hub in the rack using screws included with the rack.

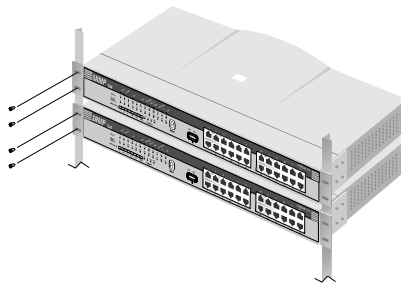


Figure 3 -1 Rack-Mounting

Installing the Transceiver Tray

At the rear of the hub, there is an AUI connector designed for connecting the hub to various types of Ethernet media such as thick Ethernet coaxial cable (10BASE5), thin Ethernet coax (10BASE2), or fiber optic cabling (10BASE-FL). The AUI connector is recessed, allowing most types of transceivers (otherwise known as Media Access Units or MAUs) to be installed partially recessed within the rear panel of the hub. To make inserting and removing the transceiver easier, a transceiver tray has been included with the hub.

To install a transceiver using the tray, first place the transceiver in the tray, with the slotted stubs on the transceiver's male AUI connector fitting into the slots on the front of the tray. Open the door covering the AUI port and slide the tray and transceiver into the slot until the connection is secure.

Most transceivers should fit within the slot. To accommodate larger transceivers, insert a standard AUI cable using the tray. In this case, the cable serves as a short extension to allow the transceiver to be used external to the hub enclosure.

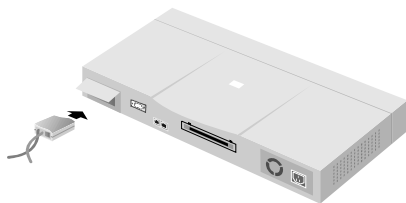


Figure 3-2 Installing the Transceiver Tray

Replacing the Power Supply

The hub comes with a removable power supply for easy replacement. In the unlikely event that the power supply fails or is damaged, follow the steps below to replace the power supply.

1. Disconnect the power cord from the AC outlet.
2. Disconnect the power cord from its connector on the rear of the hub.
3. Using a Phillips screwdriver, remove the screws securing the power supply to release the unit.
4. Remove the power supply by sliding it out the rear of the chassis. **Do not plug in the power supply when it is outside the chassis!** Doing so could cause personal injury or damage to the power supply.
5. Slide the replacement power supply into the chassis, engaging the connector carefully.
6. Attach the power cord to the connector of the power supply and connect the other end of the power cord to the AC supply source.

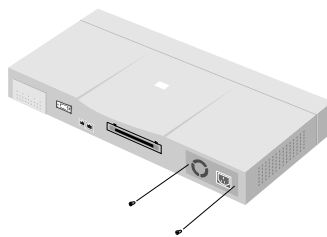


Figure 3 -3 Replacing the Power Supply

4

BUILDING HUB STACKS

You can combine up to eight hubs in the Intelligent Series into a single manageable hub stack. Building a hub stack has two advantages:

- ◆ All of the hubs can be managed as a single unit using a network management system or the console interface. Up to 192 10BASE-T ports can be controlled and monitored from a single management screen. Only one master hub is required; less costly slave hubs can be used for the rest of the stack.
- ◆ The entire hub stack counts as a single repeater hub when planning your network. The Ethernet standard requires that there be at most four repeaters between any two stations on the network. Using the hub's built in daisy-chain ports allows you to link eight hubs together without violating the repeater count limitation.

This chapter tells about the various roles hubs in the stack can play, how to connect the hubs using the Daisy-Chain ports, and how to divide hubs in the stack into separate segments.

Hub Roles

The series supports both master and slave hubs. In addition, more than one master hub can be placed in a single hub stack. Therefore, a hub in the stack

can take on different roles depending on the type of hub it is and its position in the hub stack.

Position Within the Stack

Hubs in the hub stack are connected using the daisy-chain ports located at the rear of the hub. Each hub has an IN port and an OUT port. Hubs are daisy-chained together by connecting the OUT port of one hub to the IN port of the next hub in the chain. A typical stack arrangement is shown below.

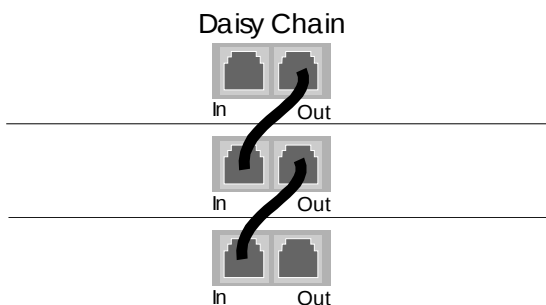


Figure 4 -1 Typical Stack Arrangement

All hubs connected (directly or indirectly) through the IN port of a hub can be considered *upstream* of that hub, and all hubs connected (directly or indirectly) through the OUT port of the hub can be considered *downstream*. If a hub does not have any upstream hubs, it is at the *head* of the stack.

Master Hub Roles

You can include more than one master hub in a hub stack. This allows you to continue to manage the hub stack, even if the management agent of one of the master hubs fails. The hub currently managing the stack is called the Active Master and other master hubs in the stack are called Standby Masters.

If a master hub is at the head of the stack, it automatically becomes the Active Master. Otherwise, it will wait for management commands from

another master hub upstream. If it receives commands from a master hub, it becomes a Standby Master, controlled by the Active Master. If it does not receive any commands, or if the Active Master hub fails, it will become the Active Master.

Note that even if there are more than two master hubs in the stack, the Standby indicator of the additional master hubs will not light. However, if the Active Master at the head of the stack fails, the first Standby Master will become the Active Master, and the next master hub will then become a Standby Master.

A master hub can only manage hubs that are downstream of it. Therefore, you should place the hub that you want to serve as the Active Master at the head of the stack. If you want to use Standby Master hubs, you should place them directly downstream of the Active Master. Otherwise, you will not be able to control or monitor any slave hubs upstream of the master hub.

Each master hub has its own IP address. All master hubs respond to SNMP management commands, though only the Active Master is capable of controlling and monitoring other hubs. If the Active Master hub fails, then you will need to use the IP address of the new Active Master to manage the other hubs in the stack.

Slave Hub Roles

Slave hubs can operate standalone or can be a Managed hub controlled by an (upstream) Active Master hub.

If there are no master hubs in the hub stack, or if the Active Master hub in the stack fails and there is no Standby Master hub to take its place, the slave hubs will be Standalone hubs. (In a case where the Master Hub fails, you should power the slave hubs off and then on again to insure they are in a valid state before using them as Standalone hubs.) Standalone hubs all have a Hub ID of 0. As a standalone hub, all ports will be enabled, and settings such as hub segmenting, intrusion security, etc. will have no effect.

When there is a working Active Master in the stack, then each slave hub in the stack will be a Managed hub controlled by the Active Master hub, and will have its own Hub ID.

Hub ID

Hub ID numbers, displayed on the front of the hub, are determined automatically by the master hub. When the master hub starts up, it begins to assign Hub ID numbers to all of the Standby Master and Managed hubs. The master hub remembers the Hub ID associated with each hub in the stack, and even if a hub is removed, the other hubs will keep their original Hub IDs. When you add a new hub to the stack, the master hub will assign it an unused Hub ID.

Daisy-chaining Hubs into a Hub Stack

Hubs are daisy-chained together using ordinary 4-pair, Category 5, twisted-pair cabling with RJ-45 connectors on each end. A short (30cm) daisy-chain cable is included with the hub. If you need to make a longer cable, consult the pinout information in Appendix D. The total length of all the cables, measured from the first hub in the stack to the last, must not exceed 100 meters.

Normally the master hubs are placed at the top of the stack. The hub you intend to serve as Active Master should be on top, and any Standby Master hubs should be immediately below it. Other hubs can be placed in any order below the master hubs.

Connect a daisy-chain cable from the OUT port of the Active Master hub to the IN port of the next hub downstream. Each additional cable should go from the OUT port of one hub to the IN port of the hub below it, as shown below in Figure 4 -2.

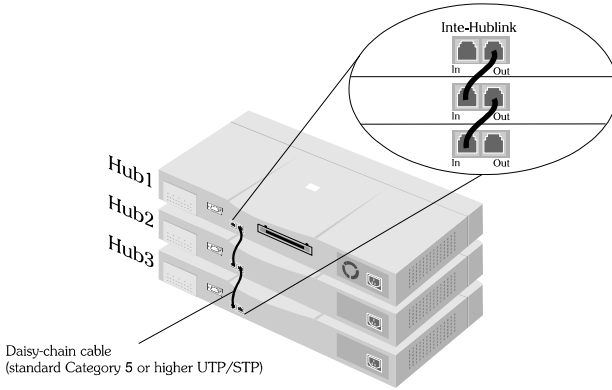


Figure 4 -2 Daisy-Chaining Hubs

Segmenting Hubs

The emergence of Ethernet switching hub technology has made it more common to segment local area networks into smaller pieces to reduce congestion on each segment. This makes it easier to balance network loads, since a smaller number of devices compete for the 10Mbps bandwidth on each network segment.

A stack of eight hubs makes network management convenient, but 192 Ethernet stations on a single Ethernet network segment may give slow response at peak network loads. Therefore, the hub provides a way to segment hubs from the stack into their own collision domains. Segmenting hubs requires only a simple management command, and does not require any hardware or wiring changes. Though the hubs continue to be daisy-chained together and are managed as a single unit, each hub can either be a part of the collision domain of the rest of the stack, or can be separated into its own network segment. These separate segments can be bridged by connecting them to separate ports of an Ethernet switching hub.

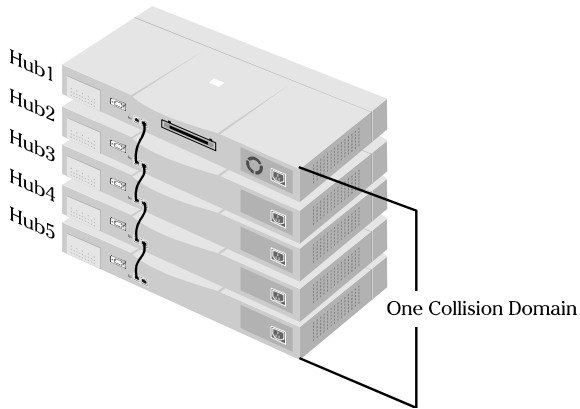


Figure 4 -3 All Hubs Connected to Ethernet Backbone

Figure 4 -3 shows an unsegmented stack of hubs. All hubs in the stack are in the same collision domain because they are connected together using the daisy-chain ports and they have not been segmented.

Figure 4 -4 shows a stack divided into three separate collision domains. Hubs 4 and 5 are isolated from Collision Domain 1 (hubs 1, 2, and 3) using the hub segmentation capability, putting them into their own isolated Collision Domains 2 and 3 respectively. A switch, bridge or router can be used to connect the three collision domains so that traffic can pass between them, yet keeping them isolated to reduce congestion on each segment. Without an additional connection, none of the three Collision Domains will be able to pass traffic across domains, however, using a pass-through cable to cascade the domains would negate their usefulness as separate segments.

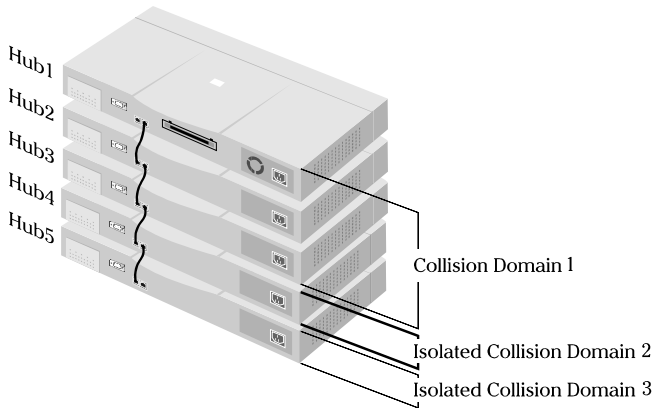


Figure 4-4 Three Separate Collision Domains

When a hub is segmented from the rest of the stack, the Segmented indicator on the front panel display will light. For information about segmenting hubs using the console interface, see Chapter 6 in this *User's Guide*. For information about segmenting hubs using the network management module for the hub, see the management module's *User's Guide*.

NOTE: *Hub segmentation is controlled by the master hub. While the hub is performing its Power-On Self-Test (POST), all hubs in the stack will be connected together in a single segment. When the master hub completes its initialization, it will restore any segmentation of the hubs. Therefore, if you are using a switch or bridge to join different segments, be sure to enable the IEEE 803.1d Spanning Tree Protocol to prevent temporary network loops.*

5

NETWORK CONNECTIONS

Once you have set up your hubs and connected them into a stack, you are ready to connect network stations, and to connect your hub to the rest of your Ethernet network. This chapter tells how to connect workstations to the hub, and the hub to the other hubs and network components on your local area network.

Connecting Stations to the Hub

The hub's RJ-45 connectors are used for directly connecting the hub to network devices using 10BASE-T shielded or unshielded twisted-pair cable (STP or UTP). The X label marked on each port means the ports are MDI-X ports, which connect to workstations and servers using straight-through cables and to other hubs using crossover cables.

To connect to a network station, use ordinary Ethernet twisted pair cable (Category 3 or better), either directly or through a central wiring patch block. The cable can be a maximum of 100 meters long. Only two wire pairs in the cable are used for 10BASE-T Ethernet.

One wire pair should be connected to pins 1 and 2 of the connector, and another wire pair should be connected to pins 3 and 6. Detailed pinout information for 10BASE-T connectors can be found in Appendix D.

Plug the RJ-45 connector at one end into the network station, and the other end into a free 10BASE-T port on the front of the hub. When both the hub and the device at the other end of the connection are turned on, and the cable is connected at both ends, then the Link indication for the port should light. If it does not, then:

1. Be sure that the connectors are seated correctly at both ends of the cable.
2. Check the continuity of the wires in the cable, as well as the pin assignments on the RJ-45 connectors.
3. Be sure that the network station to which the port is connected is plugged in and powered on.
4. Check that the right type of cable is connected to the port and that the uplink switch is set correctly.

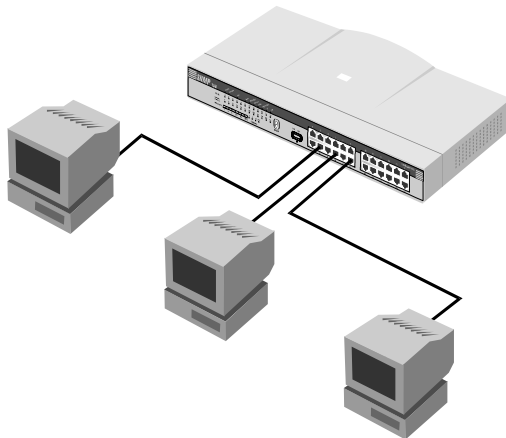


Figure 5 -1 Connecting Stations to the Hubs

Cascading Hub Stacks

If you need to expand your network beyond an eight-port stack, or you need to connect your hub to other parts of your network, you can cascade it using several different network media, including 10BASE-T twisted-pair cabling, 10BASE2 thin coaxial cabling, 10BASE5 thick coaxial cabling, and FOIRL or 10BASE-FL fiber optic cabling.

When planning your network, it is important to keep the Ethernet configuration rules in mind. In particular, be sure that there are no more than four repeaters (including hubs or hub stacks) between any two stations on the network. Also, be careful that none of the cable links exceed the maximum length for that type of cable. If you need to exceed the repeater limit, you can use a bridge or Ethernet Switch to divide the network into separate collision domains.

Using Twisted-pair Cabling

One way you can connect hubs or 12hub stacks together is by using ordinary twisted-pair cabling. This is the simplest method, though it has the disadvantages that the distance between hub stacks can be at most 100 meters, and all but the first and last hubs require two RJ-45 ports each for the cascade connections.

Twisted-pair cabling is also usually used to connect repeater hubs to Ethernet switching hubs.

There are two different ways of cascading hubs using 10BASE-T cabling. The first way is to use a crossover cable, which connects the transmit of one hub to the receive of the other, and vice versa. A crossover cable can be made easily, as explained in Appendix D.

A more convenient method is to use the hub's Uplink switch. The Uplink switch lets you use Port 1 as either an ordinary MDI-X port for connecting to a server or workstation, or as an MDI port for connecting to another hub.

This means you can cascade to another hub using an ordinary straight-through twisted-pair cable.

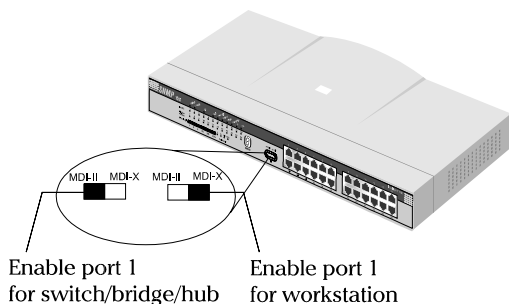


Figure 5 -2 Uplink Switch Setting

When using this method, set the Port 1 Uplink switch to MDI, connect one end of the straight-through cable Port 1 of the hub, and connect the other end of the cable to an ordinary (non-uplink) port on the other repeater hub or Ethernet switch.

Don't try to cascade more than four repeater hub stacks in a line using twisted-pair cabling. Instead, use a multilevel cascading scheme as discussed in the *Multilevel Cascading* section below.

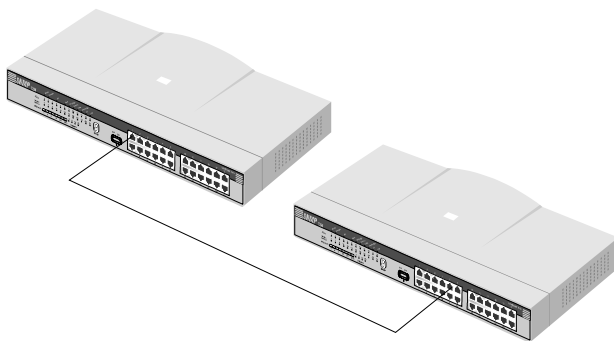


Figure 5 -3 Connection Through Port 1

Using Thin Coaxial Cabling

With the addition of a 10BASE2 transceiver connected to the AUI port at the rear of the hub (as described in Chapter 3), you can cascade the hub to other hubs or stations using thin coaxial cabling. This method of cascading hubs gives additional flexibility over using twisted-pair cable, since you can cascade up to thirty hubs on a single thin coaxial cable segment. The entire coaxial segment may be up to 185 meters long.

Each device on the thin coax segment needs to have a BNC port or use a 10BASE2 transceiver. The cables should be connected to the BNC ports using BNC T-connectors, and there should be 50 ohm terminating resistors on each end. Make sure that you leave at least 0.5 meters of coaxial cable between any two nodes on the thin coaxial cable segment.

Using Fiber or Thick Coaxial Cabling

Similarly, transceivers connected to the AUI port can be used for connecting thick coax Ethernet (10BASE5) or fiber optic cabling (FOIRL or 10BASE-FL) to the hub.

A thick Ethernet trunk can be up to 500 meters long (preferably a single piece of cable), and should have 50 ohm terminating resistors at each end. The cable shield should be grounded at one end. 10BASE5 transceivers usually tap directly into the coaxial cable; taps should be placed at 2.5 meter intervals, and you can have a maximum of 100 taps on a single cable segment. You can connect the transceiver to the hub's AUI port using an AUI cable up to 50 meters long.

Using a fiber optic transceiver, you can link to another hub or hub stack up 1000 meters away using FOIRL (Fiber Optic Inter-Repeater Link), or up to 2000 meters away using 10BASE-FL. The fiber optic transceiver should be inserted into the AUI port. Two fiber optic cables are required; the transmit line of each transceiver should be connected to the receive connector of the other.

When connecting a transceiver to the hub, the transceiver's SQE (heartbeat) function should be disabled.

Multilevel Cascading

Hubs can be cascaded in multiple levels, provided no path between stations on the network goes through more than four repeaters. For example, a backbone level of hubs can be connected in a bus using 10BASE2 cabling, and second-level workgroup hubs can be connected to the backbone hubs using twisted-pair cabling. This type of network layout allows a greatly expanded number of network nodes without sacrificing manageability.

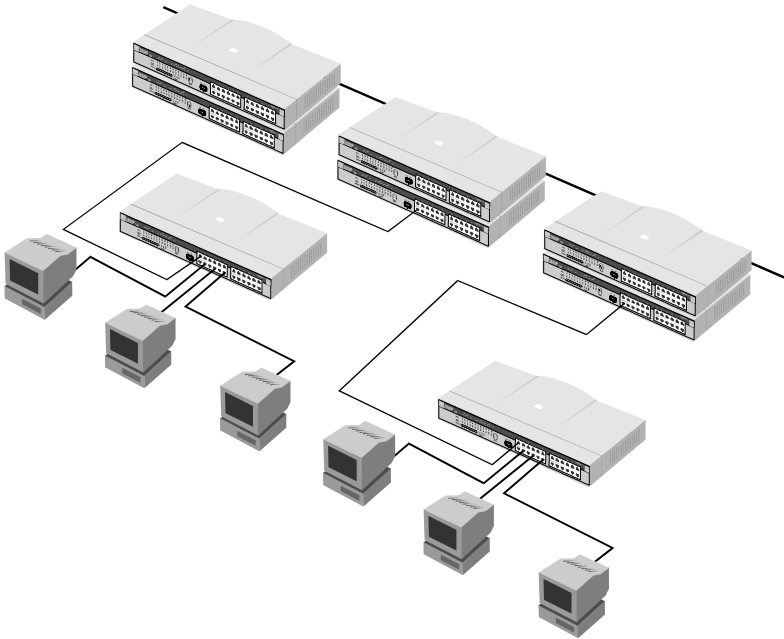


Figure 5 -4 Multilevel Cascading

6

USING THE CONSOLE INTERFACE

Your Intelligent stackable Ethernet hub supports a console management interface that allows you to set up and control your hub, either with an ordinary terminal (or terminal emulator), or over the network using the TCP/IP **Telnet** protocol. You can use this facility to perform many basic network management functions. In addition, the console program will allow you to set up the hub for management using SNMP-View or another SNMP-based network management system. This chapter describes how to use the console interface to access the hub, change its settings, and monitor its operation.

Connecting to the Hub

You can use the console interface by connecting the hub to a VT100-compatible terminal or a computer running an ordinary terminal emulator program (e.g., the **terminal** program included with the Windows operating system) using an RS-232C serial cable. Your terminal parameters will need to be set to:

- ◆ VT-100/ANSI compatible
- ◆ Arrow keys enabled
- ◆ 9600 baud

- ◆ 8 data bits
- ◆ No parity
- ◆ One stop bit

You can also access the same functions over a **Telnet** interface. Once you have set an IP address for your hub, you can use a **Telnet** program (in a VT-100 compatible terminal mode) to access and control the hub. All of the screens are for the most part identical, whether accessed from the console port or from a **Telnet** interface.

Console Usage Conventions

The console interface makes use of the following conventions:

1. Items after a colon ":" are read-only values, displayed for information purposes. The cursor cannot be moved to these items.
2. Items in *<angle brackets>* can be toggled on or off using the space bar.
3. Items in *[square brackets]* can be changed by typing in a new value. You can use the backspace and delete keys to erase characters behind and in front of the cursor.
4. The up and down arrow keys, the left and right arrow keys, and the tab key, can be used to move between selected items. The currently selected item will be shown in reverse video.
5. Items in UPPERCASE are commands. Moving the selection to a command and pressing Enter will execute that command.

Logging In to the Hub Console

The Intelligent Series master hubs support user-based security that can allow you to prevent unauthorized users from accessing the hub or changing its settings. This means that before you can access the functions of the hub, you will need to first log into the hub, giving a password. This section tells how to log onto the hub, and how to change your password.

Logging In

When you first connect to the hub, it will display the login screen:



Figure 6 -1 Login Screen

To log in,

1. Type in your user name and press Enter.
2. Type in your password and press Enter.

3. With the cursor on the OK selection, press Enter. The main menu screen will be displayed.

NOTE: *When the hub is shipped from the factory, the default user name is **SNMP-T** and the default password is also **SNMP-T**. You will need to use this user name and password when you first set up your hub or if you have completely reset the hub settings using the Factory Reset NVRAM to Default Value menu selection. **Be sure to change this user name and password (as described below) to protect the security of your hub.***

There are two levels of user privileges: *Super User* and *General User*. The default user (SNMP-T) has *Super User* privileges. Some menu selections available to users with *Super User* privileges may not be available to *General Users*. The main menu shown below is the menu for users with *Super User* privileges:

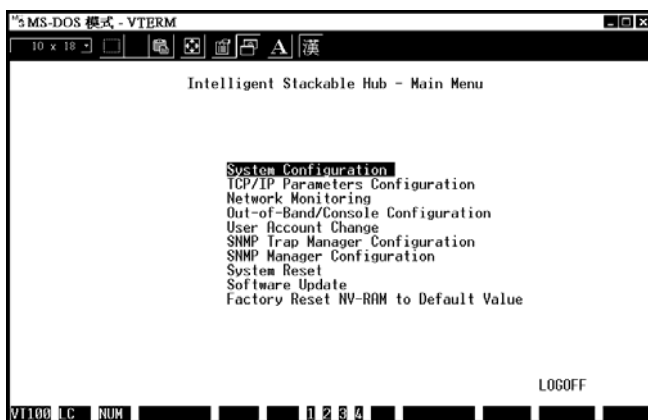


Figure 6 -2 Main Menu

Changing your Password

To change your user password:

1. Choose **User Account Change** from the main menu.
2. Choose **Change Password**.

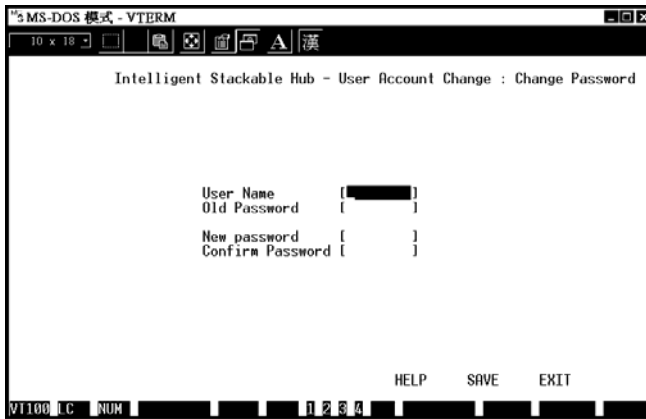


Figure 6 -3 Change Password

3. Type in your user name and press Enter.
4. Type in your old password and press Enter.
5. Type in the new password you have chosen, and press Enter. Type in the same new password in the following blank to verify that you have not mistyped it.
6. Choose the SAVE command to let the password change take effect.
7. Choose EXIT to exit this screen.

This method can also be used by a *Super User* to change another user's password.

Setting up the Master Hub

This section describes the settings you will need to change to allow you to be able to manage the hub from an SNMP-based Network Management System such as SNMP-View, or to be able to access the hub using the **Telnet** protocol.

TCP/IP Settings

The hub needs to have a TCP/IP address assigned to it so that the network management system or **Telnet** client can find it on the network. The TCP/IP Parameters Configuration Menu allows you to change the settings for the two different interfaces used on the hub: the Ethernet interface used for in-band communication, and the SLIP interface used over the console port for out-of-band communication.

Each of the fields on this menu takes effect the next time the system is restarted. Fields that can be set include:

- ◆ **IP Address:** determines the IP address used by the hub for receiving SNMP and **Telnet** communications. Should be of the form xxx.xxx.xxx.xxx, where each xxx is a number (represented in decimal) between 0 and 255. This address should be a unique address on a network assigned to you by the central Internet authorities. The same IP address is shared by both the SLIP and Ethernet network interfaces.
- ◆ **Subnet Mask:** bitmask that determines the extent of the subnet that the hub is on. Should be of the form xxx.xxx.xxx.xxx, where each xxx is a number (represented in decimal) between 0 and 255. If no subnetting is being done, 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.

- ◆ **Default Gateway:** IP address that determines where frames with a destination 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 internetwork, or you do not want the hub to be accessible outside your local network, you can leave this field blank.
- ◆ **Send BOOTP Request Upon Power Up:** determines whether the hub should 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 on a central BOOTP server; if this option is set the hub will first look for a BOOTP server to provide it with this information before using the supplied settings.

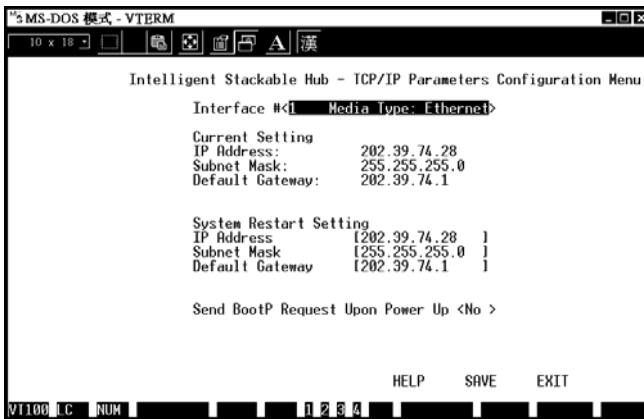


Figure 6 -4 TCP/IP Parameters

Out-of-band management and console settings

You can use the Out-of-Band/Console Setting menu to choose whether to use the hub's RS-232C serial port for console management or for out-of-band TCP/IP communications using SLIP, and to set the bit rate used for SLIP communications.

The following fields can be set:

- ◆ **System Restart Out-of-Band Baud Rate:** determines the serial port bit rate that will be used the next time the hub is restarted. Applies only when the serial port is being used for out-of-band (SLIP) management; it does not apply when the port is used for the console port. Available speeds are 1200, 2400, 9600, and 19200 bits per second.
- ◆ **Out-of-Band Dial Up Phone Number:** stored as a reference for the benefit of the system manager; does not actually cause the hub to dial out.
- ◆ **System Restart Serial Port Setting:** determines whether the serial port should be used for out-of-band (SLIP) management or for console management, starting from the next time the hub is restarted.



Figure 6 -5 Out-of-Band/Console Setting Menu

Software Updates

The hub is capable of obtaining its boot-time configuration information, as well as updated versions of its internal firmware, using TFTP (the Trivial File Transfer Protocol) and BOOTP (the BOOTstrap Protocol). You can use the Software Update menu to control this feature.

The fields you can set in this menu are:

- ◆ **Software Update** Determines whether or not the hub will try to look for a configuration file over the network. If set to Disable, none of the fields below have any effect.
- ◆ **Software Update Mode** Set to either Network or Out-of-band. Determines whether the configuration file should be obtained through the Ethernet network or through the console port.
- ◆ **Boot Protocol** Set to either TFTP ONLY or BOOTP&TFTP. Applies only if the *S/W Update Control* is enabled.

- ◆ **Boot Server IP Address** The IP address of the TFTP server where the configuration file is located. This entry is used only if the *S/W Update Control* is enabled and your boot protocol is **tftp only**; if you are using **bootp-tftp** mode, or if *Send BOOTP Request on Power Up* is enabled, the address will be obtained from the BOOTP server.
- ◆ **Boot File Name** The pathname of the configuration file on your TFTP server. If you are using SNMP-View as your TFTP server, this is the pathname of the **.CFG** file on your hard disk. This entry is used only if your boot protocol is TFTP ONLY; if you are using BOOTP&TFTP mode, or if *Use Bootp to get IP after start up* is enabled, the pathname will be obtained from the BOOTP server.

For more information about SNMP configuration files, consult Appendix C. For detailed information about using the TFTP and BOOTP servers, consult the SNMP-View User's Guide.

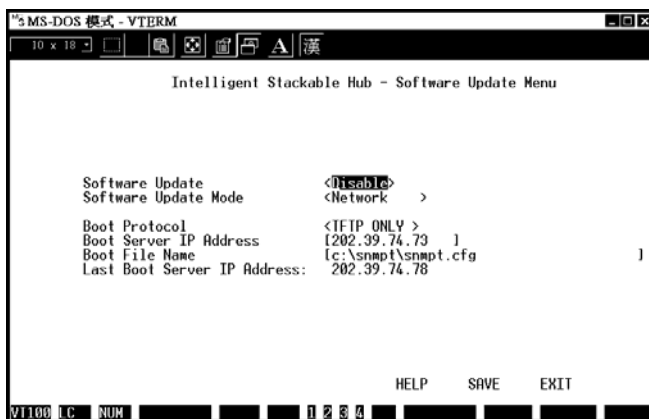


Figure 6 -6 Software Update Menu

SNMP Information

The System Configuration Menu screen shows various pieces of information about your hub, and allows you to set the System Name, System Location, and System Contact. These settings can be retrieved from the hub using SNMP requests, allowing these settings to be used for network management purposes. Each of these fields can contain up to 64 characters:

- ◆ **System Name:** corresponds to the SNMP MIB II variable **system.sysName**, and is used to give a name to the hub for administrative purposes. The hub's fully qualified domain name is often used, provided a name has been assigned.
- ◆ **System Location:** corresponds to the SNMP MIB II variable **system.sysLocation**, and is used to indicate the physical location of the hub for administrative purposes.
- ◆ **System Contact:** corresponds to the SNMP MIB II variable **sysContact**, and is used to give the name and contact information for the person responsible for administering the hub.

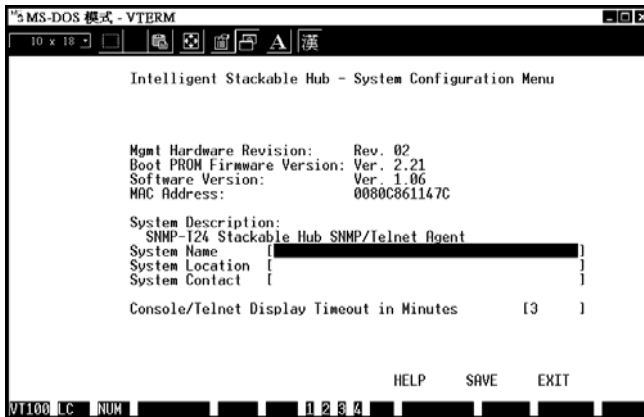


Figure 6 -7 System Configuration Menu

The System Configuration Menu also contains the Console/Telnet Display Timeout parameter, which determines how long the console may sit idle before the user is “logged out.”

SNMP Traps

The hub sends out SNMP *traps* to network management stations whenever certain exceptional events occur, such as when the hub is powered on or when an SNMP request is made using an unknown community name. The hub allows traps to be routed to up to four different network management hosts.



Figure 6 -8 SNMP Trap Manager Menu

The following trap parameters can be set:

- ◆ **IP Address:** gives the IP address of the network management station to receive the trap
- ◆ **SNMP Community String:** determines the SNMP community name to be included in the trap request.

- ◆ **Status:** determines whether this trap entry is valid or invalid. You can delete an entry by changing its status to Invalid.

SNMP Security (Community Names)

SNMP (version 1) implements a rudimentary form of security by requiring that each request include a *community name*. A community name is an arbitrary string of characters used as a “password” to control access to the hub. If the hub receives a request with a community name it doesn’t recognize, it will trigger an authentication trap.

The SNMP allows up to four different community names to be defined, and the access rights for each community can be separately set to *either read only* or *read/write*. The community names **public** and **private** are defined by default; you can change these names in addition to adding others. You will need to coordinate these names with the community name settings you use in your network management system.

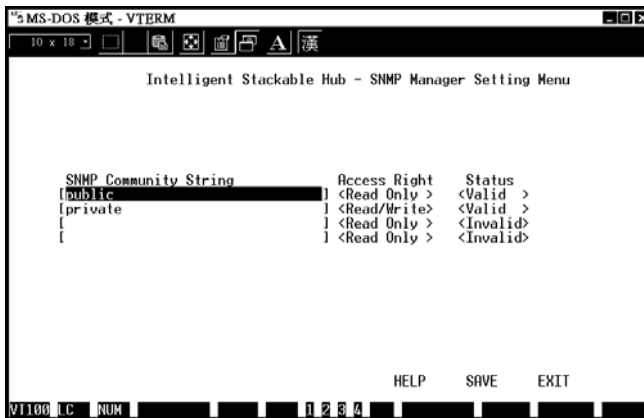


Figure 6-9 SNMP Manager Setting Menu

Adding and Deleting Users

Access to the console, whether using the console port or via **Telnet**, is controlled using a user name and password. Up to three of these user names can be defined. One user, named **SNMP**, is defined by default; this user name can be removed if desired. The console interface will not let you delete the current logged-in user, however, in order to prevent accidentally deleting all of the users with *Super User* privilege and making it impossible to change important hub settings.

Only users with the *Super User* privilege can add new and delete users. To add a new user:

1. Choose User Account Change from the main menu.

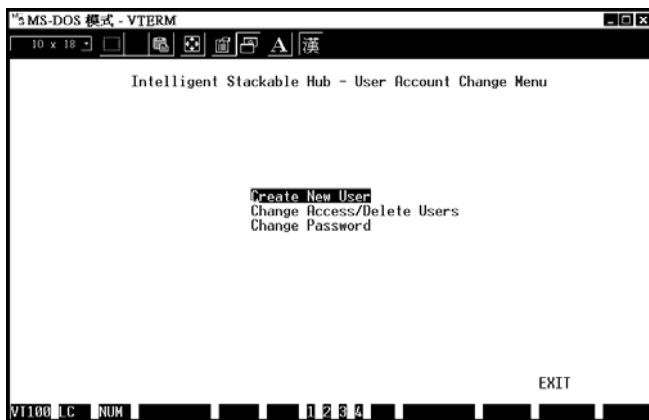


Figure 6 -10 User Account Change Menu

2. Choose Create New User from the User Account Change menu.
3. Enter the new user name, and assign an initial password. Determine whether the new user should have *Super User* or *General User* privileges.

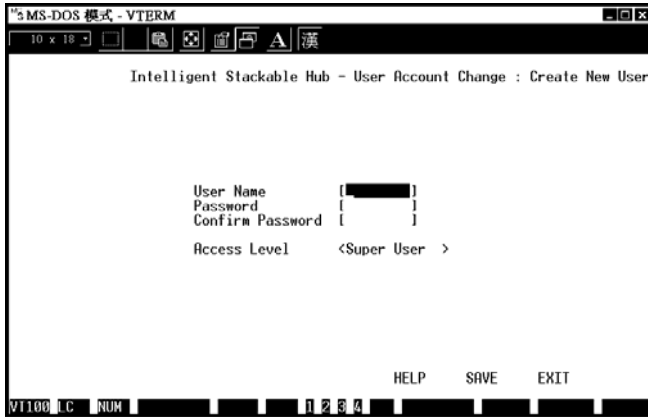


Figure 6 -11 Create New User

4. Choose SAVE and press Enter to let the user addition take effect.
5. Choose EXIT to leave the Create New User menu.

To delete a user,

1. Choose User Account Change from the main menu.
2. Choose Delete Users from the User Account Change menu.
3. Toggle the Delete field of the user you wish to remove to Yes.

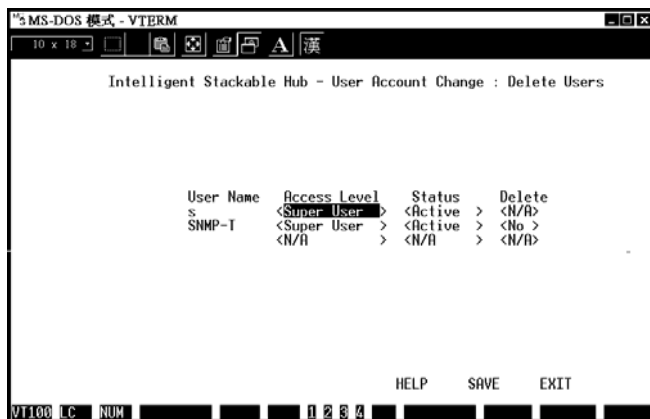


Figure 6 -12 Delete User

4. Choose SAVE and press Enter to let the user addition take effect.
5. Choose EXIT to leave the Delete Users menu.

Hub Stack Configuration

Several important hub parameters useful in the day-to-day management of the hub can be viewed and controlled using the Group Configuration, Primary/Backup Master Menu, and Port State menus.

Primary and Backup Master Hubs

The Primary/Backup Hub screen, accessible from the Network Monitoring menu, is used to display the status of each of the master hubs in the stack. The primary master hub is labeled *Primary Master*, backup master hubs are labeled Backup Master, and non-functioning master hubs are labeled Down.

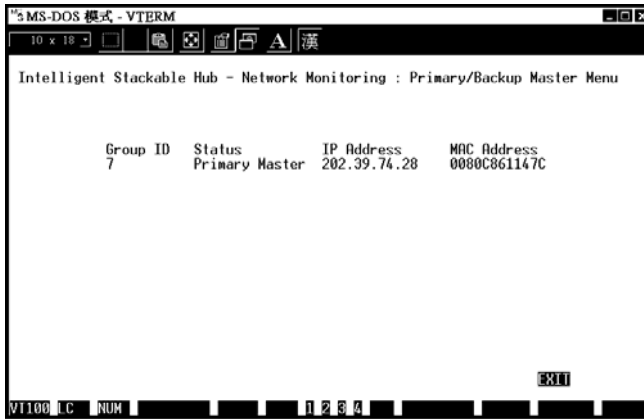


Figure 6 -13 Primary/Backup Master Menu

Controlling Hubs in the Hub Stack

The Group Configuration Menu screen, found within the Network Monitoring menu, displays information about each of the hubs in the stack, and allows you to make the Hub ID indicator flash.

The items displayed on this screen are:

- ◆ **Group ID:** indicates which hub (group) is being displayed.
- ◆ **Group Serial Number:** gives the serial number of the displayed hub.
- ◆ **Group Description:** gives a description of the given hub, showing how many ports it has and what options are available, such as whether or not it is a master hub.
- ◆ **Group Role:** shows what role the hub is currently serving in the hub stack (Primary Master, Backup Master, or Slave).

- ◆ **Group Port Capacity:** shows the total number of controllable ports (includes the UTP ports, AUI ports, an internal management port, etc.)
- ◆ **Group Hardware Revision:** shows the design version of the hub hardware.
- ◆ **Group Status:** shows whether the hub is up or down.
- ◆ **Group Last Oper Change:** shows at what time the hub was last added to or removed from the stack. The format is *hh:mm:ss.xx*, with *hh* representing hours since the master hub was powered on, *mm* the minutes, *ss* the seconds, and *xx* representing 100ths of a second.
- ◆ **Group ID LED Flash Control:** a toggle allowing you to turn Group ID flashing on or off. You can turn on Group ID flashing for a particular hub in order to help you find that hub within a large bank of hubs.

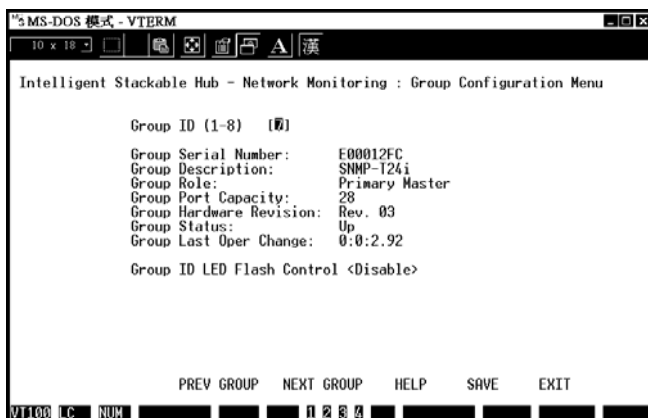


Figure 6-14 Group Configuration Menu

You can use the PREV GROUP and NEXT GROUP commands to switch to another hub, or you can enter the hub's Group ID number directly into the Group ID field.

Controlling Individual Ports

The Port State Menu, accessible from the Network Monitoring menu, allows you to view the status of individual ports and to control their settings. The available settings are:

- ◆ **Group ID:** determines which hub's ports are displayed.
- ◆ **Port ID:** determines which port is displayed. Ports 13–16 on the 12-port hubs, and ports 25–28 on the 24-port hubs, represent the daisy chain ports, the external AUI connector, the internal expansion port, and the management port, respectively.
- ◆ **Link Test:** displays Up if there is a station connected to the port, and Down otherwise.
- ◆ **Link Test State:** toggle control used for controlling whether or not the port requires link pulses. If this field is set to Enable, the port will check for link pulses, and will only transmit if there is a good link to another station. If the field is set to disabled, Link Test will always display Up, the link indicator will always be lit, and the hub will always transmit data to the port whether a station is connected or not.
- ◆ **Receive Polarity:** displays Normal if the polarity of the port's receive lines is normal, and Reversed if the two receive lines have been swapped.
- ◆ **Polarity Reversal:** this toggle determines whether or not the hub will do automatic polarity reversal on the port. If enabled, the hub will automatically reverse the polarity of reversed signals. If disabled, the hub will repeat signals received over that port with reversed polarity.

- ◆ **Auto Partition:** displays On if the port has been automatically partitioned off from the rest of the network due to excessive errors, and Off if the port is operating normally.
- ◆ **Admin State:** this toggle determines whether the port should be enabled or disabled (manually partitioned). Setting the Admin State to Disabled will isolate the port from the rest of the network.

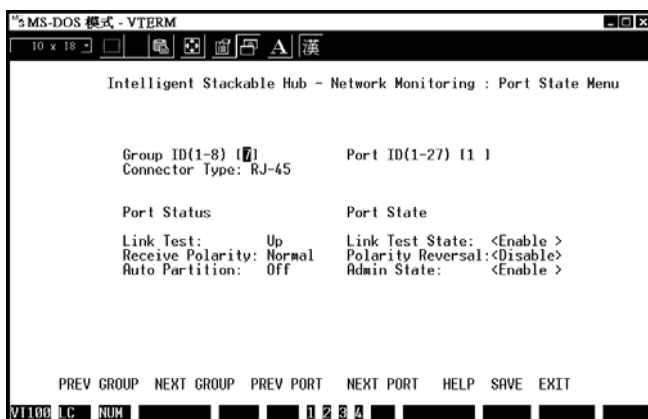


Figure 6 -15 Port State Menu

You can use the PREV GROUP and NEXT GROUP commands to switch to another hub, or the PREV PORT and NEXT PORT commands to switch to another port. You can also enter the port's Group ID and Port ID numbers.

Segmenting Hubs

Normally, all hubs in the stack are connected together into a single Ethernet "collision domain" through the daisy-chain connections. However, in some applications you may want to separate the hubs into separate collision domains, while keeping them in the same stack for management purposes. For instance, you may want to segment your network by connecting separate workgroups to separate segmented hubs in the stack, and bridge the segments together using a switching hub.

To segment an individual hub from the rest of the stack:

1. Enter the Port State Menu Screen, accessible from the Network Monitoring Menu.
2. Select the Group ID of the hub you wish to segment.
3. Select Port 25 for the 24-port hub models, or Port 13 for the 12-port hub models. This port number represents the hub's Ethernet link to the daisy chain.
4. Change the Admin State of the hub to Disabled.
5. Move the cursor to SAVE and press Enter. The Segmented indicator on the front panel should light, indicating that the hub is now in a separate collision domain.

More information on segmenting hubs can be found in Chapter 4.

Monitoring the Hub Stack

The hub supports several monitoring functions, allowing you to keep statistics on the operation of each port, each hub, and the entire network segment, as well as to monitor the addresses of the packets received on each port.

Displaying Segment, Group, and Port Statistics

The hub stack collects Ethernet transmission statistics for each individual port, each hub in the stack, and the Ethernet segment as a whole. You can

choose which to view through the Statistics menu, accessible from the Network Monitoring menu.

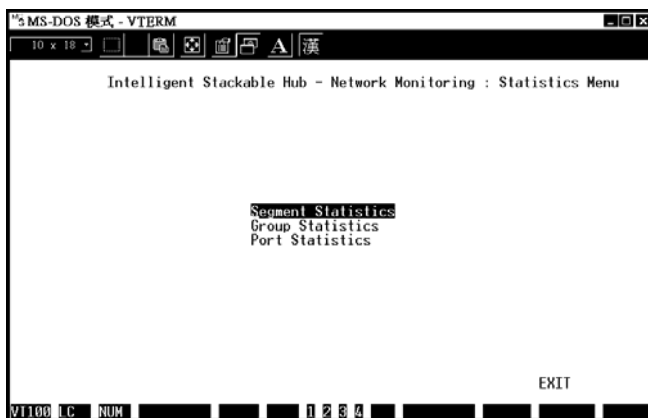


Figure 6 -16 Network Monitoring Menu

The statistics shown are the same for each of these selections. The statistics displayed are:

- ◆ **Too Long Frame:** counts frames longer than the 1518-byte (octet) limit set by the Ethernet standard. This is likely caused by a software problem.
- ◆ **Very Long Event:** counts events where a signal is received longer than the jabber lockup protection timer (4–7.5 ms). This may indicate noise on the line or a bad Ethernet interface.
- ◆ **Short Event:** counts events where less than 10 bytes are received and the frame start delimiter is invalid, or where the start frame delimiter is valid but less than 2 bytes are received. This may indicate noise on the line.

- ◆ **Late Event:** counts collisions that occur at or after the 64th byte (octet) in the frame. This may indicate that delays on your Ethernet are too long, and you have either exceeded the repeater count or cable length specified in the Ethernet standard.
- ◆ **Runt Frame:** counts frames shorter than the 64-byte (octet) minimum defined by the Ethernet standard. These are usually caused by collisions.
- ◆ **Collision:** counts collisions on the Ethernet segment.
- ◆ **FCS Error:** counts otherwise valid frames that fail the CRC check.
- ◆ **Alignment Error:** counts otherwise valid frames that did not end on a byte (octet) boundary
- ◆ **Interframe Gap:** counts frames sent too close behind the previous frame; a minimum of 8±1 microseconds of carrier is required between frames.
- ◆ **Jabber:** counts frames longer than the maximum 1518 bytes (octets) with either bad framing or an invalid CRC.
- ◆ **Auto Partition:** counts events where the port was partitioned off from the rest of the network due to excessive errors.
- ◆ **Fragment:** counts packets less than 64 bytes with either bad framing or an invalid CRC. These are normally the result of collisions.
- ◆ **DRM (Data Rate Mismatch):** counts events where there is a frequency mismatch between the received signal and the hub's internal clock. This may indicate a hardware problem in the hub or in an Ethernet interface.
- ◆ **SFD Missing:** counts frames longer than 10 bytes without a valid Start of Frame Delimiter.
- ◆ **Readable Frame:** counts valid frames.

- ◆ **Multicast Frame:** counts valid frames that are sent to multicast Ethernet addresses.
- ◆ **Broadcast Frame:** counts valid frames that are broadcast to all stations on the network.
- ◆ **64 Octs, 65-127 Octs, 128-255 Octs, 256-511 Octs, 512-1023 Octs, 1024-1518 Octs:** Counts frames of various length ranges, both valid and invalid.
- ◆ **Readable Oct:** counts the total number of bytes (octets) included in valid (readable) frames.
- ◆ **Total Errors:** sum of the FCS Error, Alignment Error, Too Long Frame, Short Event, Late Event, Very Long Event, and Data Rate Mismatch counters.

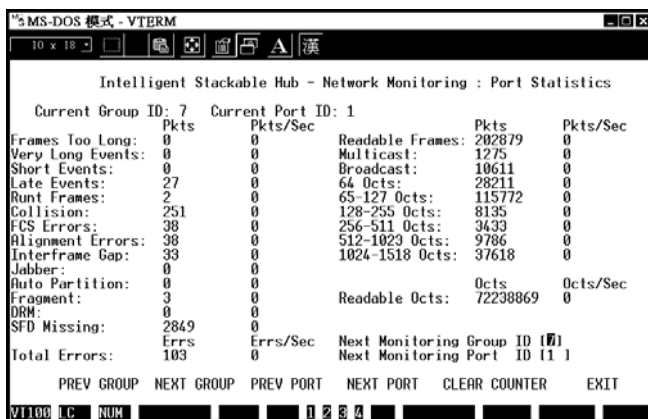


Figure 6-17 Port Statistics Display

For the Segment Statistics display, an additional item is displayed:

- ◆ **Interhub Collision:** counts the number of collisions that occur on the hub stack's internal management bus.

You can use the PREV GROUP, NEXT GROUP, PREV PORT, and NEXT PORT commands to switch hubs or ports. The CLEAR COUNTER command will start all of the counters over at 0.

Displaying Node Tracking Information

The Node Tracking Information screen, accessible from the Network Monitoring menu, displays the source and destination addresses of packets recently received on a given port. Ethernet (MAC) addresses are displayed for all packets, and IP addresses are displayed for packets conforming to the IP protocol. The Type/Len field is used to display the length field from the Ethernet frame; values in hex represent protocol numbers, and values in decimal represent the packet length. (Different network protocols assign different meanings to this field.)

Source MAC	Dest MAC	Source IP	Dest IP	Type/Len
0000A2C89C15	0080C8084400	207.68.137.9	202.39.74.38	800h
00805F48198B	0080C8207777	0.0.0.0	0.0.0.0	1034
0080C8084400	0000A2C89C15	202.39.74.38	207.68.137.9	800h
0080C80051F0	00805F48198B	0.0.0.0	0.0.0.0	8137h
0080C8207777	00805F48198B	0.0.0.0	0.0.0.0	50
0080C8256F82	00805F48198B	0.0.0.0	0.0.0.0	62
0080C83CA5BF	FFFFFFFFFFFF	0.0.0.0	0.0.0.0	54
0080C83E22AA	FFFFFFFFFFFF	202.39.254.148	202.39.254.255	800h
080009733C98	0040051582C7	170.23.2.1	170.23.2.42	800h
080009930D46	0000A2060AD1	202.39.254.228	202.39.74.204	800h
08002073A993	0080C82084DD	202.39.74.53	202.39.74.8	800h

Figure 6 -18 Node Tracking Information

A maximum of 12 entries can be displayed per port. Entries older than the Mode Age Timer are removed; the default value for this timer is 1 minute.

You can use the PREV GROUP, NEXT GROUP, PREV PORT, and NEXT PORT commands to switch hubs or ports.

Resetting the Hub

You can use the console interface to reset the hub stack, either doing a System Reset (which restarts the hub and is identical to powering the hub off and back on again) or a Factory Reset (which sets all of the hub's parameters to what they were when the hub was delivered from the factory).

System Reset

To perform a System Reset,

1. Choose System Reset from the main menu.

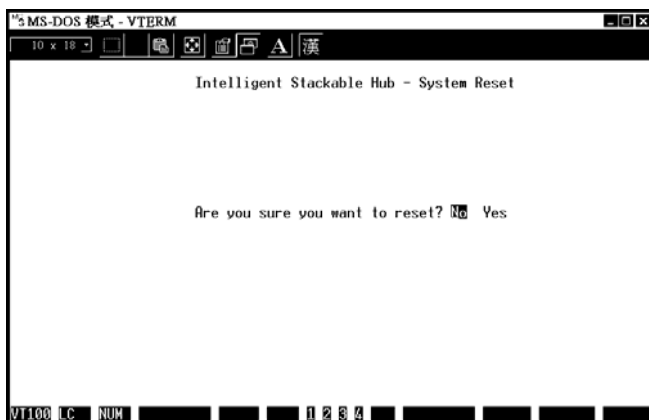


Figure 6 -19 System Reset

2. Move the cursor to Yes to confirm the reset and press Enter. The hub should restart.

Factory Reset

Before performing a factory reset, be absolutely certain that this is what you want to do. Once the reset is done, all of the hub's settings stored in NVRAM (including TCP/IP parameters, SNMP parameters, the enabled/disabled settings of ports, security settings, etc.) will be erased and restored to their factory default settings.

1. Choose Factory Reset NVRAM to Default Value from the main menu.



Figure 6 -20 Factory Reset

2. Move the cursor to Yes to confirm the reset and press Enter. The hub should restart, and all of its parameters will be reset to their default values.

A

SPECIFICATIONS

Interface	SNMPT12	SNMPT12i	SNMPT24	SNMPT24i
IEEE 802.3 10BASE-T Twisted-pair ports	12	12	24	24
IEEE 802.3 10BASE5 AUI Port	1	1	1	1
RS-232 port	No	1	No	1
Daisy chain port	2	2	2	2

Display Indicators	SNMPT12	SNMPT12i	SNMPT24	SNMPT24i
For each TP Port: Link	Y	Y	Y	Y
For each TP, AUI Port: Data reception	Y	Y	Y	Y
Auto Partition	Y	Y	Y	Y
Manual Partition	Y	Y	Y	Y
Daisy-chain Link	Y	Y	Y	Y
Collision	Y	Y	Y	Y
Utilization %	Y	Y	Y	Y
Hub Unit ID	Y	Y	Y	Y
Standby/Master	N	Y	N	Y
Console/Out-of-band	N	Y	N	Y

Feature	SNMPT12	SNMPT12i	SNMPT24	SNMPT24i
RS-232C port configuration	N/A	DB-9, DCE, 9600 bps, Async, no parity, 8 bits, 1 stop bit	N/A	DB-9, DCE, 9600 bps, Async, no parity, 8 bits, 1 stop bit
Power	90 to	90 to	90 to	90 to

10BASE-T Stackable Hubs

	240VAC, 20W Max, 50/60 Hz	240VAC, 50W Max, 50/60 Hz	240VAC, 20W Max, 50/60 Hz	240VAC, 50W Max, 50/60 Hz
Weight	2.4kg	2.7kg	2.5kg	2.8kg
Dimensions	441mm × 44.4mm × 217mm			
Operating Temperature	0 to 50°C			
EMI	FCC Class A, CE, VCCI Level 1			

Network Management	SNMPT12	SNMPT12i	SNMPT24	SNMPT24i
RFC-1157 (SNMP), RFC-1155 (SMI), RFC-1213 (MIB-II), RFC-1368 (Repeater MIB), SNMP Proprietary MIB	N/A	Yes	N/A	Yes
In-band Management	No	Yes	No	Yes
Out-of-band Management	No	Yes	No	Yes
Management CPU	N/A	Yes	N/A	IDT 79C3041
Boot EPROM	N/A	Yes	N/A	128K
Flash Memory for Firmware	N/A	Yes	N/A	256K/512 K
Management RAM Memory	N/A	Yes	N/A	1024K
Master or Passive in Cascading	Passive	Master	Passive	Master



POWER-ON SELF TEST

When the master hub is powered on, it does a Power-On Self Test (POST) to verify that all of its components are working properly. As it performs its tests, the test progress is displayed on the terminal console, provided the hub is in console mode. (If the hub is in Out-of-band management mode, the console display will be omitted; the progress of the diagnostic self-test will still be displayed on the front panel indicators.) A typical boot-up console display is shown below:

```

      INTELLIGENT STACKABLE HUB POWER-ON SELF DIAGNOSTIC
-----
PROM Checksum Test                      ..... PASSED
DRAM ( 01024 KByte )                   ..... PASSED
LED Display Test                        ..... PASSED
E2PROM Integration Checksum             ..... PASSED
29F040 512 Kbytes Flash Memory Installed ..... PASSED
Network Monitor SRAM Test               ..... PASSED
DL-P2517B NIC Test                     ..... PASSED
Expansion Module Test                   ..... PASSED

      INTELLIGENT SYSTEM CONFIG AND RUN TIME IMAGE DOWNLOAD
-----
-> DUPLICATE IP CHECKING: (Hit CTRL-C to stop system boot/load)
.. IP Address: 202.39.74.51      .. Subnet Mask: 255.255.255.0
ARP Req Send      ARP Reply      ARP Retry      Time (Sec)
-----
          4              0              3              3
-> DOWNLOAD RUN TIME IMAGE FROM FLASH: (Hit CTRL-C to stop system
boot/load )

```

During the initial part of the test, the Hub ID indicator will display a letter "A". As each test is done, the hub lights the amber frames around the port numbers as a progress indication. If any critical part of the test fails, the hub

will halt, the Hub ID “A” indicator will flash, and the last frame lit in the series will show what test failed.

The parts of the Power-on Self Test, and the indicator associated with each part, are as follows:

- 1. PROM Test (Port 1 Frame)** Tests the integrity of the hub’s internal Read-Only Memory.
- 2. DRAM Test (Port 2 Frame)** Tests the hub’s internal Random-Access Memory.
- 3. LED Display Test (Port 3 Frame)** Tests to make sure the front panel display works properly. Failure of this test is not considered a fatal error, and failure will not cause the hub to halt.
- 4. EEPROM Test (Port 4 Frame)** Tests the hub’s internal parameter storage memory. Failure of this test is not considered a fatal error, and failure will not cause the hub to halt. Hub parameters may be lost, however.
- 5. Flash Memory Test (Port 5 Frame)** Tests the hub’s flash memory, used for storing the hub’s run-time image.
- 6. Network Monitor SRAM (Port 6 Frame)** Tests the memory used in the hub for collecting network statistics.
- 7. DL-P2517B NIC Test (Port 7 Frame)** Tests the hub’s internal network interface controller, used for in-band SNMP and **Telnet** communication over the Ethernet network.
- 8. Expansion Module Test (Port 8 Frame)** Tests the expansion module attached to the rear of the hub, if there is one. Failure of this test is not considered a fatal error, and failure will not cause the hub to halt.

If any of the self-test items fail, contact your technical service representative for assistance.

When the power-on self-test is completed, the hub begins its boot sequence. If you are using out-of-band software downloading, the hub waits for 5 seconds to give you an opportunity to stop the boot process by pressing Control-C (and blinks the Port 3 and Port 4 frames), before beginning the download. As the hub boots, it blinks display indicators to show its current progress.

The steps in the boot sequence are listed below. If any of these steps fail, the Hub ID indicator will blink showing an error code, and the particular step's indicators will continue to blink to show at what place in the boot process the failure occurred. You should hit Control-C to enter the console menu and change any parameters as needed, otherwise the hub will wait ten seconds and restart.

1. Get BOOTP Information (Port 1 Frame/Port 7 Frame) The hub sends a BOOTP request to obtain its IP address, network mask, default IP gateway, and boot configuration file name. This step will be skipped if the hub is not configured to use the BOOTP protocol. Error codes in this step include:

- ◇ **1**
Can't get BOOTP information from BOOTP Server (BOOTP Timeout)
- ◇ **C**
Can't get boot information from out-of-band interface (Out-of-band download can't use BOOTP protocol)
- ◇ **E**
Unknown boot/load protocol

2. Duplicate IP Check (Port 2 Frame/Port 8 Frame) The hub sends ARP (Address Resolution Protocol) requests to the network, looking for other hosts with the same IP address as the one configured for it. No two hosts may have the same IP address. The IP address and subnet mask will also be checked to make sure they are valid. Error codes in this step include:

- ◇ **1**

Duplicate IP address detected

- ◇ **F**
Invalid IP address or subnet mask

3. TFTP Download (Port 3 Frame/Port 9 Frame) The hub uses the TFTP protocol to load its boot configuration file, and optionally the run-time image. This step is omitted if the hub is configured to not use TFTP. Error codes in this step include:

- ◇ **1**
System configuration file download error
- ◇ **2**
Illegal configuration file name
- ◇ **3**
Runtime image download error
- ◇ **D**
Can't perform out-of-band download when console mode is specified

4. Erase Flash Memory (Port 4 Frame/Port 10 Frame) If a new image file was downloaded, the hub needs to erase the flash memory in preparation for storing the image. Error codes in this step include:

- ◇ **1**
Can't Erase Flash Memory

5. Write Flash Memory (Port 5 Frame/Port 11 Frame) If a new image file was downloaded, the hub needs to write the new image into the hub's flash memory. Error codes in this step include:

- ◇ **1**
Flash Memory Programming Error

6. Download Image from Flash (Port 6 Frame/Port 12 Frame) The hub reads the runtime image from its flash memory and stores it in

ordinary memory in preparation for use. This is the last step in the boot process. Error codes in this step include:

- ◇ **1**
Local Flash Download Error (Flash Memory Checksum Error)
- ◇ **2**
Local Flash Download Error (Run Time Image Error)



BOOT CONFIGURATION FILE

The master hubs in the series support a powerful configuration file which allows many of the hub stack's configuration parameters to be stored on a centralized server. When the master hub starts up, it can be configured to read its configuration file from the server using the TFTP protocol. This can make it easier to manage a large number of hub stacks, since all of the configuration parameters for all of the hubs can be managed in a single place.

The configuration file is a text file, usually stored on the server with a `.CFG` extension. It can be up to 10 kilobytes long. Lines beginning with `#` are considered comments which are ignored by the hub. All other lines are commands, which are interpreted by the master hub.

The configuration file commands accepted by the hub are:

◆ **`sysdescr` *string***

Takes *string* as the System Name, corresponding to the SNMP MIB II variable `system.sysName`. This field is used to give a name to the hub for administrative purposes. The hub's fully qualified domain name is often used, provided a name has been assigned. The *string* can be up to 64 characters long.

◆ **`syscontact` *string***

Takes *string* as the System Contact, corresponding to the SNMP MIB II variable `sysContact`. This field is used to give the name and

contact information for the person responsible for administering the hub. The *string* can be up to 64 characters long.

◆ **syslocation *string***

Takes *string* as the System Location, corresponding to the SNMP MIB II variable **sysLocation**. This field is used to indicate the physical location of the hub for administrative purposes. The *string* can be up to 64 characters long.

◆ **baud-rate *n***

Sets the console port transmission rate used when the port is being used in out-of-band mode. Legal values for the parameter *n* are: 1200, 2400, 9600, and 19200.

◆ **snmpt-image *string***

Takes *string* (which may be up to 64 characters long) as the filename on the TFTP server of the image file to be used. When the hub boots, it will load the given image file from the server and execute it. This command may be used to update the hub's software when a new version is available from SNMP.

◆ **ip-netmask *mask***

Uses *mask* as the network mask for the local network. The *mask* should be in the form *xxx.xxx.xxx.xxx*, where each *xxx* is a number between 0 and 255. For a class C network with no subnetting, the netmask should be 255.255.255.0.

◆ **ip-default *address***

Uses *address* as the hub's IP address. The *address* should be in the form *xxx.xxx.xxx.xxx*, where each *xxx* is a number between 0 and 255.

◆ **auth-trap *enable/disable***

Enables or disables authentication failure traps for invalid SNMP community names. The argument may be **enable** or **disable**.

◆ **clear-snmp-comm-table**

Clears the hub's SNMP community name table.

◆ **snmp-community *community permissions***

Adds community to the hub's list of SNMP communities, with access permissions. The community name can be up to 32 characters long. Permissions can be **read**, for read-only community access, or **write**, for read-write community access.

◆ **clear-ip-trap-manager-table**

Removes all entries from the hub's trap manager list.

◆ **ip-trap-manager *address community***

Adds the host at address to the hub's SNMP trap manager list. Traps sent to the host will use community name *community*, which may be a string up to 32 characters long.

◆ **node-age-timer *n***

Sets the hub's node age timer to *n* seconds. Node aging is used with the hub's security option to determine how long to keep entries in the node tracking table.



CABLES AND CONNECTORS

Ports 2 through 24 are MDI-X 10BASE-T Ethernet ports. Port 1 is a 10BASE-T Ethernet port, with a sliding switch that enables a connection to a network station (in the MDI-X setting) or to a repeater, bridge, or hub (in the MDI setting). 10BASE-T connections require a twisted-pair cable, a maximum of 100 meters long, with RJ-45 connectors at both ends. You can use shielded twisted-pair cable or 0.4-0.6 mm (22-26 AWG) 8-wire unshielded twisted-pair cable for the connection.

The following diagram and table show a standard RJ-45 receptacle/connector and its pin assignments. Numbering of the pins and contacts shown in the diagram correspond to the entries in the subsequent table. Only pin/contact signals relevant to the hub are listed.

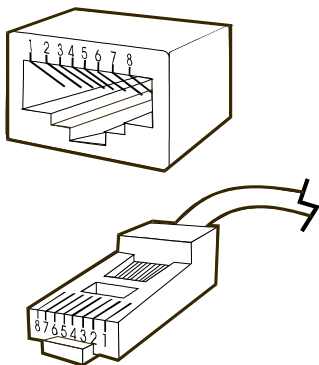


Figure D-1 RJ-45 Connectors

RJ-45 Connector		
Contact	MDI-X Signal	MDI Signal
1	RD+ (receive)	TD+ (transmit)

2	RD- (receive)	TD- (transmit)
3	TD+ (transmit)	RD+ (receive)
4		Not used
5		Not used
6	TD- (transmit)	RD- (receive)
7		Not used
8		Not used

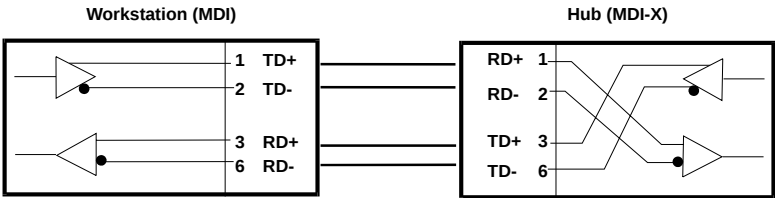


Figure D-2 Straight-through Cable

Crossover Cable

When cascading or connecting the hub to another switch, bridge, or hub through the UTP port, a modified crossover cable is necessary. With a crossover cable, two pairs of wires are switched at one connector end. Carry out the following steps to create a customized, crossover twisted-pair cable:

1. Leave one end of the cable as is, with the RJ-45 connector intact. The wiring at just one end of the cable needs to be modified.
2. At the other end of the cable, connect wires 1 and 2 to contacts 3 and 6 respectively. Likewise, connect wires 3 and 6 to contacts 1 and 2. Refer to the following diagram:

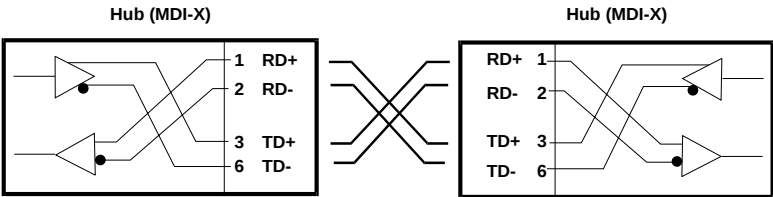


Figure D-3 Crossover Cable

Daisy-chain Cable

The hubs use ordinary Category 5 twisted-pair cable with RJ-45 connectors on each end for stacking. All four pairs of the eight-wire cable are used. A 30cm daisy-chain cable is included with the hub; this information is included in case you want to make your own, longer cable.

Daisy-chain cables may be of any length, provided the distance between the first hub and the last hub in the stack is 100 meters or less.

Contact	Daisy Chain IN	Daisy Chain OUT
1	Link IN	Link OUT
2	Link OUT	Link IN
3	Data-	Data-
4	Management+	Management+
5	Management-	Management-
6	Data+	Data+
7	ID-	ID-
8	ID+	ID+

NOTE: Pins 1/2, 3/6, 4/5, and 7/8 must be pairs, splitting the cable will most likely cause errors.

RS-232 (DB9) Pin Specification

The RS-232 serial port of the hub uses a 9-pin female connector. The port can be connected to a VT-100 type terminal, a PC, or a workstation emulating a VT-100 terminal. The connection can be either local, or remote through a modem. For a remote connection, a modem cable with a 9-pin male connector on the hub side is needed. The figures below show the connections necessary for local and remote connection to 9-pin and 25-pin RS-232 devices.

Console Port (DCE, DB-9) Terminal/PC Serial Port (DTE, DB-9)

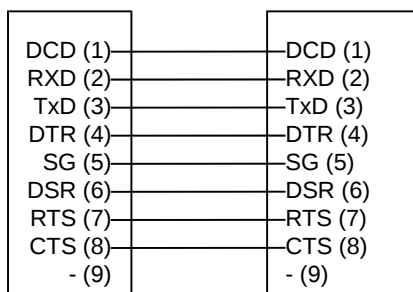


Figure D-4 Local Connection to 9-Pin Serial Port

Console Port (DCE, DB-9) Terminal/PC Serial Port (DTE, DB-25)

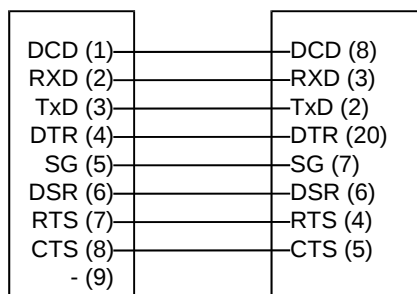


Figure D-5 Local Connection to 25-Pin Serial Port

Console Port Connector (DCE, DB-9) Modem (DCE, DB-9)

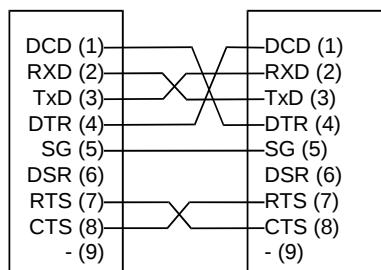


Figure D-6 Remote (Modem) Connection to 9-Pin Serial Port

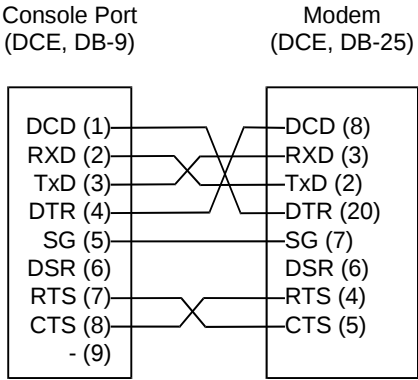


Figure D-7 Remote (Modem) Connection to 25-Pin Serial Port