

D-Link[®]

DES-3326S Layer 3 Switch

User's Guide

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RECYCLABLE

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1

INTRODUCTION

This section describes the Layer 3 functionality and Layer 2 and Layer 3 features of the DES-3326S. Some background information about Ethernet/Fast Ethernet, Gigabit Ethernet, and switching technology is presented. This is intended for readers who may not be familiar with the concepts of layered switching and routing but is not intended to be a complete or in-depth discussion.

Layer 3 Switching

Layer 3 switching is the integration of two proven technologies: switching and routing. In fact, Layer 3 switches are running the same routing routines and protocols as traditional routers. The main difference between traditional routing and Layer 3 switching is the addition of a group of Layer 2 switching domains and the execution of routing routines for most packets via an ASIC – in hardware instead of software.

Where a traditional router would have one, or at best a few, Fast Ethernet ports, the DES-3326S Layer 3 switch has 24 Fast Ethernet ports and optionally, 2 Gigabit Ethernet ports. Where a traditional router would have one or two high-speed serial WAN connections, the DES-3326S relies upon a Fast

Ethernet port to connect to a separate device, which in turn, connects the network to a WAN or the Internet.

The DES-3326S can be thought of as 24 Fast Ethernet Layer 2 switching domains with a wire-speed router between each domain. It can be deployed in a network between a traditional router and the intranetwork. The traditional router and its associated WAN interface would then handle routing between the intranetwork and the WAN (the Internet, for example) while the Layer 3 switch would handle routing within the LAN (between the Fast Ethernet Layer 2 domains). Any installed Layer 2 switches, and indeed the entire subnetting scheme, would remain in place.

The DES-3326S can also replace key traditional routers for data centers and server farms, routing between these locations and the rest of the network, and providing 24 ports of Layer 2 switching performance combined with wire-speed routing.

Backbone routers can also be replaced with DES-3326S and a series of DES-3326S could be linked via the optional Gigabit Ethernet ports. Routers that service WAN connections would remain in place, but would now be removed from the backbone and connected to the DES-3326S via an Ethernet/Fast Ethernet port. The backbone itself could be migrated to Gigabit Ethernet, or faster technologies as they become available.

The DES-3326S accomplishes two objectives. First as a tool to provide high-performance access to enterprise data servers and infrastructure, and second, to enhance the performance of network equipment already installed. Many network segments display poor performance, but the Ethernet wire is only carrying a fraction of its total traffic capacity. The problem is not necessarily the network, but the ability of the connected devices utilize the full capacity of the network. The DES-3326S can eliminate network bottlenecks to high-traffic areas,

and improve the utilization of the network's installed bandwidth.

The Functions of a Layer 3 Switch

Traditional routers, once the core components of large networks, became an obstacle to the migration toward next-generation networks. Attempts to make software-based routers forward packets more quickly were inadequate.

A layer 3 switch does everything to a packet that a traditional router does:

- Determines forwarding path based on Layer 3 information
- Validates the integrity of the Layer 3 header via checksum
- Verifies packet expiration and updates accordingly
- Processes and responds to any optional information
- Updates forwarding statistics in the Management Information Base

A Layer 3 switch can be placed anywhere within a network core or backbone, easily and cost-effectively replacing the traditional collapsed backbone router. The DES-3326S Layer 3 switch communicates with a WAN router using a standard Ethernet/Fast Ethernet port. Multiple DES-3326S switches can be linked via the optional, 2-port Gigabit Ethernet module.

Features

The DES-3326S Switch was designed for easy installation and high performance in an environment where traffic on the network and the number of users increase continuously.

Switch features include:

Ports

- 24 high performance NWay ports all operating at 10/100 Mbps with Auto-MDIX function for connecting to end stations, servers and hubs.
- All ports can auto-negotiate (NWay) between 10Mbps/100Mbps, half-duplex or full duplex and flow control for half-duplex ports.
- One front panel slide-in module interface for a 2-port 1000BASE-SX, 1000BASE-LX, 1000BASE-T, 100BASE-FX, GBIC or 1-port GBIC & Stack module.
- RS-232 DCE Diagnostic port (console port) for setting up and managing the Switch via a connection to a console terminal or PC using a terminal emulation program.

Performance Features

Layer 2 Features

- 8.8 Gbps switching fabric capacity

- Store and forward switching scheme.
- Full and half-duplex for both 10Mbps and 100Mbps connections. The front-port Gigabit Ethernet module operates at full-duplex only. Full-duplex allows the switch port to simultaneously transmit and receive data, and only works with connections to full-duplex capable end stations and switches. Connections to hubs must take place at half-duplex.
- Supports IEEE 802.3x flow control for full-duplex mode ports.
- Supports Back-pressure flow control for half-duplex mode ports.
- Auto-polarity detection and correction of incorrect polarity on the transmit and receive twisted-pair at each port.
- IEEE 802.3z compliant for all Gigabit ports (optional module).
- IEEE 802.3x compliant Flow Control support for all Gigabit ports (optional module).
- IEEE 802.3ab compliant for 1000BASE-T (Copper) Gigabit ports (optional module).
- Data forwarding rate 14,880 pps per port at 100% of wire-speed for 10Mbps speed.
- Data forwarding rate 148,800 pps per port at 100% of wire-speed for 100Mbps speed.
- Data filtering rate eliminates all error packets, runts, etc. at 14,880 pps per port at 100% of wire-speed for 10Mbps speed.

- Data filtering rate eliminates all error packets, runts, etc. at 148,800 pps per port at 100% of wire-speed for 100Mbps speed.
- 8K active MAC address entry table per device with automatic learning and aging (10 to 9999 seconds).
- 8 MB packet buffer per device.
- Broadcast and Multicast storm filtering.
- Supports Port Mirroring.
- Supports Port Trunking – up to six trunk groups (each consisting of up to eight ports) may be set up.
- 802.1D Spanning Tree support.
- 802.1Q Tagged VLAN support – up to 63 User-defined VLANs per device (one VLAN is reserved for internal use).
- GVRP – (GARP VLAN Registration Protocol) support for dynamic VLAN registration.
- 802.1p Priority support with 4 priority queues.
- IGMP Snooping support.

Layer 3 Switch Features

- Wire speed IP forwarding.
- Hardware-based Layer 3 IP switching.
- IP packet forwarding rate of 6.6 Mpps.
- 2K active IP address entry table per device.

- Supports RIP – (Routing Information Protocol) version I and II.
- Supports OSPF – (Open Shortest Path First)
- Supports MD5 and Password OSPF Packet Authentication
- Supports IP version 4.
- IGMP version 1 and 2 support (RFC 1112 and RFC 2236).
- Supports PIM Dense Mode.
- Supports DVMRP.
- Supports IP multi-netting.
- Supports IP packet de-fragmentation.
- Supports 802.1D frame support.

Traffic Classification and Prioritization

- Based on 802.1p priority bits
- 4 priority queues

Management

- RS-232 console port for out-of-band network management via a console terminal or PC.
- Spanning Tree Algorithm Protocol for creation of alternative backup paths and prevention of network loops.

- SNMP v.1 Agent.
- Fully configurable either in-band or out-of-band control via SNMP based software.
- Flash memory for software upgrades. This can be done in-band via TFTP or out-of-band via the console.
- Built-in SNMP management:
 - Bridge MIB (RFC 1493)
 - MIB-II (RFC 1213)
 - Mini-RMON MIB (RFC 1757) – 4 groups
 - CIDR MIB (RFC 2096), except IP Forwarding Table.
 - 802.1p MIB (RFC 2674).
 - RIP MIB v2 (RFC 1724).
 - IF MIB (RFC 2233)
 - Ether-Like MIB (RFC 1643)
 - OSPF MIB (RFC 1850)
- Supports Web-based management.
- CLI management support
- TFTP support.
- BOOTP support.
- BOOTP Relay Agent.
- IP filtering on the management interface.

- DHCP Client support.
- DHCP Relay Agent.
- DNS Relay Agent.
- Password enabled.

Switch Stacking

The DES-3326 can be used as a standalone or stacked switch – using the optional stacking module. Up to 6 Switches may be stacked and managed as a unit with a single IP address.

Management for the entire stack is done through the Master Switch.

You may add Switches later as needed.

Fast Ethernet Technology

100Mbps Fast Ethernet (or 100BASE-T) is a standard specified by the IEEE 802.3 LAN committee. It is an extension of the 10Mbps Ethernet standard with the ability to transmit and receive data at 100Mbps, while maintaining the Carrier Sense Multiple Access with Collision Detection (CSMA/CD) Ethernet protocol.

Gigabit Ethernet Technology

Gigabit Ethernet is an extension of IEEE 802.3 Ethernet utilizing the same packet structure, format, and support for CSMA/CD protocol, full duplex, flow control, and management objects, but with a tenfold increase in theoretical throughput over 100Mbps Fast Ethernet and a one hundred-fold increase over 10Mbps Ethernet. Since it is compatible with all 10Mbps and 100Mbps Ethernet environments, Gigabit Ethernet provides a straightforward upgrade without wasting a company's existing investment in hardware, software, and trained personnel.

Gigabit Ethernet enables fast optical fiber connections and Unshielded Twisted Pair connections to support video conferencing, complex imaging, and similar data-intensive applications. Likewise, since data transfers occur 10 times faster than Fast Ethernet, servers outfitted with Gigabit Ethernet NIC's are able to perform 10 times the number of operations in the same amount of time.

2

UNPACKING AND SETUP

This chapter provides unpacking and setup information for the Switch.

Unpacking

Open the shipping carton of the Switch and carefully unpack its contents. The carton should contain the following items:

- ◆ One DES-3226 24-port Fast Ethernet Layer 3 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

If any item is found missing or damaged, please contact your local D-Link reseller for replacement.

Installation

Use the following guidelines when choosing a place to install the Switch:

- ◆ The surface must support at least 3 kg.
- ◆ The power outlet should be within 1.82 meters (6 feet) of the device.
- ◆ Visually inspect the power cord and see that it is secured to the AC power connector.
- ◆ Make sure that there is proper heat dissipation from and adequate ventilation around the switch. Do not place heavy objects on the switch.

Desktop or Shelf Installation

When installing the Switch on a desktop or shelf, the rubber feet included with the device should first be attached. Attach these cushioning feet on the bottom at each corner of the device. Allow adequate space for ventilation between the device and the objects around it.

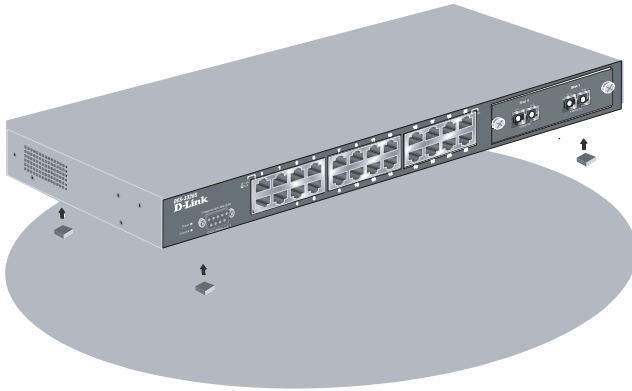


Figure 2-1. Installing rubber feet for desktop installation

Rack Installation

The DES-3326S can be mounted in an EIA standard-sized, 19-inch rack, which can be placed in a wiring closet with other equipment. To install, attach the mounting brackets on the switch's side panels (one on each side) and secure them with the screws provided.



Figure 2- 2A. Attaching the mounting brackets to the switch

Then, use the screws provided with the equipment rack to mount the switch on the rack.

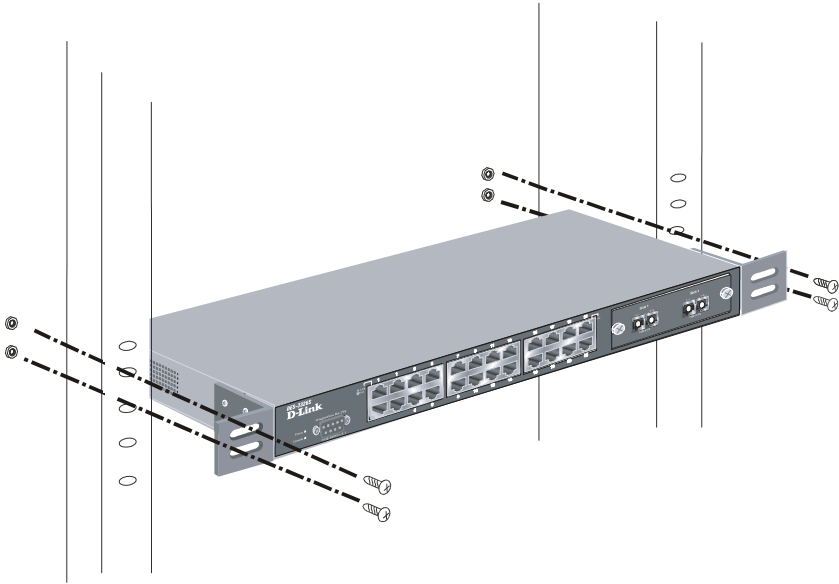


Figure 2-2B. Installing the switch on an equipment rack

Power on

The DES-3326S switch can be used with AC power supply 100-240 VAC, 50 - 60 Hz. The power switch is located at the rear of the unit adjacent to the AC power connector and the system fan. The switch's power supply will adjust to the local power source automatically and may be turned on without having any or all LAN segment cables connected.

After the power switch is turned on, the LED indicators should respond as follows:

- ◆ All LED indicators will momentarily blink. This blinking of the LED indicators represents a reset of the system.
- ◆ The power LED indicator is always on after the power is turned ON.
- ◆ The console LED indicator will blink while the Switch loads onboard software and performs a self-test. will remain ON if there is a connection at the RS-232 port, otherwise this LED indicator is OFF.
- ◆ The 100M LED indicator may remain ON or OFF depending on the transmission speed.

Power Failure

As a precaution in the event of a power failure, unplug the switch. When power is resumed, plug the switch back in.

3

IDENTIFYING EXTERNAL COMPONENTS

This chapter describes the front panel, rear panel, optional plug-in modules, and LED indicators of the DES-3326S.

Front Panel

The front panel of the Switch consists of LED indicators, an RS-232 communication port, a slide-in module slot, and 24 (10/100 Mbps) Ethernet/Fast Ethernet ports.

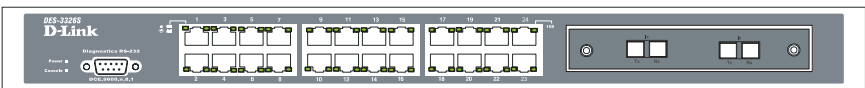


Figure 3-1. Front panel view of the Switch

- ◆ Comprehensive LED indicators display the status of the switch and the network (see the *LED Indicators* section below).
- ◆ 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.

- ◆ A front-panel slide-in module slot for Gigabit Ethernet ports can accommodate a 2-port 1000BASE-T Gigabit Ethernet module, a 2-port 1000BASE-SX Gigabit Ethernet module, a 2-port 1000BASE-LX Gigabit Ethernet module, or a 2-port GBIC-based Gigabit Ethernet module.
- ◆ Twenty-four high-performance, NWay Ethernet ports all of which operate at 10/100 Mbps with Auto-MDIX function for connections to end stations, servers and hubs. All ports can auto-negotiate between 10Mbps or 100Mbps, full or half duplex, and flow control.

Rear Panel

The rear panel of the switch contains an AC power connector.



Figure 3-2. Rear panel view of the Switch

- ◆ The AC power connector is a standard three-pronged connector that supports the power cord. Plug-in the female connector of the provided power cord into this socket, and the male side of the cord into a power outlet. Supported input voltages range from 100 ~ 240 VAC at 50 ~ 60 Hz.

Side Panels

The right side panel of the Switch contains two system fans (see the top part of the diagram below). The left side panel contains heat vents.

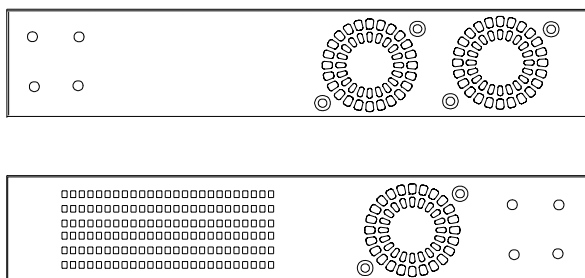


Figure 3-4. Side panel views of the Switch

- ◆ The system fans are used to dissipate heat. The sides of the system also provide heat vents to serve the same purpose. Do not block these openings, and leave at least 6 inches of space at the rear and sides of the switch for proper ventilation. Be reminded that without proper heat dissipation and air circulation, system components might overheat, which could lead to system failure.

Optional Plug-in Modules

The DES-3326S 24-port Fast Ethernet Layer 3 Switch is able to accommodate a range of optional plug-in modules in order to increase functionality and performance. These modules must be purchased separately.

100BASE-FX Fiber Module (2Km/15Km)

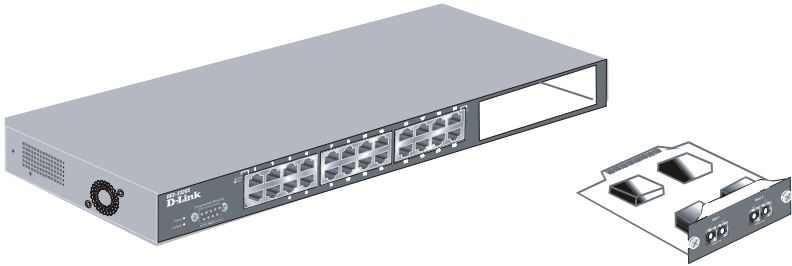


Figure 3-5. 100BASE-FX two-port module

- ◆ Front-panel module.
- ◆ Two 100BASE-FX (with SC type connector) Fiber ports.
- ◆ Fully compliant with IEEE802.3u.
- ◆ Support Full-duplex operation only.
- ◆ IEEE 802.3x compliant Flow Control support for full-duplex.

1000BASE-T Module

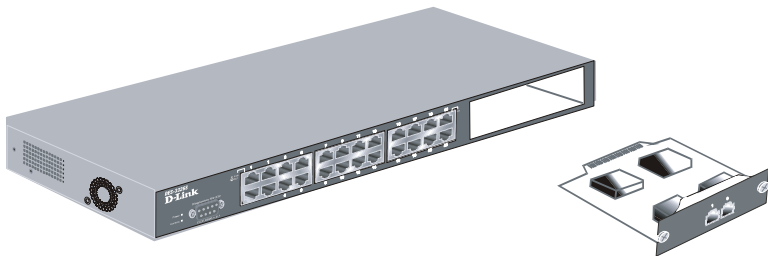


Figure 3-6. 1000BASE-TX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-T devices.
- ◆ Supports Category 5e UTP or STP cable connections of up to 100 meters.

1000BASE-SX Fiber Module

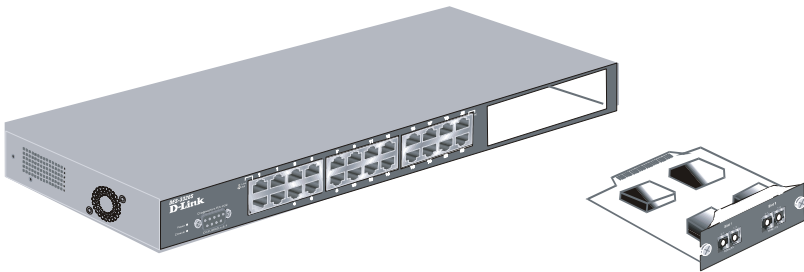


Figure 3-7. 1000BASE-SX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-SX devices at full-duplex.
- ◆ Allows connections using multi-mode fiber optic cable in the following configurations:

	62.5 μ m	62.5 μ m	50 μ m	50 μ m
Modal bandwidth (min. overfilled launch) Unit: MHz*km	160	200	400	500
Operating distance Unit: meters	220	275	500	550

Channel insertion loss	2.33	2.53	3.25	3.43
Unit: dB				

1000BASE-LX Fiber Module

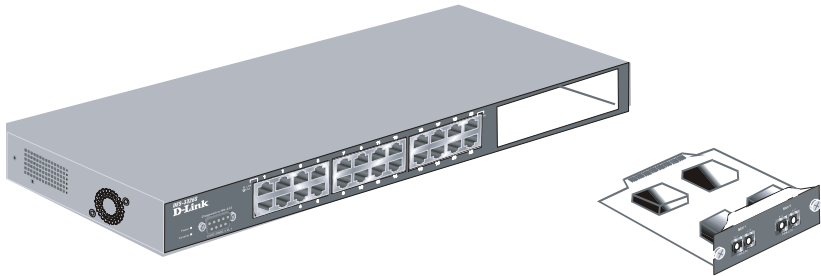


Figure 3-8. 1000BASE-LX two-port module

- ◆ Front-panel module.
- ◆ Connects to 1000BASE-LX devices at full-duplex.
- ◆ Supports multi-mode fiber-optic cable connections of up to 550 meters or 5 km single-mode fiber-optic cable connections.

GBIC Two-Port Module

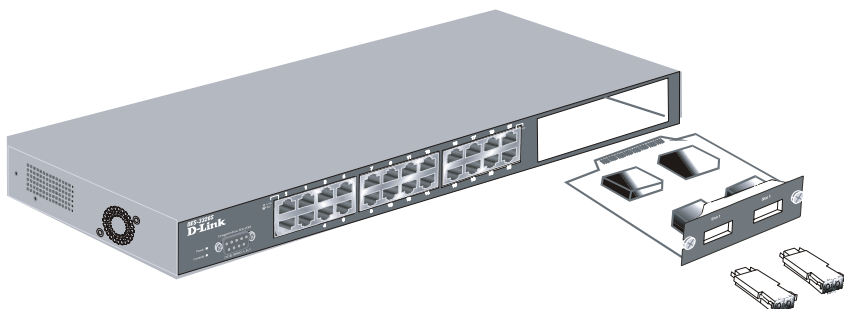


Figure 3-9. GBIC two-port module

- ◆ Front-panel module.
- ◆ Connects to GBIC devices at full duplex only.
- ◆ Allows multi-mode fiber optic connections of up to 550 m (SX and LX) and single-mode fiber optic connections of up to 5 km (LX only). GBIC modules are available in –SX and –LX fiber optic media.
- ◆ IEEE 802.3x compliant Flow Control for full-duplex.

Stacking Module with GBIC Port

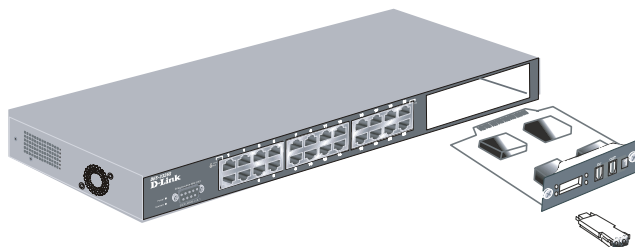


Figure 3-10. Stacking Module with one GBIC port

GBIC Port

- ◆ Front-panel module.
- ◆ One Stacking port and one GBIC fiber port
- ◆ Connects to GBIC devices at full duplex only.
- ◆ Allows multi-mode fiber optic connections of up to 550 m (SX and LX) and single-mode fiber optic connections of up to 5 km (LX only). GBIC modules are available in –SX and –LX fiber optic media.
- ◆ IEEE 802.3x compliant Flow Control for full-duplex.

Stacking Port

- ◆ One transmitting port and one receiving port.
- ◆ Use the connector of IEEE 1394b.
- ◆ Data rate up to 1250 Mbps
- ◆ 7-segment LED display to indicate switch ID number within the switch stack.

The optional Stacking Module allows up to 6 DES-3326S Switches to be interconnected via their individual Stacking Modules. This forms a 6 switch stack that can then be managed and configured as though the entire stack were a single switch. The switch stack is then accessed through a single IP address or alternatively, through the master switch's serial port (via the management station's console and the switch's Command Line Interface).

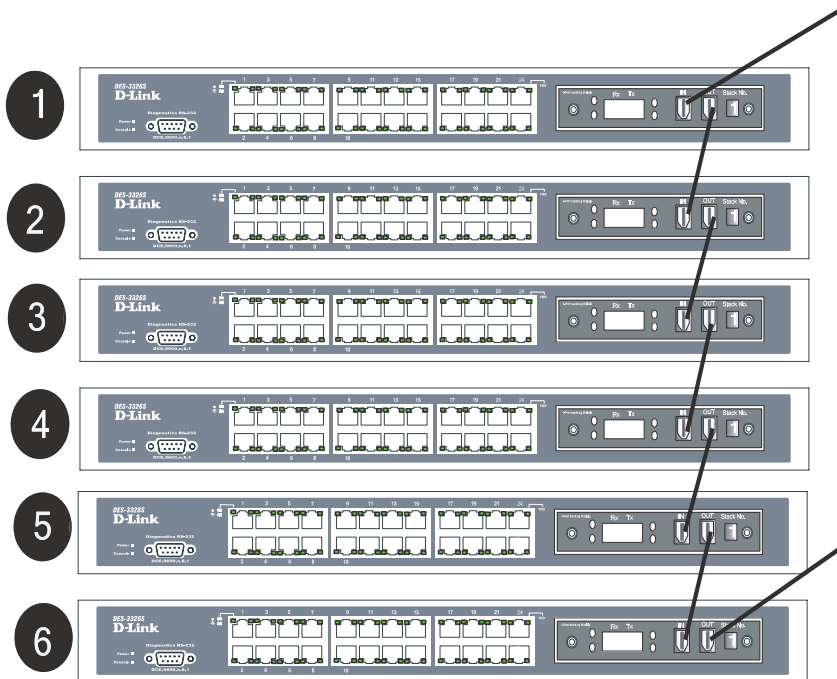


Figure 3-11. Up to 6 Switches in a Switch Stack

The stacking ports are marked **IN** and **OUT**. The IEEE 1394 compliant cable must be connected from an **IN** port on one switch to an **OUT** port on the next switch in the stack. The last two switches (at the top and bottom of the stack) must also be connected from the **IN** port on one switch to the **OUT** port on the other switch. In this way, a loop is made such that all of the switches in the switch stack have the **IN** stacking port connected to another switch's **OUT** stacking port.

The Stacking Module's LED indicators are described below.

Switch LED Indicators

The LED indicators of the Switch include Power, Console, and Link/Act. The following shows the LED indicators for the Switch along with an explanation of each indicator.

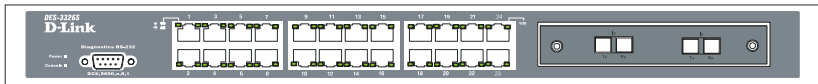


Figure 3-12. The LED Indicators

- ◆ **Power** This indicator on the front panel should be lit during the Power-On Self Test (POST). It will light green approximately 2 seconds after the switch is powered on to indicate the ready state of the device.
- ◆ **Console** This indicator is lit 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.
- ◆ **Act/Link** These indicators are located to the left and right of each port. They are lit when there is a secure connection (or link) to a device at any of the ports. The LEDs blink whenever there is reception or transmission (i.e. Activity--Act) of data occurring at a port.

Stacking Module LED Indicators

The switch's current order in the switch stack is also displayed on the Stacking Module's front panel – under the **STACK NO.** heading:

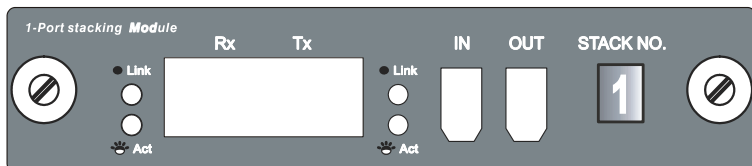


Figure 3-13. Stacking Module LED Indicators

The **Link** and **Act** LEDs have the same function as the corresponding LEDs for the switch's Ethernet ports. The **Link** LED lights to confirm a valid link, while the **ACT** LED blinks to indicate activity on the link.

The **Stack No.** seven-segment LED displays the Unit number assigned to the switch. A **0** (a **zero**) in the display indicates that the stacking module is in the process of determining the stack status and has not yet resolved the switch's Unit number.

The stacking order can be automatically configured using the switch's MAC address – the lower the numerical value of a given switch's MAC address, the lower the number in the stacking order the switch will be assigned. The switch with the lowest MAC address, will then become the Master Switch. This is the Stacking Module's default mode.

Alternatively, the stacking order can be manually assigned using the console's Command Line Interface (CLI).

4

CONNECTING THE SWITCH

This chapter describes how to connect the DES 3226 to your Fast Ethernet network.

Switch to End Node

End nodes include PCs outfitted with a 10, 100 or 10/100 Mbps RJ-45 Ethernet/Fast Ethernet Network Interface Card (NIC) and most routers. The RJ-45 UTP ports on NICs and most routers are MDI-II. When using a normal straight-through cable, an MDI-II port must connect to an MDI-X port.

An end node can be connected to the Switch via a two-pair Category 3, 4, 5 UTP/STP straight cable (be sure to use Category 5e UTP or STP cabling for 100 Mbps Fast Ethernet connections). The end node should be connected to any of the twenty-four ports (2x - 24x) of the DES-3226 or to either of the two 100BASE-TX ports on the front-panel module that came preinstalled on the switch.

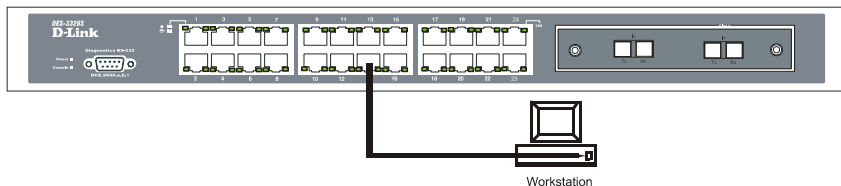


Figure 4-1. Switch connected to an End Node

The LED indicators for the port the end node is connected to are lit according to the capabilities of the NIC. If LED indicators are not illuminated after making a proper connection, check the PC's LAN card, the cable, switch conditions, and connections.

The following LED indicator states are possible for an end node to switch connection:

1. The 100 LED indicator comes *ON* for a 100 Mbps and stays *OFF* for 10 Mbps.
2. The Link/Act LED indicator lights up upon hooking up a PC that is powered on.

Switch to Hub or Switch

These connections can be accomplished at any port in either straight-through cable or a crossover cable because the switch supports Auto-MDIX function.

- ◆ A 10BASE-T hub or switch can be connected to the Switch via a two-pair Category 3, 4 or 5 UTP/STP cable.
- ◆ A 100BASE-TX hub or switch can be connected to the Switch via a two-pair Category 5e UTP/STP cable.

Switch Stack Connections

Up to 6 DES-3326S switches can be stacked, using the optional stacking module, into a switch stack that can then be configured and managed as a single unit. The Web-based Management agent of the Master Switch can configure and manage all of the switches in a switch stack – using a single IP address (the IP address of the Master Switch).

The Command Line Interface (CLI) can be also be used to manage and configure all of the switches in a switch stack – from the serial port on the master switch.

The CLI can also be used to configure and manage the switch stack via the TELNET protocol – using a single IP address (the IP address of the Master Switch).

The stacking ports are marked **IN** and **OUT**. The IEEE 1394 compliant cable must be connected from an **IN** port on one switch to an **OUT** port on the next switch in the stack. The last two switches (at the top and bottom of the stack) must also be connected from the **IN** port on one switch to the **OUT** port on the other switch. In this way, a loop is made such that all of the switches in the switch stack have the **IN** stacking port connected to another switch's **OUT** stacking port.

An example stacking port interconnection is shown below:

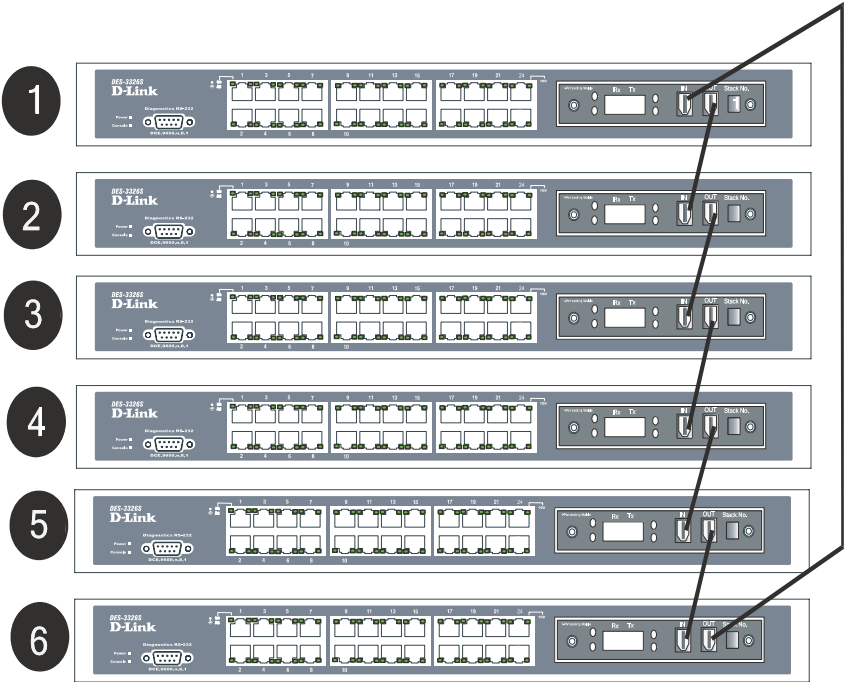


Figure 4-. Switch Stack connections between optional stacking modules

10BASE-T Device

For a 10BASE-T device, the Switch's LED indicators should display the following:

- ◆ 100 LED speed indicator is *OFF*.
- ◆ Link/Act indicator is *ON*.

100BASE-TX Device

For a 100BASE-TX device, the Switch's LED indicators should display the following:

- ◆ 100 LED speed indicator is *ON*.
- ◆ Link/Act is *ON*.

5

SWITCH MANAGEMENT AND OPERATING CONCEPTS

This chapter discusses many of the concepts and features used to manage the switch, as well as the concepts necessary for the user to understand the functioning of the switch. Further, this chapter explains many important points regarding these features.

Configuring the switch to implement these concepts and make use of its many features is discussed in detail in the next chapters.

Local Console Management

A local console is a terminal or a workstation running a terminal emulation program that is connected directly to the switch via the RS-232 console port on the front of the switch. A console connection is referred to as an 'Out-of-Band' connection, meaning that console is connected to the switch using a different circuit than that used for normal network communications. So, the console can be used to set up and manage the switch even if the network is down.

Local console management uses the terminal connection to operate the console program built-in to the switch (see Chapter 6 – Using the Console Interface). A network administrator can manage, control and monitor the switch from the console program.

The DES-3326S contains a CPU, memory for data storage, flash memory for configuration data, operational programs, and SNMP agent firmware. These components allow the switch to be actively managed and monitored from either the console port or the network itself (out-of-band, or in-band).

Diagnostic (console) port (RS-232 DCE)

Out-of-band management requires connecting a terminal, such as a VT-100 or a PC running a terminal emulation program (such as HyperTerminal, which is automatically installed with Microsoft Windows) to the RS-232 DCE console port of the Switch. Switch management using the RS-232 DCE console port is called *Local Console Management* to differentiate it from management performed via management platforms, such as D-View, HP OpenView, etc. *Web-based Management* describes management of the switch performed over the network (in-band) using the switch's built-in Web-based management program (see Chapter 7 – Web-based Network Management). The operations to be performed and the facilities provided by these two built-in programs are identical.

The console port is set at the factory for the following configuration:

- Baud rate: 9,600
- Data width: 8 bits
- Parity: none
- Stop bits: 1
- Flow Control: None

Make sure the terminal or PC you are using to make this connection is configured to match these settings.

If you are having problems making this connection on a PC, make sure the emulation is set to VT-100. If you still don't see anything, try hitting <Ctrl> + r to refresh the screen.

Managing Switch Stacks

The Switch is designed to be stacked in stacks of up to six Switches, all managed as a single unit with a single IP address. The stack order is *hardware-determined*, that is, the unique MAC address of each Switch determines where the Switch stands in the stack order. This fact can be taken into account when you are placing the Switches in the equipment rack. Administrators may find it convenient to place the Switches in the rack in the same order they appear logically in the Switch stack. However, you also may prefer to override the auto-detect stack order feature if for example, you add Switches to a stack that is already in place. Regardless of the method used to determine Switch stack order, remember some important points:

- All management of all the Switches in the stack is done through the Master Switch.
- It is recommended that the Master Switch be used to uplink to the Ethernet backbone.
- If any Switch in the stack fails, all Switches will need to be rebooted upon correcting the failure.
- If a new Master is elected, all Switches in the stack must rebooted. This includes situations where the new Master is determined by MAC address, for example, if the original Master is removed from the stack.

- The Master Switch can be chosen automatically. Switch software auto-detects the MAC address of each Switch in the stack. The Switch with the lowest value MAC address is elected to function as the Master. The remaining Switches are ordered according to the relative value of their respective MAC addresses (see the following example).

Determining the Switch Stack Order

Using the auto stacking mode, five MAC addresses appear in the order listed in the table below:

Stack Order	MAC Address
1(Master)	001122334451
2	001122334452
3	001122334453
4	001122334454
5	001122334455
6	Not in use

Table 5-1. Switch Stack Order – First

Now let us suppose you wish to add another Switch to this stack. The new Switch has a MAC address 001122334450. After rebooting all the Switches in the stack, the newly added Switch becomes the Master Switch. The new automatically determined stack order becomes:

Stack Order	MAC Address
1 (added Switch)	()1122334450
2 (original Master)	()1122334451
3	001122334452
4	001122334453
5	001122334454
6	001122334455

Table 5-2. Switch Stack Order – Second

You can override the automatic stack order selection to use the original Master Switch as the Master of the new stack (read *Switch Stacking Information* in Chapter 6 for information on how to override the stack order auto-detect function).

To override the automatic selection of the stack order you must attach the serial cable to the newly added Switch (MAC address 001122334450). Now you can reconfigure the stack to place the original Master Switch (MAC address 001122334451) again into the number 1 position and the newly added Switch into the number 6 position.

After reconfiguration and restarting the Switches, the new stack order becomes:

Stack Order	MAC Address
1 (original Master)	()1122334451
2	001122334452
3	001122334453
4	001122334454
5	001122334455
6 (added Switch)	()1122334450

Table 5-3. Switch Stack Order – Final

Switch IP Address

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-B00
-----
Power On Self Test ..... 100 %
MAC Address   : 00-33-26-00-26-00
H/W Version   : -
Please wait, loading Runtime image ..... 100 %
```

Figure 5-1. Console Boot Screen

The switch's MAC address can also be found from the console program under the Switch Information menu item, as shown below.

Setting an IP Address

The IP address for the switch must be set before it can be managed with the web-based manager. The switch IP address may 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 alternatively be set using the Command Line Interface (CLI) over the console serial port as follows:

1. Starting at the command line prompt **DES3326S4#** – 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 **DES3326S4#** – enter the commands **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.

Using this method, 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 web-based management agent.

Traps

Traps are messages that alert you 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 network manager (trap recipient).

Trap recipients are special users of the network who are given certain rights and access in overseeing the maintenance of the network. Trap recipients will receive traps sent from the Switch; they must immediately take certain actions to avoid future failure or breakdown of the network.

You can also specify which network managers may receive traps from the Switch by entering a list of the IP addresses of authorized network managers. Up to four trap recipient IP addresses, and four corresponding SNMP community strings can be entered.

SNMP community strings function like passwords in that the community string entered for a given IP address must be used in the management station software, or a trap will be sent.

The following are trap types the switch can send to a trap recipient:

- **Cold Start** This trap signifies that the Switch has been powered up and initialized such that software settings are reconfigured and hardware systems are rebooted. A cold start is different from a factory reset in that configuration settings saved to non-volatile RAM used to reconfigure the switch.
- **Warm Start** This trap signifies that the Switch has been rebooted, however the POST (Power On Self-Test) is skipped.
- **Authentication Failure** This trap signifies that someone has tried to logon to the switch using an invalid SNMP community string. The switch automatically stores the source IP address of the unauthorized user.

- **New Root** This trap indicates that the Switch has become the new root of the Spanning Tree, the trap is sent by the switch soon after its election as the new root. This implies that upon expiration of the Topology Change Timer the new root trap is sent out immediately after the Switch's election as the new root.
- **Topology Change (STP)** A Topology Change trap is sent by the Switch when any of its configured ports transitions from the Learning state to the Forwarding state, or from the Forwarding state to the Blocking state. The trap is not sent if a new root trap is sent for the same transition.
- **Link Up** This trap is sent whenever the link of a port changes from link down to link up.
- **Link Down** This trap is sent whenever the link of a port changes from link up to link down.

SNMP

The Simple Network Management Protocol (SNMP) is an OSI layer 7 (the application layer) protocol for remotely monitoring and configuring network devices. SNMP enables network management stations to read and modify the settings of gateways, routers, switches, and other network devices. SNMP can be used to perform many of the same functions as a directly connected console, or can be used within an integrated network management software package such as DView.

SNMP performs the following functions:

- Sending and receiving SNMP packets through the IP protocol.
- Collecting information about the status and current configuration of network devices.
- Modifying the configuration of network devices.

The DES-3326S has a software program called an 'agent' that processes SNMP requests, but the user program that makes the requests and collects the responses runs on a management station (a designated computer on the network). The SNMP agent and the user program both use the UDP/IP protocol to exchange packets.

Authentication

The authentication protocol ensures that both the router SNMP agent and the remote user SNMP application program discard packets from unauthorized users. Authentication is accomplished using 'community strings', which function like passwords. The remote user SNMP application and the router SNMP must use the same community string. SNMP community strings of up to 20 characters may be entered under the *Remote Management Setup* menu of the console program.

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).

Trap recipients are special users of the network who are given certain rights and access in overseeing the maintenance of the network. Trap recipients will receive traps sent from the Switch;

they must immediately take certain actions to avoid future failure or breakdown of the network.

You can also specify which network managers may receive traps from the Switch by entering a list of the IP addresses of authorized network managers. Up to four trap recipient IP addresses, and four corresponding SNMP community strings can be entered.

SNMP community strings function like passwords in that the community string entered for a given IP address must be used in the management station software, or a trap will be sent.

The following are trap types the switch can send to a trap recipient:

- **Cold Start** This trap signifies that the Switch has been powered up and initialized such that software settings are reconfigured and hardware systems are rebooted. A cold start is different from a factory reset in that configuration settings saved to non-volatile RAM used to reconfigure the switch.
- **Warm Start** This trap signifies that the Switch has been rebooted, however the POST (Power On Self-Test) is skipped.
- **Authentication Failure** This trap signifies that someone has tried to logon to the switch using an invalid SNMP community string. The switch automatically stores the source IP address of the unauthorized user.
- **Topology Change** A Topology Change trap is sent by the Switch when any of its configured ports transitions from the Learning state to the Forwarding state, or from the Forwarding state to the Blocking state. The trap is not

sent if a new root trap is sent for the same transition.

- **Link Change Event** This trap is sent whenever the link of a port changes from link up to link down or from link down to link up.
- **Port Partition** This trap is sent whenever the port state enters the partition mode (or automatic partitioning, port disable) when more than thirty-two collisions occur while transmitting at 10Mbps or more than sixty-four collisions occur while transmitting at 100Mbps.
- **Broadcast\Multicast Storm** This trap is sent whenever the port reaches the threshold (in packets per second) set globally for the switch. Counters are maintained for each port, and separate counters are maintained for broadcast and multicast packets. The switch's default setting is 128 kpps for both broadcast and multicast packets.

MIBs

Management and counter information are stored in 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. These MIBs may also be retrieved by specifying the MIB's

Object-Identity (OID) at the network manager. MIB values can be either read-only or read-write.

Read-only MIBs variables can be either constants that are programmed into the Switch, or variables that change while the Switch is in operation. Examples of read-only constants are the number of port and type of ports. Examples of read-only variables are the statistics counters such as the number of errors that have occurred, or how many kilobytes of data have been received and forwarded through a port.

Read-write MIBs are variables usually related to user-customized configurations. Examples of these are the Switch's IP Address, Spanning Tree Algorithm parameters, and port status.

If you use a third-party vendors' SNMP software to manage the Switch, a diskette listing the Switch's propriety enterprise MIBs can be obtained by request. If your software provides functions to browse or modify MIBs, you can also get the MIB values and change them (if the MIBs' attributes permit the write operation). This process however can be quite involved, since you must know the MIB OIDs and retrieve them one by one.

Packet Forwarding

The Switch enters the relationship between destination MAC or IP addresses and the Ethernet port or gateway router the destination resides on into its forwarding table. This information is then used to forward packets. This reduces the traffic congestion on the network, because packets, instead of being transmitted to all ports, are transmitted to the destination port only. Example: if Port 1 receives a packet destined for a station on Port 2, the Switch transmits that packet through Port 2 only, and transmits nothing through the

other ports. This process is referred to as 'learning' the network topology.

MAC Address Aging Time

The Aging Time affects the learning process of the Switch. Dynamic forwarding table entries, which are made up of the source MAC addresses and their associated port numbers, are deleted from the table if they are not accessed within the aging time.

The aging time can be from 10 to 1,000,000 seconds with a default value of 300 seconds. A very long aging time can result in dynamic forwarding table entries that are out-of-date or no longer exist. This may cause incorrect packet forwarding decisions by the switch.

If the Aging Time is too short however, many entries may be aged out too soon. This will result in a high percentage of received packets whose source addresses cannot be found in the forwarding table, in which case the switch will broadcast the packet to all ports, negating many of the benefits of having a switch.

Static forwarding entries are not affected by the aging time.

Filtering

The switch uses a filtering database to segment the network and control communication between segments. It can also filter packets off the network for intrusion control. Static filtering entries can be made by MAC Address or IP Address filtering.

Each port on the switch is a unique collision domain and the switch filters (discards) packets whose destination lies on the

same port as where it originated. This keeps local packets from disrupting communications on other parts of the network.

For intrusion control, whenever a switch encounters a packet originating from or destined to a MAC address or an IP Address entered into the filter table, the switch will discard the packet.

Some filtering is done automatically by the switch:

- Dynamic filtering – automatic learning and aging of MAC addresses and their location on the network. Filtering occurs to keep local traffic confined to its segment.
- Filtering done by the Spanning Tree Protocol, which can filter packets based on topology, making sure that signal loops don't occur.
- Filtering done for VLAN integrity. Packets from a member of a VLAN (VLAN 2, for example) destined for a device on another VLAN (VLAN 3) will be filtered.

Some filtering requires the manual entry of information into a filtering table:

- MAC address filtering – the manual entry of specific MAC addresses to be filtered from the network. Packets sent from one manually entered MAC address can be filtered from the network. The entry may be specified as either a source, a destination, or both.
- IP address filtering – the manual entry of specific IP addresses to be filtered from the network (switch must be in IP Routing mode). Packets sent from one manually entered IP address to another can be filtered from the network. The entry may be specified as either a source, a destination, or both (switch must be in IP Routing mode).

Spanning Tree

The IEEE 802.1D Spanning Tree Protocol allows for the blocking of links between switches that form loops within the network. When multiple links between switches are detected, a primary link is established. Duplicated links are blocked from use and become standby links. The protocol allows for the duplicate links to be used in the event of a failure of the primary link. Once the Spanning Tree Protocol is configured and enabled, primary links are established and duplicated links are blocked automatically. The reactivation of the blocked links (at the time of a primary link failure) is also accomplished automatically – without operator intervention.

The DES-3326S STP allows two levels of spanning trees to be configured. The first level constructs a spanning tree on the links between switches. This is referred to as the **Switch** or **Global** level. The second level is on a port group basis. Groups of ports are configured as being members of a spanning tree and the algorithm and protocol are applied to the group of ports. This is referred to as the **Port** or **VLAN** level.

On the switch level, STP calculates the Bridge Identifier for each switch and then sets the Root Bridge and the Designated Bridges.

On the port level, STP sets the Root Port and the Designated Ports.

The following are the user-configurable STP parameters for the switch level:

Parameter	Description	Default Value
------------------	--------------------	----------------------

Bridge Identifier (Not user-configurable except by setting priority below)	A combination of the User-set priority and the switch's MAC address. The Bridge Identifier consists of two parts: a 16-bit priority and a 48-bit Ethernet MAC address	32768 + MAC
Priority	A relative priority for each switch – lower numbers give a higher priority and a greater chance of a given switch being elected as the root bridge	32768
Hello Time	The length of time between broadcasts of the hello message by the switch	2 seconds
Maximum Age Timer	Measures the age of a received BPDU for a port and ensures that the BPDU is discarded when its age exceeds the value of the maximum age timer.	20 seconds
Forward Delay Timer	The amount time spent by a port in the learning and listening states waiting for a BPDU that may return the port to the blocking state.	15 seconds

Table 5-4. STP Parameters – Switch Level

The following are the user-configurable STP parameters for the port or port group level:

Variable	Description	Default Value
Port Priority	A relative priority for each port – lower numbers give a higher priority and a greater	128

	chance of a given port being elected as the root port	
Port Cost	A value used by STP to evaluate paths – STP calculates path costs and selects the path with the minimum cost as the active path.	19 – 100Mbps Fast Ethernet ports 10 – 1000Mbps Gigabit Ethernet ports

Table 5-5. STP Parameters – Port Group Level

Bridge Protocol Data Units

For STP to arrive at a stable network topology, the following information is used:

- The unique switch identifier
- The path cost to the root associated with each switch port
- The port identifier

STP communicates between switches on the network using Bridge Protocol Data Units (BPDUs). Each BPDU contains the following information:

- The unique identifier of the switch that the transmitting switch currently believes is the root switch
- The path cost to the root from the transmitting port
- The port identifier of the transmitting port

The switch sends BPDUs to communicate and construct the spanning-tree topology. All switches connected to the LAN on

which the packet is transmitted will receive the BPDU. BPDUs are not directly forwarded by the switch, but the receiving switch uses the information in the frame to calculate a BPDU, and, if the topology changes, initiates a BPDU transmission.

The communication between switches via BPDUs results in the following:

- One switch is elected as the root switch
- The shortest distance to the root switch is calculated for each switch
- A designated switch is selected. This is the switch closest to the root switch through which packets will be forwarded to the root.
- A port for each switch is selected. This is the port providing the best path from the switch to the root switch.
- Ports included in the STP are selected.

Creating a Stable STP Topology

If all switches have STP enabled with default settings, the switch with the lowest MAC address in the network will become the root switch. By increasing the priority (lowering the priority number) of the best switch, STP can be forced to select the best switch as the root switch.

When STP is enabled using the default parameters, the path between source and destination stations in a switched network might not be ideal. For instance, connecting higher-speed links to a port that has a higher number than the current root port can cause a root-port change. The goal is to make the fastest link the root port.

STP Port States

The BPDUs take some time to pass through a network. This propagation delay can result in topology changes where a port that transitioned directly from a Blocking state to a Forwarding state could create temporary data loops. Ports must wait for new network topology information to propagate throughout the network before starting to forward packets. They must also wait for the packet lifetime to expire for BPDU packets that were forwarded based on the old topology. The forward delay timer is used to allow the network topology to stabilize after a topology change.

In addition, STP specifies a series of states a port must transition through to further ensure that a stable network topology is created after a topology change.

Each port on a switch using STP exists is in one of the following five states:

- Blocking – the port is blocked from forwarding or receiving packets
- Listening – the port is waiting to receive BPDU packets that may tell the port to go back to the blocking state
- Learning – the port is adding addresses to its forwarding database, but not yet forwarding packets
- Forwarding – the port is forwarding packets
- Disabled – the port only responds to network management messages and must return to the blocking state first

A port transitions from one state to another as follows:

- From initialization (switch boot) to blocking
- From blocking to listening or to disabled
- From listening to learning or to disabled
- From learning to forwarding or to disabled
- From forwarding to disabled
- From disabled to blocking

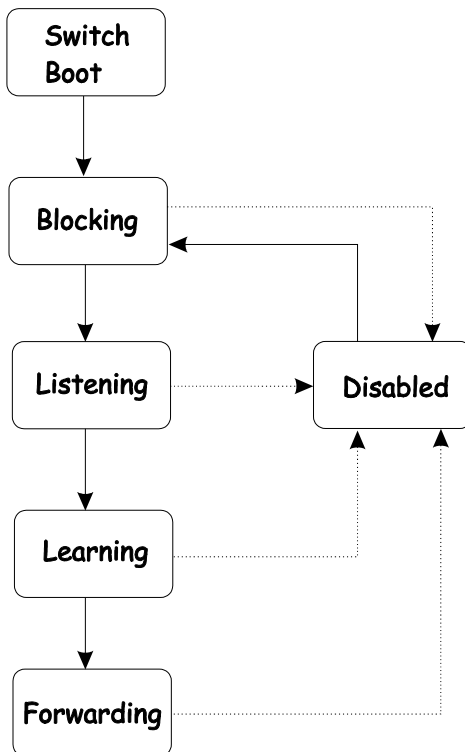


Figure 5-2. STP Port State Transitions

When STP is enabled, every port on every switch in the network goes through the blocking state and then transitions through the states of listening and learning at power up. If properly configured, each port stabilizes to the forwarding or blocking state.

No packets (except BPDUs) are forwarded from, or received by, STP enabled ports until the forwarding state is enabled for that port.

Default Spanning-Tree Configuration

Feature	Default Value
Enable state	STP enabled for all ports
Port priority	128
Port cost	19
Bridge Priority	32,768

Table 5-7. Default STP Parameters

User-Changeable STA Parameters

The factory default setting should cover the majority of installations. However, it is advisable to keep the default settings as set at the factory; unless, it is absolutely necessary. The user changeable parameters in the Switch are as follows:

- **Priority** A Priority for the switch can be set from 0 to 65535. 0 is equal to the highest Priority.
- **Hello Time** The Hello Time can be 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. If you set a Hello Time for your Switch, and it is not the Root Bridge, the set Hello Time will be used if and when your Switch becomes the Root Bridge.

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

- **Max. Age** The Max. Age can be 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.
- **Forward Delay Timer** 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.

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

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

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

- **Port Priority** A Port Priority can be from 0 to 255. The lower the number, the greater the probability the port will be chosen as the Root Port.
- **Port Cost** A Port Cost can be set from 1 to 65535. The lower the number, the greater the probability the port will be chosen to forward packets.

Illustration of STP

A simple illustration of three Bridges (or three switches) connected in a loop is depicted below. In this example, you can anticipate some major network problems if the STP assistance is not applied. If Bridge A broadcasts a packet to Bridge B, Bridge B will broadcast it to Bridge C, and Bridge C will broadcast it to back to Bridge A ... and so on. The broadcast packet will be passed indefinitely in a loop, potentially causing a network failure.

STP can be applied as shown in **Figure 2-4**. In this example, STP breaks the loop by blocking the connection between Bridge B and C. The decision to block a particular connection is based on the STP calculation of the most current Bridge and Port settings. Now, if Bridge A broadcasts a packet to Bridge C, then Bridge C will drop the packet at port 2 and the broadcast will end there.

Setting-up STP using values other than the defaults, can be complex. Therefore, you are advised to keep the default factory settings and STP will automatically assign root bridges/ports and block loop connections. Influencing STP to choose a particular switch as the root bridge using the **Priority** setting, or influencing STP to choose a particular port to block using the **Port Priority** and **Port Cost** settings is, however, relatively straight forward.

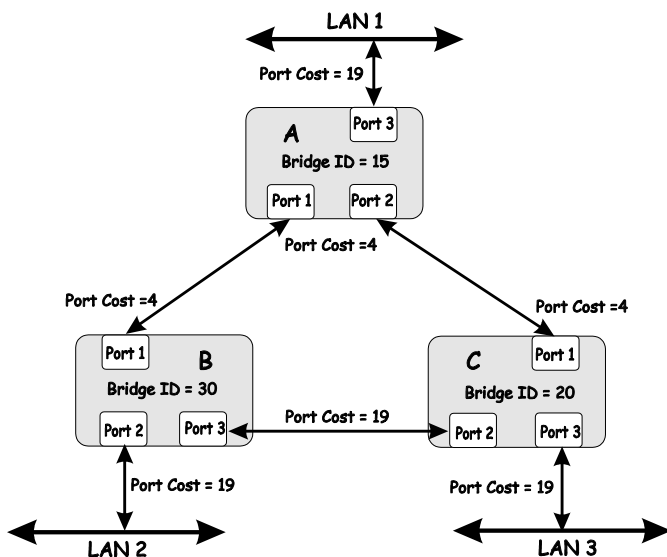


Figure 5-3. Before Applying the STA Rules

In this example, only the default STP values are used.

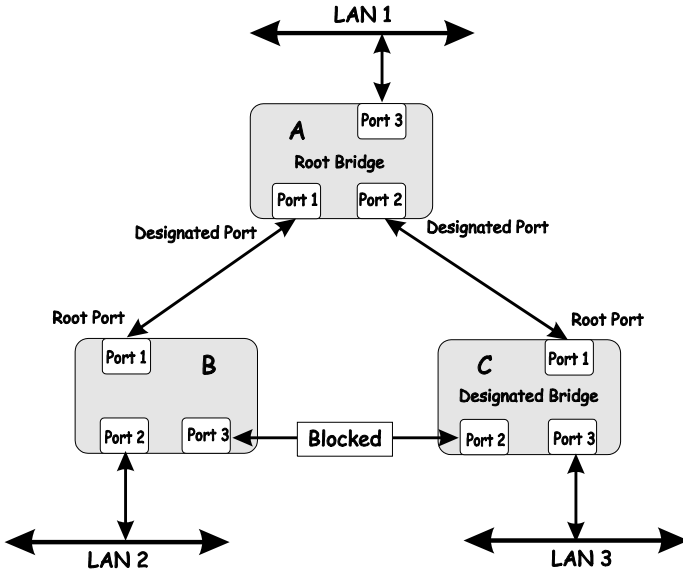


Figure 5-4. After Applying the STA Rules

The switch with the lowest Bridge ID (switch C) was elected the root bridge, and the ports were selected to give a high port cost between switches B and C. The two (optional) Gigabit ports (default port cost = 10) on switch A are connected to one (optional) Gigabit port on both switch B and C. The redundant link between switch B and C is deliberately chosen as a 100 Mbps Fast Ethernet link (default port cost = 19). Gigabit ports could be used, but the port cost should be increased from the default to ensure that the link between switch B and switch C is the blocked link.

Link Aggregation

Link aggregation is used to combine a number of ports together to make a single high-bandwidth data pipeline. The participating parts are called members of a link aggregation group, with one port designated as the **master port** of the group. Since all members of the link aggregation group must be configured to operate in the same manner, the configuration of the master port is applied to all members of the link aggregation group. Thus, when configuring the ports in a link aggregation group, you only need to configure the master port.

The DES-3326S supports link aggregation groups, which may include from 2 to 8 switch ports each, except for a Gigabit link aggregation group which consists of the 2 (optional) Gigabit Ethernet ports of the front panel. These ports are the two 1000BASE-SX, -LX -TX or GBIC ports contained in a front-panel mounted module.

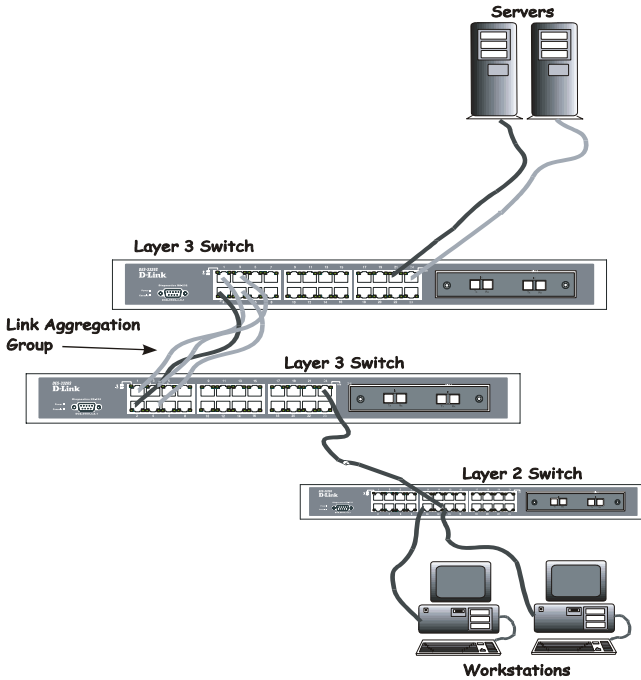


Figure 5-5. Link Aggregation Group

Data transmitted to a specific host (destination address) will always be transmitted over the same port in a link aggregation group. This allows packets in a data stream to arrive in the same order they were sent. A aggregated link connection can be made with any other switch that maintains host-to-host data streams over a single link aggregate port. Switches that use a load-balancing scheme that sends the packets of a host-to-host data stream over multiple link aggregation ports cannot have a aggregated connection with the DES-3326S switch.

VLANs

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

Notes About VLANs on the DES-3326S

1. The DES-3326S supports IEEE 802.1Q 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 (that is, network devices that do not support IEEE 802.1Q VLANs or tagging).
2. The switch's default - in both **Layer 2 Only** mode and **IP Routing** mode - is to assign all ports to a single 802.1Q VLAN named DEFAULT_VLAN.
3. The switch allows the assignment of an IP interface to each VLAN, in **IP Routing** mode. The VLANs must be configured before setting up the IP interfaces.
4. A VLAN that is not assigned an IP interface will behave as a layer 2 VLAN - and IP routing, by the switch, will not be possible to this VLAN regardless of the switch's operating mode.

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 DES-3326S Layer 3 switch. 802.1Q VLANs require tagging, which enables the VLANs to span an entire network (assuming all switches on the network are IEEE 802.1Q-compliant).

Any port can be configured as either *tagging* or *untagging*. The *untagging* feature of IEEE 802.1Q VLANs allow 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.

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 filter or forward the packet
- Egress rules – determines if the packet must be sent tagged or untagged.

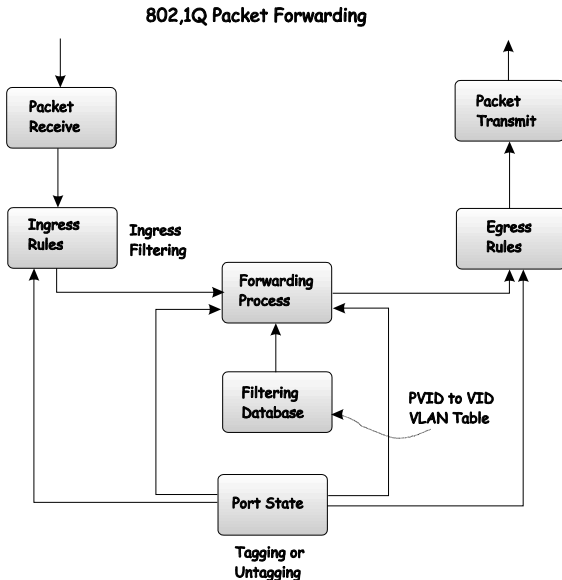


Figure 5-6. IEEE 802.1Q Packet Forwarding

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 contained in the packet originally is retained.

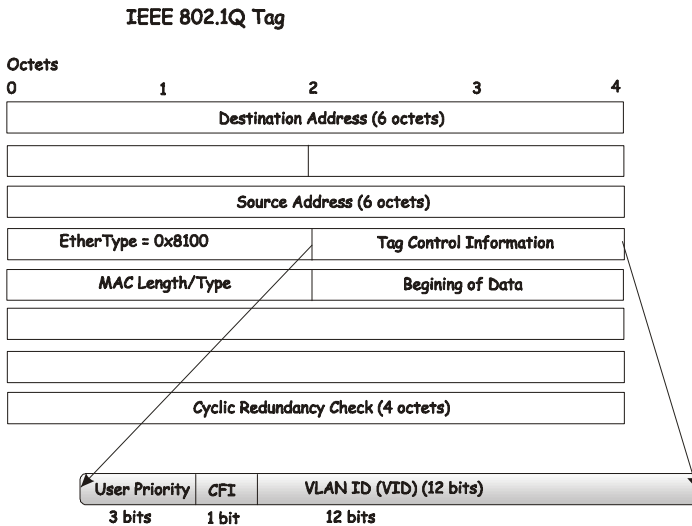


Figure 5-7. IEEE 802.1Q Tag

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.

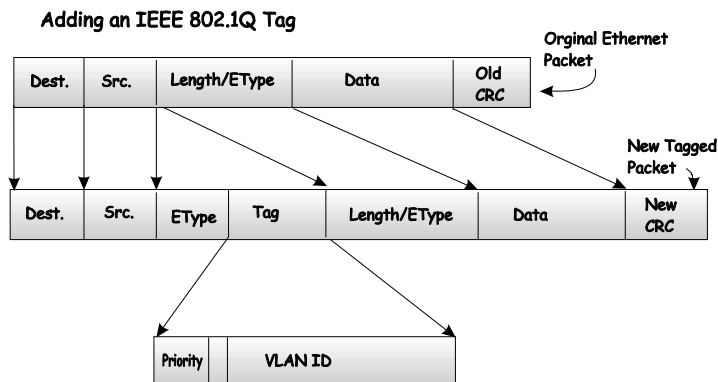


Figure 5-8. Adding an IEEE 802.1Q Tag

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 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.

VLANs in Layer 2 Only Mode

The switch initially configures one VLAN, VID = 1, called the DEFAULT_VLAN. The factory default setting assigns all ports on the switch to the DEFAULT_VLAN.

Packets cannot cross VLANs if the switch is in **Layer 2 Only** mode. If a member of one VLAN wants to connect to another VLAN, the link must be through an external router.

When the switch is in **Layer 2 Only** mode, 802.1Q VLANs are supported.

If no VLANs are configured on the switch and the switch is in **Layer 2 Only** mode, 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.

A VLAN that does not have a corresponding IP interface defined for it, will function as a **Layer 2 Only** VLAN – regardless of the **Switch Operation** mode.

Layer 3-Based VLANs

Layer 3-based VLANs use network-layer addresses (subnet address for TCP/IP) to determine VLAN membership. These VLANs are based on layer 3 information, but this does not constitute a 'routing' function.

The DES-3326S allows an IP subnet to be configured for each 802.1Q VLAN that exists on the switch.

Even though a switch inspects a packet's IP address to determine VLAN membership, no route calculation is performed, the RIP protocol is not employed, and packets traversing the switch are bridged using the Spanning Tree algorithm.

A switch that implements layer 3 (or 'subnet') VLANs without performing any routing function between these VLANs is referred to as performing 'IP Switching'.

IP Addressing and Subnetting

This section gives basic information needed to configure your Layer 3 switch for IP routing. The information includes how IP addresses are broken down and how subnetting works. You will learn how to assign each interface on the router an IP address with a unique subnet.

Definitions

- **IP Address** – the unique number ID assigned to each host or interface on a network. IP addresses have the form
xxx.xxx.xxx.xxx.

- **Subnet** – a portion of a network sharing a particular network address.
- **Subnet mask** – a 32-bit number used to describe which portion of a Network Address refers to the subnet and which portion refers to the host. Subnet masks have the form xxx.xxx.xxx.xxx.
- **Interface** – a network connection
- **IP Interface** – another name for subnet.
- **Network Address** – the resulting 32-bit number from a bitwise logical AND operation performed between an IP address and a subnet mask.
- **Subnet Address** – another name for network address.

IP Addresses

The Internet Protocol (IP) was designed for routing data between network sites. Later, it was adapted for routing between networks (referred to as “subnets”) within a site. The IP defines a way of generating a unique number that can be assigned each network in the internet and each of the computers on each of those networks. This number is called the IP address.

IP addresses use a “dotted decimal” notation. Here are some examples of IP addresses written in this format:

1. 210.202.204.205
2. 189.21.241.56
3. 125.87.0.1

This allows IP address to be written in a string of 4 decimal (base 10) numbers. Computers can only understand binary (base 2) numbers, and these binary numbers are usually

grouped together in bytes, or eight bits. (A bit is a binary digit – either a “1” or a “0”). The dots (periods) simply make the IP address easier to read. A computer sees an IP address not as four decimal numbers, but as a long string of binary digits (32 binary digits or 32 bits, IP addresses are 32-bit addresses).

The three IP addresses in the example above, written in binary form are:

1. 11010010.11001010.11001100.11001101
2. 10111101.00010101.11110001.00111000
3. 01111101.01010111.00000000.00000001

The dots are included to make the numbers easier to read.

Eight binary bits are called a ‘byte’ or an ‘octet’. An octet can represent any decimal value between ‘0’ (00000000) and ‘255’ (11111111). IP addresses, represented in decimal form, are four numbers whose value is between ‘0’ to ‘255’. The total range of IP addresses are then:

Lowest possible IP address - 0.0.0.0
 Highest possible IP address - 255.255.255.255

To convert decimal numbers to 8-bit binary numbers (and vice-versa), you can use the following chart:

Binary Octet Digit	2 ⁷	2 ⁶	2 ⁵	2 ⁴	2 ³	2 ²	2 ¹	2 ⁰
Decimal Equivalent	128	64	32	16	8	4	2	1
Binary Number 128+64+32+16+8+4+2+1= 255	1	1	1	1	1	1	1	1

Table 5-8. Binary to Decimal Conversion

Each digit in an 8-bit binary number (an octet) represents a power of two. The left-most digit represents 2 raised to the 7th power ($2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = 128$) while the right-most digit represents 2 raised to the 0th power (any number raised to the 0th power is equal to one, by definition).

IP addresses actually consist of two parts, one identifying the network and one identifying the destination (node) within the network.

The IP address discussed above is one part and a second number called the Subnet mask is the other part. To make this a bit more confusing, the subnet mask has the same numerical form as an IP address.

Address Classes

Address classes refer to the range of numbers in the subnet mask. Grouping the subnet masks into classes makes the task of dividing a network into subnets a bit easier.

There are 5 address classes. The first 4 bits in the IP address determine which class the IP address falls in.

- Class A addresses begin with 0xxx, or 1 to 126 decimal.
- Class B addresses begin with 10xx, or 128 to 191 decimal.
- Class C addresses begin with 110x, or 192 to 223 decimal.
- Class D addresses begin with 1110, or 224 to 239 decimal.
- Class E addresses begin with 1111, or 240 to 254 decimal.

Addresses beginning with 01111111, or 127 decimal, are reserved. They are used for internal testing on a local machine (called loopback). The address 127.0.0.1 can always be pinged from a local node because it forms a loopback and points back to the same node.

Class D addresses are reserved for multicasting.

Class E Addresses are reserved for future use. They are not used for node addresses.

The part of the IP address that belongs to the network is the part that is 'hidden' by the '1's in the subnet mask. This can be seen below:

- Class A NETWORK.node.node.node
- Class B NETWORK.NETWORK.node.node
- Class C NETWORK.NETWORK.NETWORK.node

For example, the IP address 10.42.73.210 is a Class A address, so the Network part of the address (called the *Network Address*) is the first octet (10.x.x.x). The node part of the address is the last three octets (x.42.73.210).

To specify the network address for a given IP address, the node part is set to all "0"s. In our example, 10.0.0.0 specifies the network address for 10.42.73.210. When the node part is set to all "1"s, the address specifies a broadcast address. So, 10.255.255.255 is the broadcast address for the network 10.0.0.0.

Subnet Masking

A subnet mask can be applied to an IP address to identify the network and the node parts of the address. A bitwise logical AND operation between the IP address and the subnet mask results in the *Network Address*.

For example:

00001010.00101010.01001001.11010010	10.42.73.210
Class A IP address	
11111111.00000000.00000000.00000000	255.0.0.0
Class A Subnet Mask	
<hr/>	
00001010.00000000.00000000.00000000	10.0.0.0
Network Address	

The Default subnet masks are:

- Class A – 11111111.00000000.00000000.00000000
255.0.0.0
- Class B – 11111111.11111111.00000000.00000000
255.255.0.0
- Class C – 11111111.11111111.11111111.00000000
255.255.255.0

Additional bits can be added to the default subnet mask for a given Class to further subnet a network. When a bitwise logical AND operation is performed between the subnet mask and the IP address, the result defines the *Subnet Address*.

Some restrictions apply to subnet addresses. Addresses of all “0”s and all “1”s are reserved for the local network (when a host does not know it’s network address) and for all hosts on the network (the broadcast address). This also applies to subnets. A subnet address cannot be all “0”s or all “1”s. A 1-bit subnet mask is also not allowed.

Calculating the Number of Subnets and Nodes

To calculate the number of subnets and nodes, use the formula $(2^n - 2)$ where n = the number of bits in either the subnet mask or the node portion of the IP address. Multiplying the number of subnets by the number of nodes available per subnet gives the total number of nodes for the entire network.

Example

00001010.00101010.01001001.11010010 10.42.73.210

Class A IP address

11111111.11100000.00000000.00000000 255.224.0.0

Subnet Mask

00001010.00100000.00000000.00000000 10.32.0.0

Network Address

00001010.00101010.11111111.11111111 10.32.255.255

Broadcast Address

This example uses an 11-bit subnet mask. (There are 3 additional bits added to the default Class A subnet mask). So the number of subnets is:

$$2^3 - 2 = 8 - 2 = 6$$

Subnets of all "0"s and all "1"s are not allowed, so 2 subnets are subtracted from the total.

The number of bits used in the node part of the address is $24 - 3 = 21$ bits, so the total number of nodes is:

$$2^{21} - 2 = 2,097,152 - 2 = 2,097,150$$

Multiplying the number of subnets times the number of nodes gives 12,582,900 possible nodes.

Note that this is less than the 16,777,214 possible nodes that an unsubnetted class A network would have.

Subnetting reduces the number of possible nodes for a given network, but increases the segmentation of the network.

Classless InterDomain Routing – CIDR

Under CIDR, the subnet mask notation is reduced to a simplified shorthand. Instead of specifying all of the bits of the subnet mask, it is simply listed as the number of contiguous "1"s (bits) in the network portion of the address. Look at the subnet mask of the above example in binary - 11111111.11100000.00000000.00000000 - and you can see that there are 11 "1"s or 11 bits used to mask the network address from the node address. Written in CIDR notation this becomes:

$$10.32.0.0/11$$

# of Bits	Subnet Mask	CID R Notation	# of Subnets	# of Hosts	Total Hosts
2	255.192.0.0	/10	2	419430 2	8388604
3	255.224.0.0	/11	6	209715 0	12582900
4	255.240.0.0	/12	14	104857 4	14680036
5	255.248.0.0	/13	30	524286	15728580
6	255.252.0.0	/14	62	262142	16252804
7	255.254.0.0	/15	126	131070	16514820
8	255.255.0.0	/16	254	65534	16645636
9	255.255.128.0	/17	510	32766	16710660
10	255.255.192.0	/18	1022	16382	16742404
11	255.255.224.0	/19	2046	8190	16756740
12	255.255.240.0	/20	4094	4094	16760836
13	255.255.248.0	/21	8190	2046	16756740
14	255.255.252.0	/22	16382	1022	16742404
15	255.255.254.0	/23	32766	510	16710660
16	255.255.255.0	/24	65534	254	16645636
17	255.255.255.1 28	/25	131070	126	16514820
18	255.255.255.1 92	/26	262142	62	16252804
19	255.255.255.2 24	/27	525286	30	15728580
20	255.255.255.2 40	/28	104857 4	14	14680036
21	255.255.255.2 48	/29	209715 0	6	12582900
22	255.255.255.2 52	/30	419430 2	2	8388604

Table 5-9. Class A Subnet Masks

# of Bits	Subnet Mask	CIDR Notation	# of Subnets	# of Hosts	Total Hosts
2	255.255.192	/18	2	16382	32764
3	255.255.224.0	/19	6	8190	49140
4	255.255.240.0	/20	14	4094	57316
5	255.255.248.0	/21	30	2046	61380
6	255.255.252.0	/22	62	1022	63364
7	255.255.254.0	/23	126	510	64260

8	255.255.255.0	/24	254	254	64516
9	255.255.255.128	/25	510	126	64260
10	255.255.255.192	/26	1022	62	63364
11	255.255.255.224	/27	2046	30	61380
12	255.255.255.240	/28	4094	14	57316
13	255.255.255.248	/29	8190	6	49140
14	255.255.255.252	/30	16382	2	32764

Table 5-10. Class B Subnet Masks

# of Bits	Subnet Mask	CIDR Notation	# of Subnets	# of Hosts	Total Hosts
2	255.255.255.192	/26	2	62	124
3	255.255.255.224	/27	6	30	180
4	255.255.255.240	/28	14	14	196
5	255.255.255.248	/29	30	6	180
6	255.255.255.252	/30	62	2	124

Table 5-11. Class C Subnet Masks

Setting up IP Interfaces

The Layer 3 switch allows ranges of IP addresses (OSI layer 3) to be assigned to VLANs (OSI layer 2). Each VLAN must be configured prior to setting up the corresponding IP interface. An IP addressing scheme must then be established, and implemented when the IP interfaces are set up on the switch.

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

Backbone	6	25, 26
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Table 5-12. 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:

VLAN Name	VID	Network Address	IP Address
System (default)	1	10.32.0.0	10.32.0.1
Engineering	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 5-13. VLAN Example – Assigned IP Addresses

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** menu.

Layer 3-Based VLANs

Layer 3-based VLANs use network-layer addresses (subnet address for TCP/IP) to determine VLAN membership. These VLANs are based on layer 3 information, but this does not constitute a 'routing' function.

The DES-3326S allows an IP subnet to be configured for each 802.1Q VLAN that exists on the switch.

Even though a switch inspects a packet's IP address to determine VLAN membership, no route calculation is performed, the RIP protocol is not employed, and packets traversing the switch are bridged using the Spanning Tree algorithm.

A switch that implements layer 3 (or 'subnet') VLANs without performing any routing function between these VLANs is referred to as performing 'IP Switching'.

Internet Protocols

This is a brief introduction to the suite of Internet Protocols frequently referred to as TCP/IP. It is intended to give the reader a reasonable understanding of the available facilities and some familiarity with terminology. It is not intended to be a complete description.

Protocol Layering

The Internet Protocol (IP) divides the tasks necessary to route and forward packets across networks by using a layered approach. Each layer has clearly defined tasks, protocol, and interfaces for communicating with adjacent layers, but the exact way these tasks are accomplished is left to individual software designers. The Open Systems Interconnect (OSI) seven-layer model has been adopted as the reference for the description of modern networking, including the Internet.

A diagram of the OSI model is shown below (note that this is not a complete listing of the protocols contained within each layer of the model):

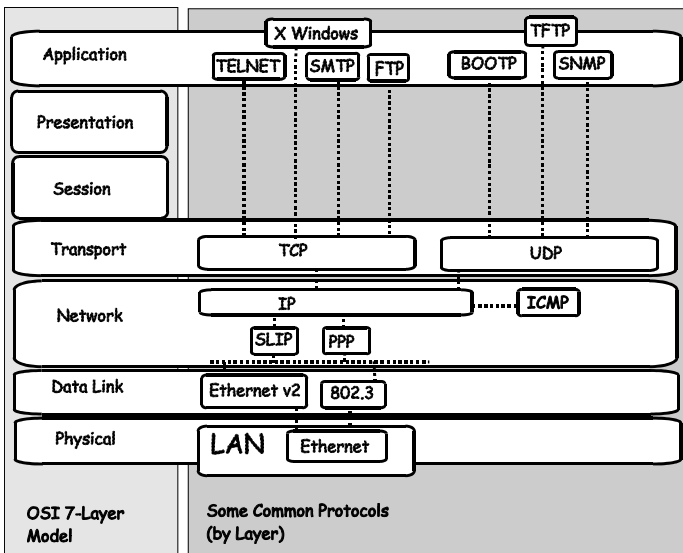


Figure 5-8. OSI Seven Layer Network Model

Each layer is a distinct set of programs executing a distinct set of protocols designed to accomplish some necessary tasks. They are separated from the other layers within the same

system or network, but must communicate and interoperate. This requires very well-defined and well-known methods for transferring messages and data. This is accomplished through the protocol stack.

Protocol layering as simply a tool for visualizing the organization of the necessary software and hardware in a network. In this view, Layer 2 represents switching and Layer 3 represents routing. Protocol layering is actually a set of guidelines used in writing programs and designing hardware that delegate network functions and allow the layers to communicate. How these layers communicate within a stack (for example, within a given computer) is left to the operating system programmers.

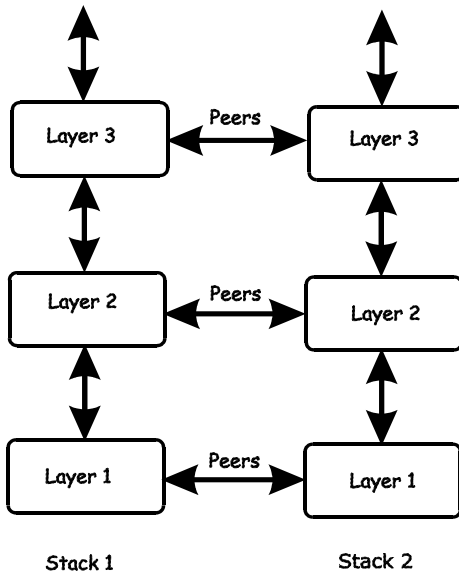


Figure 5-9. The Protocol Stack

Between two protocol stacks, members of the same layer are known as peers and communicate by well-known (open and published) protocols. Within a protocol stack, adjacent

layers communicate by an internal interface. This interface is usually not publicly documented and is frequently proprietary. It has some of the same characteristics of a protocol and two stacks from the same software vendor may communicate in the same way. Two stacks from different software vendors (or different products from the same vendor) may communicate in completely different ways. As long as peers can communicate and interoperate, this has no impact on the functioning of the network.

The communication between layers within a given protocol stack can be both different from a second stack and proprietary, but communication between peers on the same OSI layer is open and consistent.

A brief description of the most commonly used functional layers is helpful to understand the scope of how protocol layering works.

Layer 1

This is referred to as the physical layer. It handles the electrical connections and signaling required to make a physical link from one point in the network to another. It is on this layer that the unique Media Access Control (MAC) address is defined.

Layer 2

This layer, commonly called the switching layer, allows end station addressing and the establishment of connections between them.

Layer 2 switching forwards packets based on the unique MAC address of each end station and offers high-performance, dedicated-bandwidth of Fast or Gigabit Ethernet within the network.

Layer 2 does not ordinarily extend beyond the intranet. To connect to the Internet usually requires a router and a modem or other device to connect to an Internet Service Provider's WAN. These are Layer 3 functions.

Layer 3

Commonly referred to as the routing layer, this layer provides logical partitioning of networks (subnetting), scalability, security, and Quality of Service (QoS).

The backbone of the Internet is built using Layer 3 functions. IP is the premier Layer 3 protocol.

IP is itself, only one protocol in the IP protocol suite. More extensive capabilities are found in the other protocols of the IP suite. For example; the Domain Name System (DNS) associates IP addresses with text names, the Dynamic Host Configuration Protocol (DHCP) eases the administration of IP addresses, and routing protocols such as the Routing Information Protocol (RIP), the Open Shortest Path First (OSPF), and the Border Gateway Protocol (BGP) enable Layer 3 devices to direct data traffic to the intended destination. IP security allows for authentication and encryption. IP not only allows for user-to-user communication, but also for transmission from point-to-multipoint (known as IP multicasting).

Layer 4

This layer, known as the transport layer, establishes the communication path between user applications and the network infrastructure and defines the method of

communicating. TCP and UDP are well-known protocols in the transport layer. TCP is a “connection-oriented” protocol, and requires the establishment of parameters for transmission prior to the exchange of data. Web technology is based on TCP. UDP is “connectionless” and requires no connection setup. This is important for multicast traffic, which cannot tolerate the overhead and latency of TCP. TCP and UDP also differ in the amount of error recovery provided and whether or not it is visible to the user application. Both TCP and UDP are layered on IP, which has minimal error recovery and detection. TCP forces retransmission of data that was lost by the lower layers, UDP does not.

Layer 7

This layer, known as the application layer, provides access to either the end user application software such as a database. Users communicate with the application, which in turn delivers data to the transport layer. Applications do not usually communicate directly with lower layers. They are written to use a specific communication library, like the popular WinSock library.

Software developers must decide what type of transport mechanism is necessary. For example, Web access requires reliable, error-free access and would demand TCP, Multimedia, on the other hand, requires low overhead and latency and commonly uses UDP.

TCP/IP

The TCP/IP protocol suite is a set of protocols that allow computers to share resources across a network. TCP and IP are only two of the Internet suite of protocols, but they are the best known and it has become common to refer the entire family of Internet protocols as TCP/IP.

TCP/IP is a layered set of protocols. An example, such as sending e-mail, can illustrate this. There is first a protocol for sending and receiving e-mail. This protocol defines a set of commands to identify the sender, the recipient, and the content of the e-mail. The e-mail protocol will not handle the actual communication between the two computers, this is done by TCP/IP. TCP/IP handles the actual sending and receiving of the packets that make up the e-mail exchange.

TCP makes sure the e-mail commands and messages are received by the appropriate computers. It keeps track of what is sent and what is received, and retransmits any packets that are lost or dropped. TCP also handles the division of large messages into several Ethernet packets, and makes sure these packets are received and reassembled in the correct order.

Because these functions are required by a large number of applications, they are grouped into a single protocol, rather than being the part of the specifications for just sending e-mail. TCP is then a library of routines that application software can use when reliable network communications are required.

IP is also a library of routines, but with a more general set of functions. IP handles the routing of packets from the source to the destination. This may require the packets to traverse many different networks. IP can route packets through the necessary gateways and provides the functions required for any user on one network to communicate with any user on another connected network.

The communication interface between TCP and IP is relatively simple. When IP received a packet, it does not know how this packet is related to others it has sent (or received) or even which connection the packet is part of. IP only knows the address of the source and the destination of the packet, and it makes its best effort to deliver the packet to its destination.

The information required for IP to do its job is contained in a series of octets added to the beginning of the packet called headers. A header contains a few octets of data added to the packet by the protocol in order to keep track of it.

Other protocols on other network devices can add and extract their own headers to and from packets as they cross networks. This is analogous to putting data into an envelope and sending the envelope to a higher-level protocol, and having the higher-level protocol put the entire envelope into its own, larger envelope. This process is referred to as encapsulation.

Many levels of encapsulation are required for a packet to cross the Internet.

Packet Headers

TCP

Most data transmissions are much longer than a single packet. The data must then be divided up among a series of packets. These packets must be transmitted, received and then reassembled into the original data. TCP handles these functions.

TCP must know how large a packet the network can process. To do this, the TCP protocols at each end of a connection state how large a packet they can handle and the smaller of the two is selected.

The TCP header contains at least 20 octets. The source and destination TCP port numbers are the most important fields. These specify the connection between two TCP protocols on two network devices.

The header also contains a sequence number that is used to ensure the packets are received in the correct order. The packets are not numbered, but rather the octets the packets contain are. If there are 100 octets of data in each packet, the first packet is numbered 0, the second 100, the third 200, etc.

To insure that the data in a packet is received uncorrupted, TCP adds the binary value of all the octets in the packet and writes the sum in the checksum field. The receiving TCP recalculates the checksum and if the numbers are different, the packet is dropped.

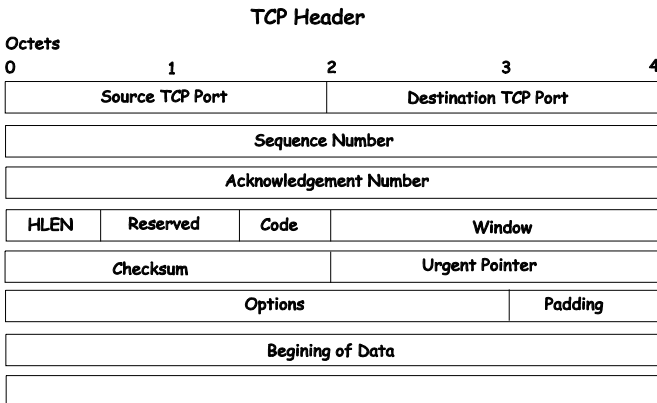


Figure 5-10. TCP Packet Header

When packets have been successfully received, TCP sends an acknowledgement. This is simply a packet that has the acknowledgement number field filled in.

An acknowledgement number of 1000 indicates that all of the data up to octet 1000 has been received. If the transmitting TCP does not receive an acknowledgement in a reasonable amount of time, the data is resent.

The window field controls the amount of data being sent at any one time. It would require too much time and overhead to acknowledge each packet received. Each end of the TCP connection declares how much data it is able to receive at any one time by writing this number of octets in the window field.

The transmitting TCP decrements the number in the window field and when it reaches zero, the transmitting TCP stops sending data. When the receiving TCP can accept more data, it increases the number in the window field. In practice, a single packet can acknowledge the receipt of data and give permission for more data to be sent.

IP

TCP sends its packets to IP with the source and destination IP addresses. IP is only concerned with these IP addresses. It is not concerned with the contents of the packet or the TCP header.

IP finds a route for the packet to get to the other end of the TCP connection. IP adds its own header to the packet to accomplish this.

The IP header contains the source and destination addresses, the protocol number, and another checksum.

The protocol number tells the receiving IP which protocol to give the packet to. Although most IP traffic uses TCP, other protocols can be used (such as UDP).

The checksum is used by the receiving IP in the same way as the TCP checksum.

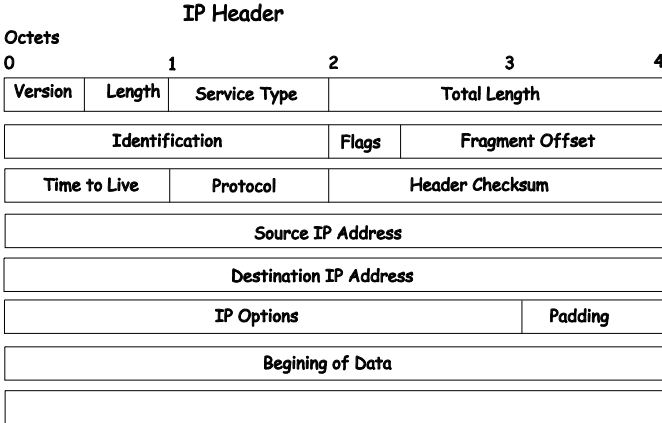


Figure 5-11. IP Packet Header

The flags and fragment offset are used to keep track of packets that must be divided among several smaller packets to cross networks for which they are too large.

The Time-to-Live (TTL) is the number of gateways the packet is allowed to cross between the source and destination. This number is decremented by one when the packet crosses a gateway and when the TTL reaches zero, the packet is dropped. This helps reduce network traffic if a loop develops.

Ethernet

Every active Ethernet device has its own Ethernet address (commonly called the MAC address) assigned to it by the manufacturer. Ethernet uses 48 bit addresses.

The Ethernet header is 14 octets that include the source and destination MAC address and a type code.

There is no relationship between the MAC address of a network node and its IP address. There must be a database of Ethernet addresses and their corresponding IP addresses.

Different protocol families can be in use on the same network. The type code field allows each protocol family to have its own entry.

A checksum is calculated and when the packet is received, the checksum is recalculated. If the two checksums are different, the packet is dropped.

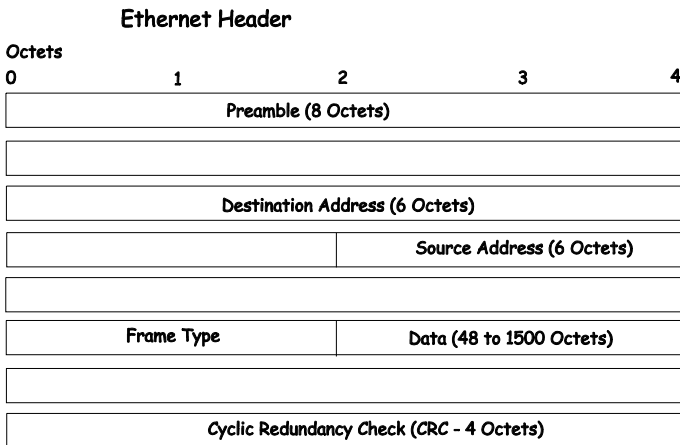


Figure 5-12. Ethernet Packet Header

When a packet is received, the headers are removed. The Ethernet Network Interface Card (NIC) removes the Ethernet header and checks the checksum. It then looks at the type code. If the type code is for IP, the packet is given to IP. IP then removes the IP header and looks at its protocol field. If the protocol field is TCP, the packet is sent to TCP. TCP then looks at the sequence number and uses this number and other data from the headers to reassemble the data into the original file.

TCP and UDP Well-Known Ports

Application protocols run 'on top of' TCP/IP. When an application wants to send data or a message, it gives the data to TCP. Because TCP and IP take care of the networking details, the application can look at the network connection as a simple data stream.

To transfer a file across a network using the File Transfer Protocol (FTP), a connection must first be established. The computer requesting the file transfer must connect specifically to the FTP server on the computer that has the file.

This is accomplished using sockets. A socket is a pair of TCP port numbers used to establish a connection from one computer to another. TCP uses these port numbers to keep track of connections. Specific port numbers are assigned to applications that wait for requests. These port numbers are referred to as 'well-known' ports.

TCP will open a connection to the FTP server using some random port number, 1234 for example, on the local computer. TCP will specify port 21 for the FTP server. Port 21 is the well-known port number for FTP servers. Note that there are two different FTP programs running in this example – an FTP client that requests the file to be transferred, and an FTP server that sends the file to the FTP client. The FTP server accepts commands from the client, so the FTP client must know how to connect to the server (must know the TCP port number) in order to send commands. The FTP Server can use any TCP port number to send the file, so long as it is sent as part of the connection setup.

A TCP connection is then described by a set of four numbers – the IP address and TCP port number for the local computer, and the IP address and TCP port number for the remote computer. The IP address is in the IP header and the TCP port number is in the TCP header.

No two TCP connection can have the same set of numbers, but only one number needs to be different. It is possible, for example, for two users to send files to the same destination at the same time. This could give the following connection numbers:

	Internet addresses	TCP ports
Connection 1	10.42.73.23, 10.128.12.1	1234, 21
Connection 2	10.42.73.23, 10.128.12.1	1235, 21

The same computers are making the connections, so the IP addresses are the same. Both computers are using the same well-known TCP port for the FTP server. The local FTP clients are using different TCP port numbers.

FTP transfers actually involve two different connections. The connection begins by the FTP sending commands to send a particular file. Once the commands are sent, a second connection is opened for the actual data transfer. Although it is possible to send data on the same connection, it is very convenient for the FTP client to be able to continue to send commands (such as 'stop sending this file').

UDP and ICMP

There are many applications that do not require long messages that cannot fit into a single packet. Looking up computer names is an example. Users wanting to make connections to other computers will usually use a name rather than the computer's IP or MAC address. The user's computer must be able to determine the remote computer's address before a connection can be made. A designated computer on the network will contain a database of computer names and their corresponding IP and MAC addresses. The user's computer will send a query to the name database computer, and the database computer will send a response. Both the query and

the response are very short. There is no need to divide the query or response between multiple packets, so the complexity of TCP is not required. If there is no response to the query after a period of time, the query can simply be resent.

The User Datagram Protocol (UDP) is designed for communications that do not require division among multiple packets and subsequent reassembly. UDP does not keep track of what is sent.

UDP uses port numbers in a way that is directly analogous to TCP. There are well-known UDP port numbers for servers that use UDP.

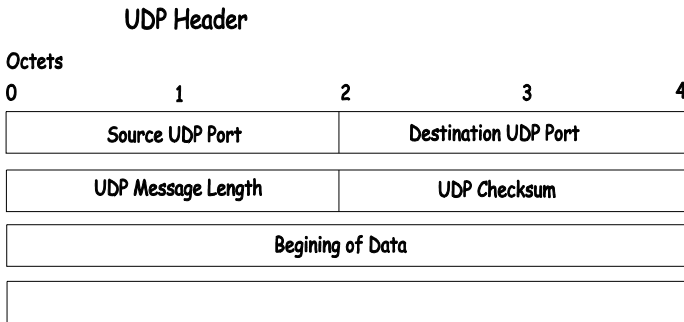


Figure 5-13. Ethernet Packet Header

The UDP header is shorter than a TCP header. UDP also uses a checksum to verify that data is received uncorrupted.

The Internet Control Message Protocol (ICMP) is also a simplified protocol used for error messages and messages used by TCP/IP. ICMP, like UDP, processes messages that will fit into a single packet. ICMP does not, however use ports because its messages are processed by the network software.

The Domain Name System

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 DES-3326S 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.

DHCP Servers

The Dynamic Host Configuration Protocol (DHCP) is used to dynamically assign a TCP/IP network configuration to network devices and computers on the network. It also ensures that IP address conflicts do not occur.

IP addresses are assigned from a pool of free addresses. Each IP address assigned has a 'lease' and a 'lease expiration period'. The lease must be periodically renewed. If the lease expires, the IP address is returned to the pool of available IP addresses.

Usually, it is a network policy to assign the same IP address to a given network device or computer each time.

If the IP address lease expires, the network device sends a message to the DHCP server requesting a lease renewal. The DHCP server can send an acknowledgement containing a new lease and updated configuration information.

If an IP address lease cannot be renewed, the network device or computer sends a request to all local DHCP servers attempting to renew the lease. If the DHCP returns a negative acknowledgement, the network device must release its TCP/IP configuration and reinitialize.

When a new TCP/IP configuration is received from a DHCP server, the network device checks for a possible IP address conflict by sending an Address Resolution Protocol (ARP) request that contains its new IP address.

For two DHCP servers to communicate across different subnets, the **BOOTP/DHCP Relay** of the DES-3326S must be used. The DHCP servers are identified by IP addresses.

IP Routing

IP handles the task of determining how packets will get from their source to their destination. This process is referred to as routing.

For IP to work, the local system must be attached to a network. It is safe to assume that any system on this network can send packets to any other system, but when packets must cross other networks to reach a destination on a remote network, these packets must be handled by gateways (also called routers).

Gateways connect a network with one or more other networks. Gateways can be a computer with two network interfaces or a specialized device with multiple network interfaces. The device is designed to forward packets from one network to another.

IP routing is based on the network address of the destination IP address. Each computer has a table of network addresses. For each network address, a corresponding gateway is listed. This is the gateway to use to communicate with that network. The gateway does not have to be directly connected to the remote network, it simply needs to be the first place to go on the way to the remote network.

Before a local computer sends a packet, it first determines whether the destination address is on the local network. If it is, the packet can be sent directly to the remote device. If it is not, the local computer looks for the network address of the destination and the corresponding gateway address. The packet is then sent to the gateway leading to the remote network. There is often only one gateway on a network.

A single gateway is usually defined as a default gateway, if that gateway connects the local network to a backbone network or to the Internet. This default gateway is also used whenever no specific route is found for a packet, or when there are several gateways on a network.

Local computers can use default gateways, but the gateways themselves need a more complete routing table to be able to forward packets correctly. A protocol is required for the gateways to be able to communicate between themselves and to keep their routing tables updated.

Packet Fragmentation and Reassembly

TCP/IP can be used with many different types of networks, but not all network types can handle the same length packets.

When IP is transmitting large files, large packets are much more efficient than small ones. It is preferable to use the largest possible packet size, but still be able to cross networks that require smaller packets.

To do this, IP can 'negotiate' packet size between the local and remote ends of a connection. When an IP connection is first made, the IPs at both ends of the connection state the largest packet they can handle. The smaller of the two is selected.

When a IP connection crosses multiple networks, it is possible that one of the intermediate networks has a smaller packet size limit than the local or remote network. IP is not able to determine the maximum packet size across all of the networks that may make up the route for a connection. IP has, therefore, a method to divide packets into multiple, smaller packets to cross such networks. This division of large packets into smaller packets is referred to as fragmentation.

A field in the TCP header indicates that a packet has been fragmented, and other information aids in the reassembly of the packets into the original data.

Gateways that connect networks of different packet size limits split the large packets into smaller ones and forward the smaller packets on their attached networks.

ARP

The Address Resolution Protocol (ARP) determines the MAC address and IP address correspondence for a network device.

A local computer will maintain an ARP cache which is a table of MAC addresses and the corresponding IP addresses. Before a connection with another computer is made, the local computer first checks its ARP cache to determine whether the remote

computer has an entry. If it does, the local computer reads the remote computer's MAC address and writes it into the destination field of the packets to be sent.

If the remote computer does not have an ARP cache entry, the local computer must send an ARP request and wait for a reply.

When the local computer receives the ARP reply packet, the local ARP reads the IP MAC address pair, and then checks the ARP cache for this entry. If there is an entry, it is updated with the new information. If there is no entry, a new entry is made.

There are two possible cases when an ARP packet is received by a local computer. First, the local computer is the target of the request. If it is, the local ARP replies by sending its MAC IP address pair back to the requesting system. Second, if the local computer is not the target of the request, the packet is dropped.

Multicasting

Multicasting is a group of protocols and tools that enable a single source point to send packets to groups of multiple destination points with persistent connections that last for some amount of time. The main advantage to multicasting is a decrease in the network load compared to broadcasting.

Multicast Groups

Class D IP addresses are assigned to a group of network devices that comprise a multicast group. The four most

significant four bits of a Class D address are set to "1110". The following 28 bits is referred to as the 'multicast group ID'. Some of the range of Class D addresses are registered with the

Internet Assigned Numbers Authority (IANA) for special purposes. For example, the block of multicast addresses ranging from 224.0.0.1 to 224.0.0.225 is reserved for use by routing protocols and some other low-level topology discovery and maintenance protocols.

IP Multicast Address Format

Bits

0 1 2 3 4

31

1	1	1	0	Group Identification																										
---	---	---	---	----------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Figure 5-14. Class D Multicast Address

Some of the reserved IP multicast addresses are as follows:

Address	Assignment
224.0.0.0	Base Address (reserved)
224.0.0.1	All Systems on this subnet
224.0.0.2	All Routers on this subnet
224.0.0.3	Unassigned
224.0.0.4	DVMRP Routers
224.0.0.5	OSPF IGP Routers
224.0.0.6	OSPF IGP Designated Routers
224.0.0.7	ST Routers
224.0.0.8	ST Hosts
224.0.0.9	All RIP2 Routers
224.0.0.10	All IGRP Routers

224.0.0.11	Mobile Agents
224.0.0.12	DHCP Servers and Relay Agents
224.0.0.13	All PIM Routers
224.0.0.14	RSVP Encapsulation
224.0.0.15	All CBT Routers
224.0.0.16	Designated Sbm
224.0.0.17	All Sbms
224.0.0.18	VRRP
224.0.0.19	Unassigned
through	
224.0.0.225	
224.0.0.21	DVMRP on MOSPF

Table 5-13. Reserved Multicast Address Assignment

Internet Group Management Protocol (IGMP)

End users that want to receive multicast packets must be able to inform nearby routers that they want to become a multicast group member of the group these packets are being sent to. The Internet Group Management Protocol (IGMP) is used by multicast routers to maintain multicast group membership. IGMP is also used to coordinate between multiple multicast routers that may be present on a network by electing one of the multicast routers as the 'querier'. This router then keep track of the membership of multicast groups that have active members on the network. IGMP is used to determine whether

the router should forward multicast packets it receives to the subnetworks it is attached to or not. A multicast router that has received a multicast packet will check to determine if there is at least one member of a multicast group that has requested to receive multicast packets from this source. If there is one member, the packet is forwarded. If there are no members, the packet is dropped.

IGMP Versions 1 and 2

Users that want to receive multicast packets need to be able to join and leave multicast groups. This is accomplished using IGMP.

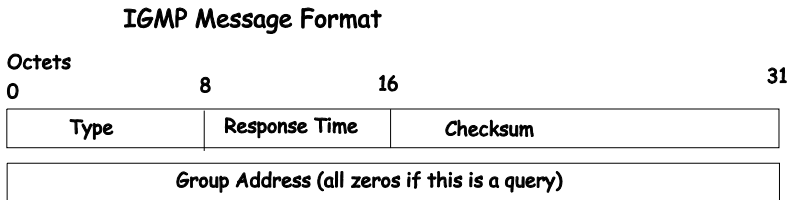


Figure 5-15. IGMP Message Format

The IGMP Type codes are shown below:

Type	Meaning
0x11	Membership Query (if Group Address is 0.0.0.0)
0x1	Specific Group Membership Query (if Group Address is Present)
1	Membership Report (version 2)
6	Membership Report (version 2)
0x1	Leave a Group (version 2)
7	Leave a Group (version 2)
0x1	Membership Report (version 1)

Table 5-14. IGMP Type Codes

Multicast routers use IGMP to manage multicast group memberships:

- An IGMP “report” is sent by a user’s computer to join a group
- IGMP version 1 does not have an explicit ‘leave’ message. Group members have an expiration timer, and if this timer expires before a query response is returned, the member is dropped from the group.
- IGMP version 2 introduces an explicit “leave” report. When a user wants to leave a group, this report is sent to the multicast router (for IGMP version 2).
- Multicast routers send IGMP queries (to the all-hosts group address: 224.0.0.1) periodically to see whether any group members exist on their subnetworks. If there is no response from a particular group, the router assumes that there are no group members on the network, and multicast packets are not forwarded.

The TTL field of query messages is set to 1 so that the queries do not get forwarded to other subnetworks.

IGMP version 2 introduces a few extensions to IGMP version 1 such as, the election of a single multicast querier for each network, explicit ‘leave’ reports, and queries that are specific to a particular multicast group.

The router with the lowest IP address is elected as the querier. The explicit group leave message is added to decrease latency, and routers can ask for membership reports from a particular multicast group ID.

The transition states a host will go through to join or leave a multicast group are shown in the diagram below.

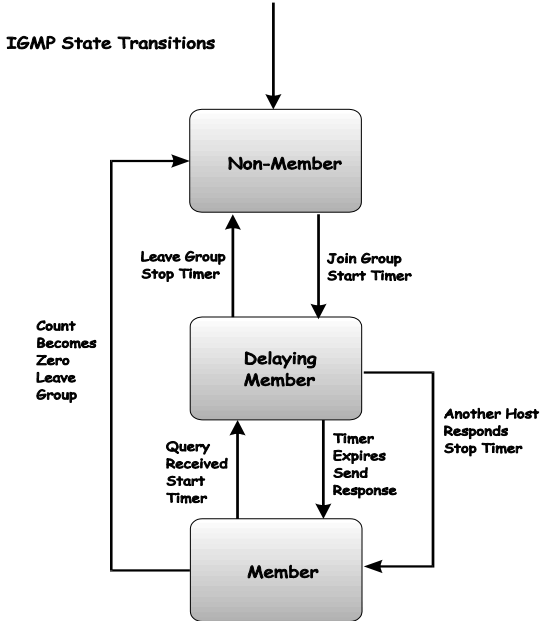


Figure 5-16. IGMP State Transitions

Multicast Routing Algorithms

An algorithm is not a program. An algorithm is a statement of how a problem can be solved. A program is written to implement an algorithm.

Multicast packets are delivered by constructing multicast trees where the multicast router is the trunk, the branches are the various subnetworks that may be present, and the leaves are end recipients of the multicast packets. Several algorithms have been developed to construct these trees and to prune branches that have no active multicast group members

Flooding

The simplest algorithm for the delivery of multicast packets is for the multicast router to forward a multicast packet to all interfaces. This is referred to as flooding. An equally simple refinement of flooding is to have the router check to determine if a given multicast packet has been received before (in a certain amount of time). If it has, then the packet does not need to be forwarded at all and can be dropped. If the packet is being received for the first time, it should be flooded to all interface, except the interface on which it was received. This will ensure that all routers on the network will receive at least one copy of the multicast packet.

There are some obvious disadvantages to this simple algorithm. Flooding duplicates a lot of packets and uses a lot of network bandwidth. A multicast router must also keep a record of the multicast packets it has received (for a period of time) to determine if a given packet has been previously received. So flooding uses a lot of router memory.

Multicast Spanning Trees

A multicast delivery tree that spans the entire network with a single active link between routers (or subnetwork) is called a multicast spanning tree. Links (or branches) are chosen such that there is only one active path between any two routers. When a router receives a multicast packet, it forwards the packet on all links except the one on which it was received. This guarantees that all routers in the network will receive a copy of the packet. The only information the router needs to store is whether a link is a part of the spanning tree (leads to a router) or not.

Multicast spanning trees do not use group membership information when deciding to forward or drop a given multicast packet.

Reverse Path Broadcasting (RPB)

The Reverse Path Broadcasting (RPB) algorithm is an enhancement of the multicast spanning tree algorithm. RPB constructs a spanning tree for each multicast source. When the router receives a multicast packet, it then checks to determine if the packet was received on the shortest path back from the router to the source. If the packet was received on the shortest path back to the source, the packet is forwarded on all links except the link on which the packet was received. If the packet was not received on the shortest link back to the source, the packet is dropped.

If a link-state routing protocol is in use, RPB on a local router can determine if the path from the source through the local router to an immediately neighboring router. If it is not, the packet will be dropped at the next router and the packet should not be forwarded.

If a distance-vector routing protocol is in use, a neighboring router can either advertise its previous hop for the source as part of its routing update messages. This will 'poison-reverse' the route (or have the local router prune the branch from the multicast source to the neighboring router because the neighboring router has a better route from the source to the next router or subnetwork).

Since multicast packets are forwarded through the shortest route between source and destination, RPB is fast. A given router also does not need information about the entire spanning tree, nor does it need a mechanism to stop the forwarding of packets.

RPB does not use multicast group membership information in its forwarding decisions.

Reverse Path Multicasting (RPM)

Reverse Path Multicasting (RPM) introduces an enhancement to RPB – an explicit method to prune branches of the spanning tree that have on active multicast group members for the source. RPM constructs a tree that spans only subnetworks with multicast group member and routers along the shortest path between the source and the destinations.

When a multicast router receives a multicast packet, it is forwarded using the RPB constructed spanning tree. Subsequent routers in the tree that have no active path to another router are referred to as leaf routers. If the multicast packet is forwarded to a leaf router that has no active multicast group members for the source, the leaf router will send a prune message to the previous router. This will remove the leaf router's branch from the spanning tree, and no more multicast packets (from that source) will be forwarded to it. Prune messages have a TTL equal to one, so they can be sent only one hop (one router) back toward the source. If the previous router receives prune messages from all of its branch and leaf routers, the previous router will then send its own prune message back one router toward the multicast source, and the process will repeat. In this way, multicast group membership information can be used to prune the spanning tree between a given multicast source and the corresponding multicast group.

Since the membership of any given multicast group can change and the network topology can also change, RPM periodically removes all of the prune information it has gathered from its memory, and the entire process repeats. This gives all subsequent routers on the network a chance to receive multicast packets from all multicast sources on the network. It also gives all user's a chance to join a given multicast group.

Multicast Routing Protocols

This section contains an overview of two multicast routing protocols – Distance Vector Multicast Routing Protocol (DVMRP), and Protocol Independent Multicast-Dense Mode

(PIM-DM). The most commonly used routing protocol (not a multicast routing protocol), the Routing Information Protocol, is discussed in a later section.

Distance Vector Multicast Routing Protocol (DVMRP)

The Distance Vector Multicast Routing Protocol (DVMRP) was derived from the Routing Information Protocol (RIP) with the introduction of multicast delivery trees constructed from information about the 'distance' from the local router back toward the multicast source. DVMRP uses an RPM algorithm to construct its multicast delivery trees.

The first multicast packet received by a multicast router using DVMRP is flooded to all interfaces except the one on which the packet was received. Subsequent prune messages are used to prune branches of the delivery tree that are either not on the shortest path back to the multicast source, or that have no active multicast group members. A 'graft' message is added that allows a previously pruned branch of the multicast delivery tree to be reactivated. This allows for lower latency when a leaf router adds a new member to a multicast membership group. Graft messages are forwarded one hop (one router) back at a time toward a multicast source until they reach a router that is on an active branch of the multicast delivery tree.

If there is more than one multicast router on a network, the one that has the shortest path back to the multicast source is elected to forward multicast packets from that source. All

other routers will discard multicast packets from that source. If two multicast routers on a network have the same distance back to a multicast source, the router with the lowest IP address is elected.

DVMRP also supports tunnel interfaces, where two multicast routers are connected through a router that cannot process multicast packets. This allows multicast packets to cross networks with routers that are not multicast-aware.

Protocol-Independent Multicast – Dense Mode

There are two protocols in Protocol Independent Multicast (PIM), Protocol Independent Multicast-Dense Mode (PIM-DM) which is used when the multicast destinations are closely spaced, and Protocol Independent Multicast-Sparse Mode (PIM-SM) which is used when the multicast destinations are spaced further apart. PIM-DM is most commonly implemented in an intranetwork (LAN) where the distance between users is minimal.

Routing Protocols

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. The same format is used by both types.

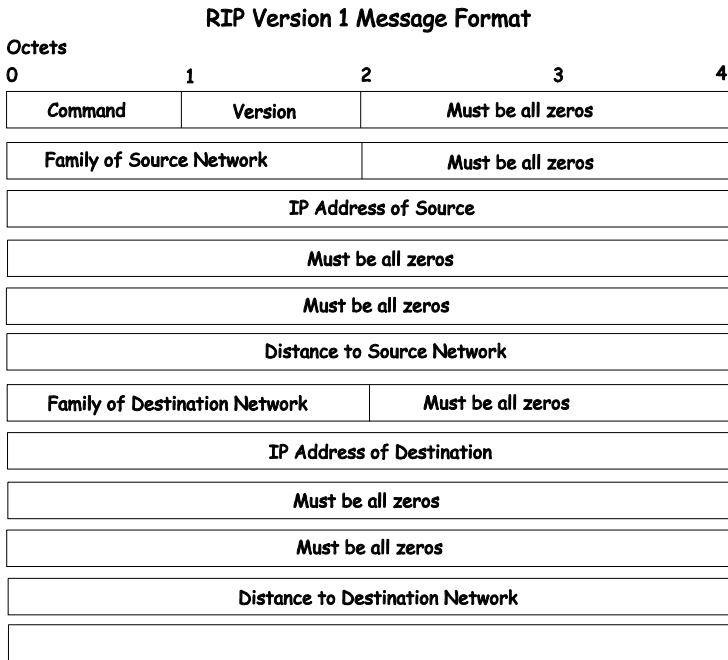


Figure 5-17. RIP v.1 Message Format

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 5-15. 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 from.

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:

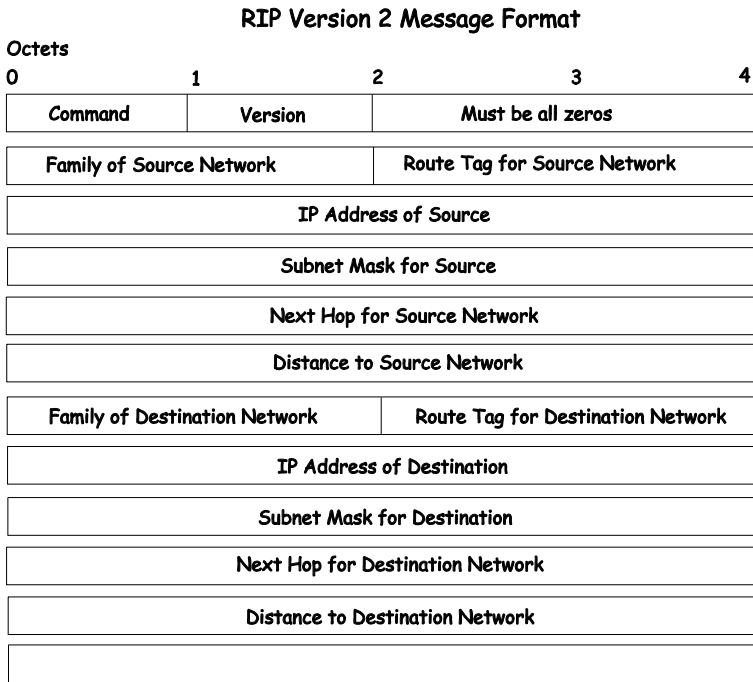


Figure 5-18. RIP Message Format

RIP version 2 also adds a 16-bit route tag that is retained and sent with router updates. It can be used to identify the origin of the route.

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.

Open Shortest Path First (OSPF)

The Open Shortest Path First (OSPF) routing protocol that uses a *link-state* algorithm to determine routes to network destinations. A “link” is an interface on a router and the

“state” is a description of that interface and its relationship to neighboring routers. The state contains information such as the IP address, subnet mask, type of network the interface is attached to, other routers attached to the network, etc. The collection of link-states are then collected in a link-state database that is maintained by routers running OSPF.

OSPF specifies how routers will communicate to maintain their link-state database and defines several concepts about the topology of networks that use OSPF.

To limit the extent of link-state update traffic between routers, OSPF defines the concept of *Area*. All routers within an area share the exact same link-state database, and a change to this database on one router triggers an update to the link-state database of all other routers in that area. Routers that have interfaces connected to more than one area are called *Border Routers* and take the responsibility of distributing routing information between areas.

One area is defined as *Area 0* or the *Backbone*. This area is central to the rest of the network in that all other areas have a connection (through a router) to the backbone. Only routers have connections to the backbone and OSPF is structured such that routing information changes in other areas will be introduced into the backbone, and then propagated to the rest of the network.

When constructing a network to use OSPF, it is generally advisable to begin with the backbone (area 0) and work outward.

The Link-State Algorithm

An OSPF router uses a link-state algorithm to build a shortest path tree to all destinations known to the router. The following is a simplified description of the algorithm's steps:

1. When OSPF is started, or when a change in the routing information changes, the router generates a link-state advertisement. This advertisement is a specially formatted packet that contains information about all the link-states on the router.
2. This link-state advertisement is flooded to all router in the area. Each router that receives the link-state advertisement will store the advertisement and then forward a copy to other routers.
3. When the link-state database of each router is updated, the individual routers will calculate a Shortest Path Tree to all destinations – with the individual router as the root. The IP routing table will then be made up of the destination address, associated cost, and the address of the next hop to reach each destination.
4. Once the link-state databases are updated, Shortest Path Trees calculated, and the IP routing tables written – if there are no subsequent changes in the OSPF network (such as a network link going down) there is very little OSPF traffic.

The Shortest Path Algorithm

The Shortest Path to a destination is calculated using the Dijkstra algorithm. Each router is places at the root of a tree and then calculates the shortest path to each destination based on the cumulative cost to reach that destination over multiple possible routes. Each router will then have its own Shortest Path Tree (from the perspective of its location in the network

area) even though every router in the area will have and use the exact same link-state database.

The following sections describe the information used to build the Shortest Path Tree.

OSPF Cost

Each OSPF interface has an associated cost (also called “metric”) that is representative of the overhead required to send packets over that interface. This cost is inversely proportional to the bandwidth of the interface (i.e. a higher bandwidth interface has a lower cost). There is then a higher cost (and longer time delays) in sending packets over a 56 Kbps dial-up connection than over a 10 Mbps Ethernet connection. The formula used to calculate the OSPF cost is as follows:

$$\text{Cost} = 100,000,000 / \text{bandwidth in bps}$$

As an example, the cost of a 10 Mbps Ethernet line will be 10 and the cost to cross a 1.544 Mbps T1 line will be 64.

Shortest Path Tree

To build Router A's shortest path tree for the network diagramed below, Router A is put at the root of the tree and the smallest cost link to each destination network is calculated.

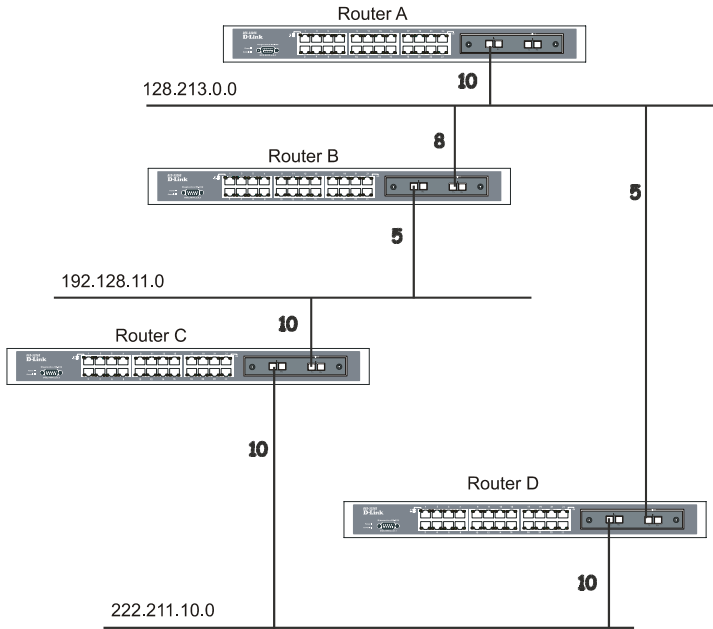


Figure 5-19. Constructing a Shortest Path Tree

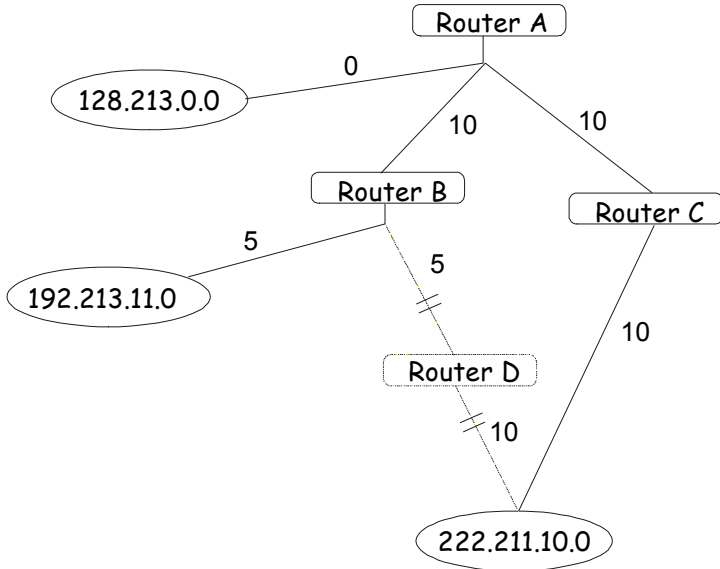


Figure 5-20. Constructing a Shortest Path Tree

The diagram above shows the network from the viewpoint of Router A. Router A can reach 192.213.11.0 through Router B with a cost of $10+5=15$. Router A can reach 222.211.10.0 through Router C with a cost of $10+10=20$. Router A can also reach 222.211.10.0 through Router B and Router D with a cost of $10+5+10=25$, but the cost is higher than the route through Router C. This higher-cost route will not be included in the Router A's shortest path tree. The resulting tree will look like this:

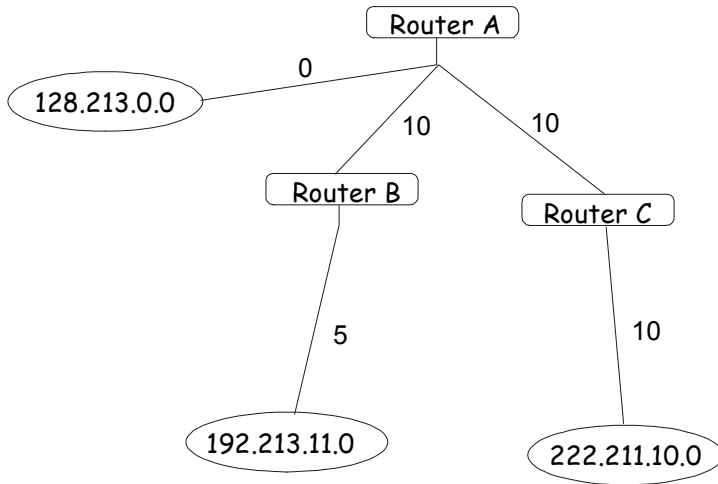


Figure 5-21. Constructing a Shortest Path Tree - Completed

Note that this shortest path tree is only from the viewpoint of Router A. The cost of the link from Router B to Router A, for instance is not important to constructing Router A's shortest path tree, but is very important when Router B is constructing its shortest path tree.

Note also that directly connected networks are reached at a cost of 0, while other networks are reached at the cost calculated in the shortest path tree.

Router A can now build its routing table using the network addresses and costs calculated in building the above shortest path tree.

Areas and Border Routers

OSPF link-state updates are forwarded to other routers by flooding to all routers on the network. OSPF uses the concept of areas to define where on the network routers that need to

receive particular link-state updates are located. This helps ensure that routing updates are not flooded throughout the entire network and to reduce the amount of bandwidth consumed by updating the various router's routing tables.

Areas establish boundaries beyond which link-state updates do not need to be flooded. So the exchange of link-state updates and the calculation of the shortest path tree are limited to the area that the router is connected to.

Routers that have connections to more than one area are called Border Routers (BR). The Border Routers have the responsibility of distributing necessary routing information and changes between areas.

Areas are specific to the router interface. A router that has all of its interfaces in the same area is called an Internal Router. A router that has interfaces in multiple areas is called a Border Router. Routers that act as gateways to other networks (possibly using other routing protocols) are called Autonomous System Border Routers (ASBRs).

Link-State Packets

There are different types of link-state packets, four are illustrated below:

- Router Link-State Updates – these describe a router's links to destinations within an area.
- Summary Link-State Updates – issued by Border Routers and describe links to networks outside the area but within the Autonomous System (AS).
- Network Link-State Updates – issued by multi-access areas that have more than one attached router. One router is elected as the Designated Router (DR) and this router issues the network

link-state updates describing every router on the segment.

- External Link-State Updates – issued by an Autonomous System Border Router and describes routes to destinations outside the AS or a default route to the outside AS.

The format of these link-state updates are described in more detail below.

Router link-state updates are flooded to all routers in the current area. These updates describe the destinations reachable through all of the router's interfaces.

Summary link-state updates are generated by Border Routers to distribute routing information about other networks within the AS. Normally, all Summary link-state updates are forwarded to the backbone (area 0) and are then forwarded to all other areas in the network. Border Routers also have the responsibility of distributing routing information from the Autonomous System Border Router in order for routers in the network to get and maintain routes to other Autonomous Systems.

Network link-state updates are generated by a router elected as the Designated Router on a multi-access segment (with more than one attached router). These updates describe all of the routers on the segment and their network connections.

External link-state updates carry routing information to networks outside the Autonomous System. The Autonomous System Border Router is responsible for generating and distributing these updates.

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).

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.

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.

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:

1. Linking an area that does not have a physical connection to the backbone.
2. 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 the 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:

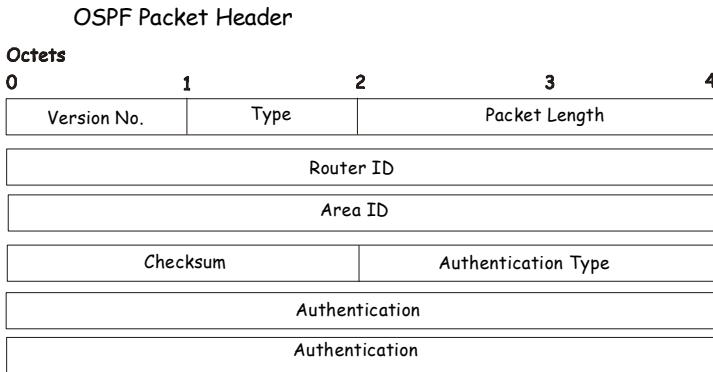


Figure 5-22. OSPF Packet Header

Field	Description
Version No.	The OSPF version number
Type	The OSPF packet type. The OSPF packet types are as follows:
	Type Description
	1 Hello
	2 Database

	Description
	3 Link-State Request
	4 Link-State Update
	5 Link-State Acknowledgment
Packet Length	The length of the packet in bytes. This length includes the 24 byte header.
Router ID	The Router ID of the packet's source.
Area ID	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
Checksum	A standard IP checksum that includes all of the packet's contents except for the 64-bit authentication field.
Authentication Type	The type of authentication to be used for the packet.
Authentication	A 64-bit field used by the authentication scheme.

authentication scheme.

Table 5-16. 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	4
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					

Figure 5-23. Hello Packet

Field	Description
Network Mask	The network mask associated with this interface.
Options	The optional capabilities supported by the router.
Hello Interval	The number of seconds between this router's Hello packets.
Router Priority	This router's Router Priority. The 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.
Router Dead Interval	The number of seconds that must pass before declaring a silent router as down.
Designated Router	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.
Backup Designated Router	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.
Neighbor	The Router Ids of each router from whom valid Hello packets have been seen within the Router Dead Interval on the network.

Table 5-17. 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 ...				

Figure 5-24. Database Description Packet

Field	Description
Options	The optional capabilities supported by the router.

I – bit	The Initial bit. When set to 1, this packet is the first in the sequence of Database Description packets.
M – bit	The More bit. When set to 1, this indicates that more Database Description packets will follow.
MS – bit	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.
DD Sequence Number	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 5-18. 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					

Figure 5-25. Link-State Request Packet

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

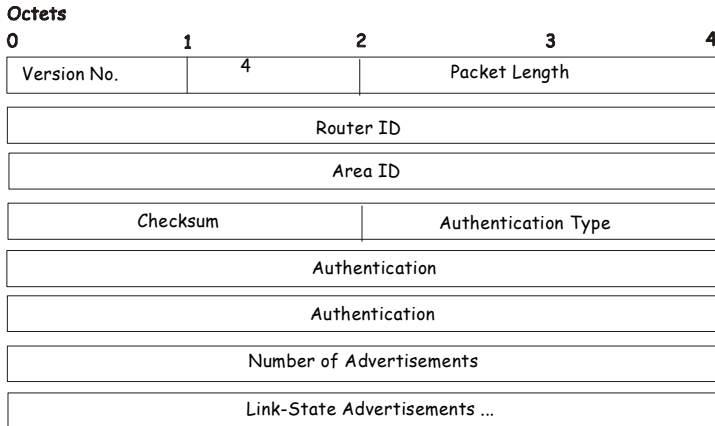


Figure 5-26. Link-State Update Packet

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 folding 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:

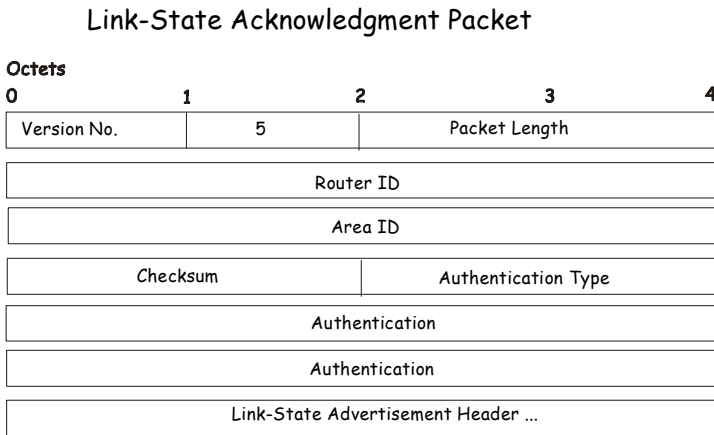


Figure 5-27. Link-State Acknowledgement Packet

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

- Router Links Advertisements
- Network Links Advertisements
- Summary Link Advertisements
- 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

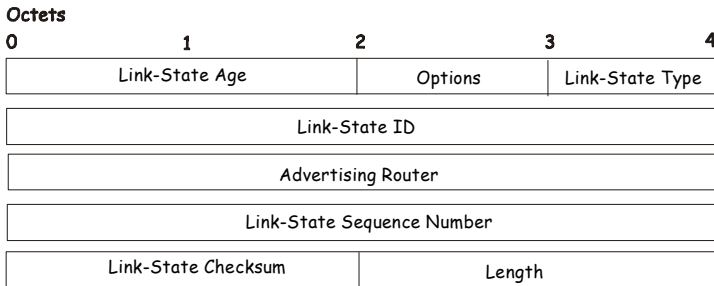


Figure 5-28. Link-State Advertisement Header

Field	Description						
Link State Age	The time in seconds since the link state advertisement was originated.						
Options	The optional capabilities supported by the described portion of the routing domain.						
Link State Type	The type of the link state advertisement. Each link state type has a separate advertisement format. The link state types are as follows: <table border="1" data-bbox="579 1247 883 1396"> <thead> <tr> <th>Type</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Router Links</td> </tr> <tr> <td>2</td> <td>Network Links</td> </tr> </tbody> </table>	Type	Description	1	Router Links	2	Network Links
Type	Description						
1	Router Links						
2	Network Links						

	3	Summary Link (IP Network)
	4	Summary Link (ASBR)
	5	AS External Link
Link State ID		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.
Advertising Router		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.
Link State Sequence Number		Detects old or duplicate link state advertisements. Successive instances of a link state advertisement are given successive Link State Sequence numbers.
Link State Checksum		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.
Length	The length in bytes of the link state advertisement. This includes the 20-byte link state advertisement header.

Table 5-19. 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

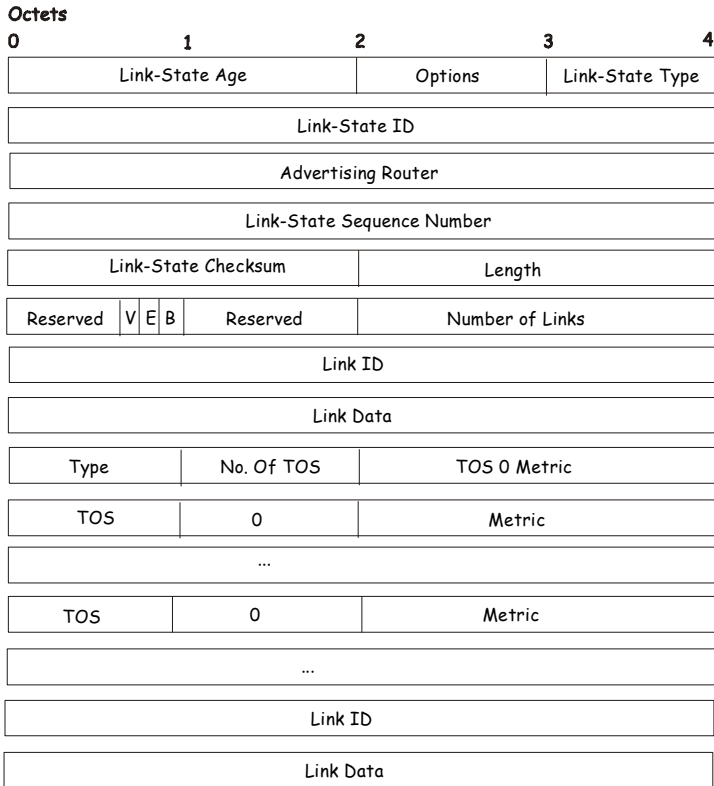


Figure 5-29. Routers Links Advertisement

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
V – bit	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).
E – bit	When set, the router is an Autonomous System (AS) boundary router (E is for External).
B – bit	When set, the router is an area border router (B is for Border).
Number of Links	The number of router links described by this advertisement. This must be the total collection of router links to the area.

Table 5-20. 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
--------------	--------------------

Type A quick classification of the router link. One of the following:

Type	Description
1	Point-to-point connection to another router.
2	Connection to a transit network.
3	Connection to a stub network.
4	Virtual link.

Link ID 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
1	Neighboring

	router's Router ID.
2	IP address of Designated Router.
3	IP network/subnet number.
4	Neighboring router's Router ID
Link Data	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.
No. of TOS	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.
TOS 0 Metric	The cost of using this router link for TOS 0.

Table 5-21. Routers Links Advertisements – Continued

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
TOS	IP Type of Service that this metric refers to.
Metric	The cost of using this outbound router link, for traffic of the specified TOS.

Table 5-22. 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

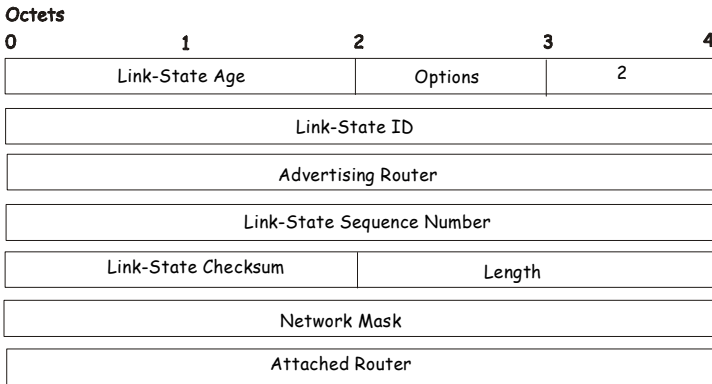


Figure 5-30. Network Link Advertisement

Field	Description
Network Mask	The IP address mask for the network.
Attached Router	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 5-23. 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	1	2	3	4
0	Link-State Age	Options	2	
Link-State ID				
Advertising Router				
Link-State Sequence Number				
Link-State Checksum		Length		
Network Mask				
TOS		Metric		

Figure 5-31. Summary Link Advertisement

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
Network Mask	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
TOS	The Type of Service that the following cost is relevant to.
Metric	The cost of this route. Expressed in the same units as the interface costs in the router links

advertisements.

Table 5-24. 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

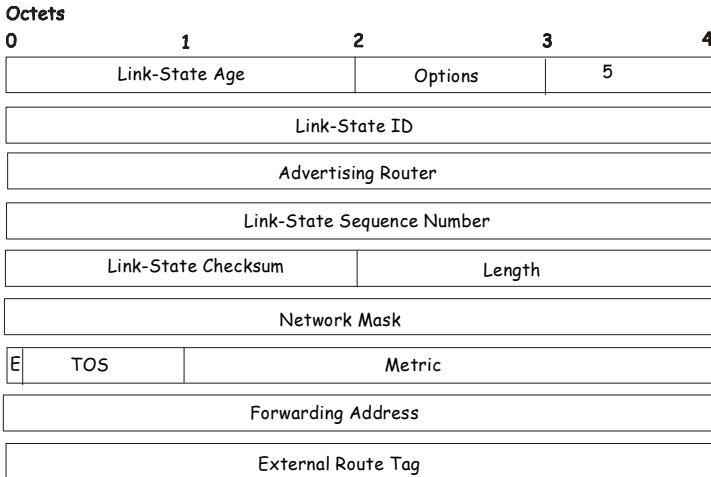


Figure 5-32. AS External Link Advertisement

Field	Description
Network Mask	The IP address mask for the advertised destination.
E – bit	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.
Forwarding Address	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.
TOS	The Type of Service that the following cost is relevant to.
Metric	The cost of this route. The interpretation of this metric depends on the external type indication (the E - bit above).
External Route Tag	A 32-bit field attached to each external route. This is not used by the OSPF protocol itself.

Table 5-25. AS External System Advertisement

6

WEB-BASED SWITCH MANAGEMENT

Introduction

The DES-3226 offers an embedded Web-based (HTML) interface allowing users to manage the switch from anywhere on the network through a standard browser such as Netscape Navigator/Communicator or Microsoft Internet Explorer. The Web 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 and configure it. Thus, all settings encountered in web-based management are the same as those found in the console program.



This Web-based Management Module does not accept Chinese language input (or other languages requiring 2 bytes per character).

Before You Start

The DES-3326S Layer 3 Switch supports a wide array of functions and gives great flexibility and increased network performance by eliminating the routing bottleneck between the WAN or Internet and the Intranet. Its function in a network can be thought of as a new generation of router that performs routing functions in hardware, rather than software. It is a router that also has up to 24+2 independent Ethernet collision domains – each of which can be assigned an IP subnet.

This flexibility and rich feature set requires a bit of thought to arrive at a deployment strategy that will maximize the potential of the DES-3326S Layer 3 switch.

General Deployment Strategy

1. Determine how the network would be best segmented. This is probably done using VLANs in an existing layer 2 switched network.
2. Develop an IP addressing scheme. This involves allocating a block of IP addresses to each network segment. Each network subnet is then assigned a network address and a subnet mask. *See Chapter 5, **Switch Management Concepts** section titled **IP Addressing and Subnetting** for more information.*
3. Determine which network resources must be shared by the subnets. Shared resources may be connected directly to the Layer 3 switch, if need be. Static routes to each of the shared resources should be determined.

4. Determine how each subnet will communicate with the WAN or Internet. Again, static routes should be determined and default gateways identified.
5. Develop a security scheme. Some subnets on the network need more security or should be isolated from the other subnets. IP or MAC filtering can be used. Also, one or more VLANs on the Layer 3 switch can be configured without an IP subnet – in which case, these VLANs will function as a layer 2 VLAN and would require an external router to connect to the rest of the network.
6. Develop a policy scheme. Some subnets will have a greater need for multicasting bandwidth, for example. A policy is a mechanism to alter the normal packet forwarding in a network device, and can be used to intelligently allocate bandwidth to time-critical applications such as the integration of voice, video, and data on the network.
7. Develop a redundancy scheme. Planning redundant links and routes to network critical resources can save valuable time in case of a link or device failure. The DES-3326S Spanning Tree function can be used to block the redundant link until it is needed.

VLAN Layout

VLANs on the DES-3326S have rather more functions than on a traditional layer 2 switch, and must therefore be laid-out and configured with a bit more care. Layer 3 VLANs (VLANs with an IP interface assigned to them) could be thought of as network links – not just as a collection of associated end users. Further, Layer 3 VLANs are assigned an IP network address and subnet mask to enable IP routing between them.

Layer 3 VLANs must be configured on the switch before they can be assigned IP subnets. Further, the static VLAN configuration is specified on a per port basis. On the DES-3326S, a VLAN can consist of end-nodes – just like a traditional layer 2 switch, but a VLAN can also consist of one or more layer 2 switches – each of which is connected to multiple end-nodes or network resources.

So, a Layer 3 VLAN, consisting of 4 ports, could be connected to 4 layer 2 switches. If these layer 2 switches each have 24 ports, then the Layer 3 VLAN would contain $4 \times 24 = 96$ end nodes. Assigning an IP subnet to the Layer 3 VLAN would allow wire-speed IP routing from the WAN to each end node and between end nodes.

So, the IP subnets for a network must be determined first, and the VLANs configured on the switch to accommodate the IP subnets. Finally, the IP subnets can be assigned to the VLANs.

Assigning IP Network Addresses and Subnet Masks to VLANs

The DES-3326S allows the assignment of IP subnets to individual VLANs. Any VLAN configured on the switch that is not assigned an IP subnet, will behave as a layer 2 VLAN and will not be capable of IP routing – even if the switch is in IP Routing mode.

Developing an IP addressing scheme is a complex subject, but it is sufficient here to mention that the total number of anticipated end nodes – for each Layer 3 VLAN – must be accommodated with an unique IP address. It should be noted that the switch regards a VLAN with an IP network address and corresponding subnet mask assigned as an IP interface in IP Routing mode.

Defining Static Routes

Routes between the IP interfaces and a default gateway or other router with a WAN connection should be determined beforehand and entered into the static/default routing table on the DES-3326S.

Getting Started

The first step in getting started in using web-based management for your Switch is to secure a browser. A Web browser is a program which allows a person to read hypertext, for example, Netscape Navigator or Microsoft Internet Explorer. Follow the installation instructions for the browser.

The second and last step is to configure the IP interface of the Switch. This can be done manually through the console or automatically using BOOTP/DHCP.

Management

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 DES-3326S Manager** button:



Figure 6-1. Login Button

This opens the management module's main page.

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

Configuring the Switch

User Accounts Management

From the **Main Menu**, highlight **Setup User Accounts** and press Enter, then the **User Account Management** menu appears.

User Accounts

Add, modify, and delete user accounts. User level privileges grant view rights.

New
Edit
Delete

	Username	Access Level
⊙	Mike	Admin

Figure 6-2. User Accounts Control Table

Click **New** to add a user.

User Accounts - Add	
Username	Mike
New Password	*****
Confirm New Password	*****
Access Level	Admin ▾

Back Apply

Figure 6-3. User Accounts Control Table - Edit

1. Enter the new user name, assign an initial password, and then confirm the new password. Determine whether the new user should have **Root**, **User+**, or **User** privileges.
2. Click on **APPLY** to make the user addition effective.
3. A listing of all user accounts and access levels is shown on the user accounts control table. This list is updated when Apply is executed.
4. Please remember that Apply makes changes to the switch configuration for the **current session only**. **All**

changes (including User additions or updates) must be entered into non-volatile ram using the **Save Changes** command on the **Main Menu** - if you want these changes to be permanent.

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 *Root*, *User+* and *User* privileges:

Switch Configuration	Privilege	
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
Reboot Switch	Yes	No
User Account Management		
Add/Update/Delete User Accounts	Yes	No
View User Accounts	Yes	No

Table 6-1. Root, User+, and User Privileges

After establishing a User Account with **Admin**-level privileges, highlight **Save Changes** and press **Enter** (see below). The switch will save any changes to its non-volatile ram and reboot. You can logon again and are now ready to continue configuring the Switch.

Saving Changes

The DES-3326Ss has two levels of memory; normal RAM and non-volatile or NV-RAM. Configuration changes are made effective by highlighting *Apply* and pressing 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, highlight **Save Changes** from the **Main Menu**. The following screen will appear:

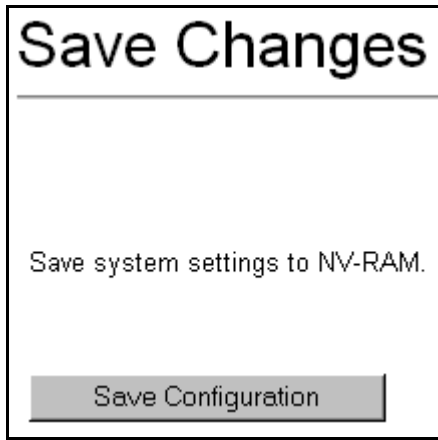


Figure 6-4. Save Changes Screen

Click the **Save Configuration** button to save the current switch configuration in NV-RAM. The following dialog box will confirm that the configuration has been saved:



Figure 6-5. Save Configuration Confirmation

Click the **OK** button to continue.

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.

Factory Reset

The following menu is used to restart the switch using only the configuration that was supplied by the factory. A factory reset returns all configuration options to their default values and restores the switch's configuration to the factory settings.

All user-entered configuration information will be lost.

Factory Reset

CAUTION! This option resets the NV-RAM to the factory default values.

All switch settings are returned to their defaults, and the switch automatically reboots.

The only setting you can save is the system IP address.

Do you want to keep the system IP address ? Yes No

Apply

Figure 6-6. Factory Reset Screen

Click **Yes** if you want the switch to retain its current IP address. Click **No** to reset the switch's IP address to the factory default, 10.90.90.90 (with a Subnet Mask of 255.0.0.0 and Default Gateway 0.0.0.0)

Click the **Apply** button to restart the switch.

USING WEB-BASED MANAGEMENT

Setting Up Web Management

Before running Web-based management, some basic configuration of the switch may need to be performed. The

following at a minimum must be configured or known for the switch to be managed:

- IP Address
- Subnet Mask
- Administrator password

In addition, several other parameters may need to be configured or known to properly communicate with the switch or allow full management capability. These include:

- Default Gateway
- Trap Destination and Community Name

Configuration of these items may be made from the User Interface, which is accessible via either the serial console or Telnet. Refer to the User Guide that came with your system for more information subsection describe the required configuration.

Setting an IP Address

The IP address for the switch must be set before it can be managed with the web-based manager. The switch IP address may 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 alternatively be set using the Command Line Interface (CLI) over the console serial port as follows:

3. Starting at the command line prompt **DES3326S4#**
 - 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.

4. Alternatively, you can enter **DES3326S4#** – enter the commands **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.

Using this method, 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 web-based management agent.

Saving Configuration Changes

Clicking the **Apply** button makes any configuration change active, but only for the current session. If the switch is restarted (rebooted) without entering the configuration changes into the non-volatile RAM (NV-RAM), the configuration changes will be lost.

To enter configuration changes into the switch's non-volatile RAM, select **Save Changes** from the main screen. Click on the **Save Configuration** button to enter the current configuration into NV-RAM. The configuration will then be loaded into the switch's memory when it is restarted.

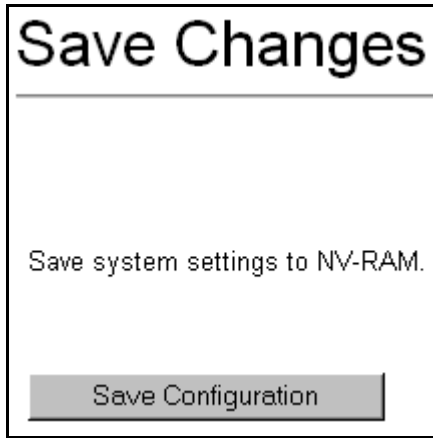


Figure 6-7. Save Changes Screen

Starting and Stopping the Web-based Manager

Do the following to use the web-based manager:

- 1.** Start a Java-enabled Web browser from any machine with network access to the switch. (Preferred browsers include Internet Explorer 4.0 or above, or Netscape Navigator 4.0 or above.)
- 2.** Enter the IP address for the switch you want to manage in the URL field of the browser.
- 3.** The screen below will appear, prompting you to enter the user name and password for management access.

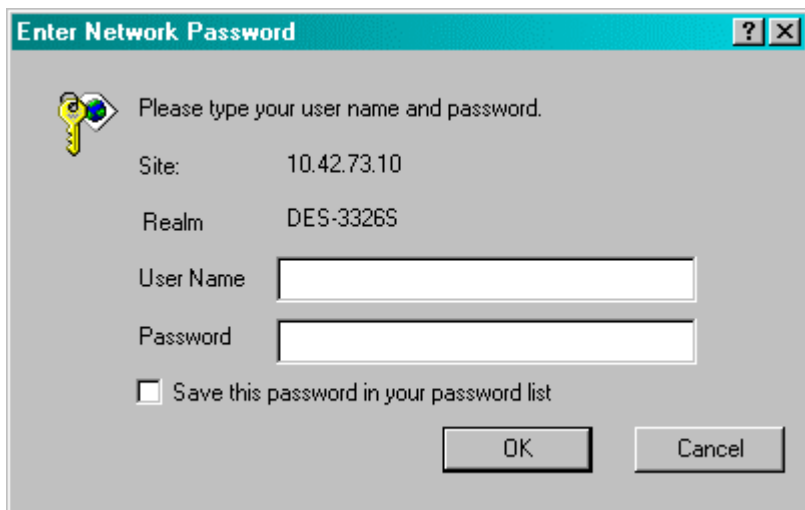


Figure 6-8. Password Dialog Box

1. There is no default User Name or Password. Click the **OK** button to continue. The default user has **Admin** privileges.
2. The full application will now launch. A three-frame page will display with a switch graphic located in the upper right hand frame.
3. To stop the web-based manager, simply close the Web browser application.

Web-based Manager's 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.

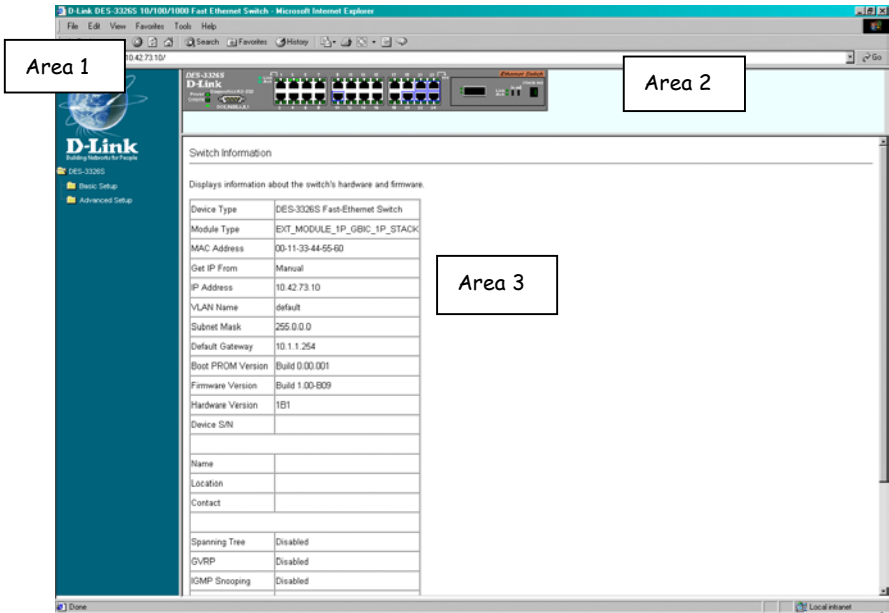


Figure 6-9. Main Web-Manager Screen

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.</p> <p>Various areas of the graphic can be selected for performing management functions, including the ports, expansion modules, management module, or the case.</p>
2	<p>Allows the selection of commands.</p>
3	<p>Presents switch information based on your selection and the entry of configuration data.</p>

This section, arranged by topic, describes how to perform common monitoring and configuration tasks on the DES-3326S switch using the Web-based Manager, you can perform any of the tasks described in the following sections.

Setting Up The Switch

Basic Setup

This section will help prepare the Switch user by describing the Switch Information – Basic Settings, IP Address, Configure Port, and Switch Settings windows.

Switch Information

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

Switch Information	
Displays information about the switch's hardware and firmware	
Device Type	DES-3326S Fast-Ethernet Switch
Module Type	EXT_MODULE_1P_GBIC_1P_STACK
MAC Address	00-11-33-44-55-60
Get IP From	Manual
IP Address	10.42.73.10
VLAN Name	default
Subnet Mask	255.0.0.0
Default Gateway	10.1.1.254
Boot PROM Version	Build 0.00.001
Firmware Version	Build 1.00-B09
Hardware Version	1B1
Device S/N	
Name	
Location	
Contact	
Spanning Tree	Disabled
GVRP	Disabled
IGMP Snooping	Disabled
RIP	Disabled
DVMRP	Disabled
PIM-DM	Disabled
TELNET	Enabled (TCP 23)
WEB	Enabled (TCP 80)
RMON	Disabled

Figure 6-10. Switch Information – Basic Settings

The **Switch Information** window shows which (if any) external modules are installed, and 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 can also enter the name of the **System**, its location, and the name and telephone number of the System Administrator. It is recommended that the person responsible for the maintenance of the network system that this Layer 3 switch is installed on be listed here.

IP Address

Configuring the Switch's IP Address

The Switch needs to have an IP address assigned to it so that an In-Band network management system (for example, the Web Manager or Telnet) client can find it on the network. The **Basic Switch Setup** window allows you to change the settings for the Ethernet interface used for in-band communication.

The fields listed under the **Current IP Settings** heading are those that are currently being used by the switch. Those fields listed under the **New Switch IP Setting** heading are those that will be used after clicking on the **Apply** button.

To set the switch's IP address:

Click the **Basic Switch Setup** link from the **Main Menu** to open the following dialog box.

Basic Switch Setup	
Configure the switch's IP address and contact information.	
Current Switch IP Settings	
Get IP From	Manual
IP Address	10.42.73.10
Subnet Mask	255.0.0.0
Default Gateway	10.1.1.254
VLAN Name	default
New Switch IP Settings	
Get IP From	Manual <input type="button" value="v"/>
IP Address	<input type="text" value="10"/> . <input type="text" value="42"/> . <input type="text" value="73"/> . <input type="text" value="10"/>
Subnet Mask	<input type="text" value="255"/> . <input type="text" value="0"/> . <input type="text" value="0"/> . <input type="text" value="0"/>
Default Gateway	<input type="text" value="10"/> . <input type="text" value="1"/> . <input type="text" value="1"/> . <input type="text" value="254"/>
VLAN Name	<input type="text" value="default"/>
Name	<input type="text"/>
Location	<input type="text"/>
Contact	<input type="text"/>
<input type="button" value="Apply"/>	

Figure 6-11. Basic Switch Setup



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 in this field.

If no VLANs have been previously configured on the switch, you can use the default VLAN – named **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 that the management station will access the switch on.

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 *Manual*, *BOOTP*, or *DHCP*. This selects how the switch will be assigned an IP address on the next reboot (or startup).

The **New Switch IP Settings** options are:

Parameter	Description
BOOTP	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.

DHCP

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.

Manual

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:

Subnet Mask

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.

Default Gateway

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.

VLAN Name

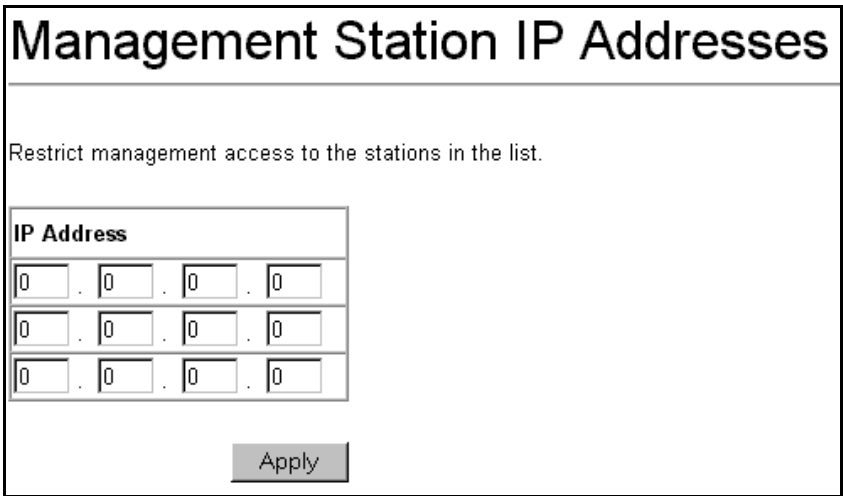
This allows the entry of a VLAN name from which a management station (a computer) will be allowed to manage the switch using TCP/IP (in-band, or over the network). Management stations that are on VLANs other than the one entered in the **VLAN Name** field will not be able to manage the switch in-band unless their IP addresses are entered in the **Management Station IP Addresses** field. The default VLAN is named **default** and contains all of the switch's ports. There are no entries in the **Management Station IP Addresses** table, by default – so any management station can access the switch.

SNMP Settings

Some settings must be entered to allow the switch to be managed from an SNMP-based Network Management System such as SNMP v1 or to be able to access the Switch using the Telnet protocol or the Web Manager.

To setup the switch for remote management:

Click the **Management Station IP** link in the **Management** menu. The following screen appears:



Management Station IP Addresses

Restrict management access to the stations in the list.

IP Address
0 . 0 . 0 . 0
0 . 0 . 0 . 0
0 . 0 . 0 . 0

Apply

Figure 6-12. Management Station IP Settings

Management stations are computers on the network that will be used to manage the switch. You can limit the number of possible management stations by entering up to three IP addresses. If the three **IP Address** fields contain all zeros (“0”), then any station with any IP address can access the switch to manage and configure it. If there is one or more IP addresses entered in the **IP Address** fields, then only stations with the IP

addresses entered will be allowed to access the switch to manage or configure it.

Configuring Community Strings

To configure SNMP Community strings, click on the **SNMP Community** Setup link.

This window is used to create an SNMP community string and to specify the string as having read only or read-write privileges for the SNMP management host.

A community sting is an alphanumeric string of up to 32 characters used to authentication of users wanting access to the switch's SNMP agent.

Read – read only – allows the user using the above community string to have read only access to the switch's SNMP agent. The default read only community string is **public**.

R/W – read/write – allows the user using the above community string to have read and write access to the switch's SNMP agent. The default read write community string is **private**.

Only administrator-level users can configure community strings. A maximum of 4 community strings can be specified.

SNMP Community Setup

Configure community strings, their status, and access level.

Community String	Rights	Status
public	Read	Enabled
private	R/W	Enabled
	Read	Disabled
	Read	Disabled

Figure 6-13. SNMP Community Setup

Setting Up Trap Receivers

This allows the switch to send traps (messages about errors, etc.) to management stations on the network. Click the **SNMP Trap Recipients** link in the **Network Management** folder. The trap recipients can be setup from the following window:

SNMP Trap Recipients

Configure which stations receive trap messages such as authentication failure messages.

IP Address	SNMP Community String	Status
0 . 0 . 0 . 0		Disabled ▾
0 . 0 . 0 . 0		Disabled ▾
0 . 0 . 0 . 0		Disabled ▾
0 . 0 . 0 . 0		Disabled ▾

Figure 6-14. Trap Receivers

The **IP Address** field is the IP address of a management station (a computer) that is configured to receive the SNMP traps from the switch.

The **SNMP Community String** is similar to a password in that stations that do not know the correct string cannot receive or request SNMP information from the switch.

The **Status** field can be toggled between *Enabled* and *Disabled* to enable or disable the receipt of SNMP traps by the listed management stations.

Stacking Information

As of the firmware release current at the time of the writing of this manual (1.00-B09,) a switch stack configuration cannot be changed from the default configuration using the Web-based

management agent. To change a switch's order in the stack, you must use the console Command Line Interface.

The number of switches in the switch stack (up to 6 – 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.



Figure 6-15. Switch Stack Display

In this case, there are two switches in the switch stack. The Unit 1 (master) switch is on top and highlighted in blue. The Unit 2 (slave) switch is below and not highlighted. To select a switch in the switch stack to configure, simply click on the corresponding switch's icon.

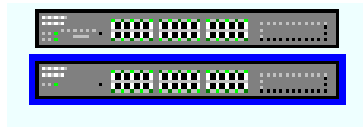


Figure 6-16. Switch Stack Icons

Here, the switch Unit 2 (slave) has been selected.

When the up to 6 DES-3326S switches are properly interconnected through their optional Stacking Modules, information about the resulting switch stack is displayed under the **Stack Information** link. This link is visible only when a switch stack has been connected and the optional Stacking Modules are active.

To view the stacking information, click on the Stacking Information link from the Basic Setup folder:

Stacking Information					
Unit ID	MAC Address	Start Port	Port Range	Mode	Version
1	00-00-00-22-22-00	1	26	AUTO	1
2	00-11-33-44-55-60	27	26	AUTO	1

Figure 6-17. Stacking Information

The **Unit ID** field displays the switch's order in the stack. The switch with a Unit ID of 1 is the Master Switch.

The **MAC Address** field displays the unique address of the switch assigned by the factory.

The **Start Port** field displays the first port assigned to the corresponding switch in the switch stack.

The **Port Range** field displays the total number of ports on the switch. Note that the stacking port is included in the total count.

Mode displays the method used to determine the stacking order of the switches in the switch stack.

The **Version** field displays the version number of the stacking firmware.

The switch's current order in the switch stack is also displayed on the Stacking Module's front panel – under the **STACK NO.** heading:

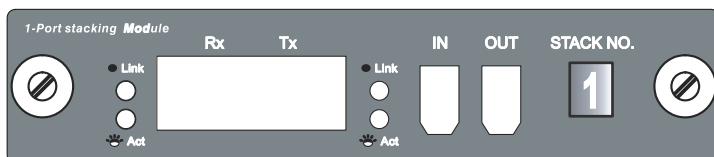


Figure 6-18. The Stacking Module's Front Panel

Notice the **Link** and **Act** LEDs. These LEDs have the same function as the corresponding LEDs for the switch's Ethernet ports. The **Link** LED lights to confirm a valid link, while the **ACT** LED blinks to indicate activity on the link.

The **Stack No.** seven-segment LED displays the Unit number assigned to the switch. A **0** (a **zero**) in the display indicates that the stacking module is in the process of determining the stack status and has not yet resolved the switch's Unit number.

The stacking order can be automatically configured using the switch's MAC address – the lower the numerical value of a given switch's MAC address, the lower the number in the stacking order the switch will be assigned. The switch with the lowest MAC address, will then become the Master Switch.

Alternatively, the stacking order can be manually assigned using the console's Command Line Interface (CLI).

You can use the **show stacking** command to display the current switch stack information. The syntax of the **show stacking** command is as follows:

```
show stacking {mode/version}
```

Using the optional parameter **mode** displays only the stacking mode of the switches in the switch stack.

Using the optional parameter **version** displays only the stacking firmware version of the switches in the switch stack.

Entering the **show stacking** command with no parameters returns all of the relevant stacking information for all of the switches in the stack:

```
DES-3326S:4#show stacking
Command: show stacking
-----
Unit ID      MAC Address          Start Port  Port Range  Mode      Version
-----
1            00-11-33-44-55-60   1          26         AUTO     1
2            00-00-00-22-22-00   27         26         SLAVE    1
-----
Total Entries :2
DES-3326S:4#
```

Figure 6-19. Console CLI show stack Command

The same switch stack information is displayed in the console as is displayed in the Web-based management agent.

The **config stack** command allows you to configure the switch stack manually.

The syntax of the **config stacking** command is as follows:

```
config stacking mode
[auto/master/slave/standalone]
```

One of the parameters **auto/master/slave/standalone** must be entered along with the **config stacking mode** command. These parameters have the following effects:

auto Switches in the stack will be assigned a unit ID sing a comparison of the numerical value of the

switch's MAC address. The lowest MAC address in the switch stack will become Unit 1 (the Master Switch), the next highest MAC address will become Unit 2, and so on. This is the switch's default mode.

master The switch that the management station is connected to (via the switch's serial port) will become Unit 1 – the master switch. This switch will then be used to configure the switch stack.

slave The switch that the management station is connected to (via the switch's serial port) will never become the Master Switch and will always be Unit 2 or higher. If multiple switches in the stack are configured as **slave** switches, their unit numbers are determined by the numerical value of their respective MAC addresses.

standalone This command effectively removes the switch connected to the management station (via the switch's serial port) from the switch stack. The switch will be assigned a Unit number of 1 and cannot be managed as part of the switch stack. When a switch in a switch stack is configured as **standalone**, stacking information is still passed over the stacking link to other switches in the stack.

The following example configures the two switches in a two-switch stack to give the switch with the lowest MAC address a Unit number greater than 1 (configured as a **slave**). The second switch is configured to always have a Unit number of 1 (configured as the **master**):

With the management station's console connected to the serial port of the switch with the lowest MAC address, enter the following command at the prompt:

config stacking mode slave

This will configure the switch with MAC address 00-00-00-22-22-00 to always have a Unit number greater than 1 (as a **slave**).

Now you will have to move the management stations's console connection (via the serial port) to the switch with MAC address 00-11-33-44-55-60, and enter the following command:

config stacking mode master

This will configure the switch with MAC address 00-11-33-44-55-60 to always have a Unit number of 1 (as the **master**).

You can then use the **show stacking** command to verify the stacking configuration, as shown below:

```
DES-3326S:4#config stacking mode master
Command: config stacking mode master

Success.

DES-3326S:4#show stacking
Command: show stacking

Unit ID      MAC Address          Start Port  Port Range  Mode        Version
-----
1            00-11-33-44-55-60   1           26          MASTER     1
2            00-00-00-22-22-00   27          26          SLAVE      1

Total Entries :2

DES-3326S:4#
```

Figure 6-20. Config Stacking Command

Configure Ports

Click the **Port Configurations** link from the **Basic Setup** folder:

Port Configurations

Enable or disable individual ports and set their speed and duplex state.

Unit

	Port	State	Setting	Connection	Learn
<input type="radio"/>	1	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	2	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	3	Enabled	Auto/Disabled	100M/Full/None	Enabled
<input type="radio"/>	4	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	5	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	6	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	7	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	8	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	9	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	10	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	11	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	12	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	13	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	14	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	15	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	16	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	17	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	18	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	19	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	20	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	21	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	22	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	23	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	24	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	25	Enabled	Auto/Disabled	Link Down	Enabled
<input type="radio"/>	26	Enabled	Auto/Disabled	Link Down	Enabled

Figure 6-21. Port Configurations

Click on the port you want to configure on the **Port Configurations** menu and then click the **Edit** button. This will open the following dialog box:

Port Configurations	
Unit	1
Port	1
Connection	Link Down
State	Enabled
Speed/Duplex	Auto
Flow Control	Off
Learn	Enabled
Configure Ports from 1 to	1
Back	Apply

Figure 6-22. Port Configurations – Edit

The **Unit** drop-down dialog box allows you to select different switches in a switch stack, if you have the optional stacking module installed and the switches in the stack are properly interconnected.

The **Port** drop-down dialog box allows different ports (on the currently selected Unit) to be selected for configuration.

Use the **State**<Enabled> pull-down menu to either enable or disable a given port.

Use the **Speed/Duplex**<Auto> pull-down menu to either select the speed and duplex/half-duplex state of the port. Auto – auto-negotiation between 10 and 100 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 *100M/Full*, *100M/Half*, *10M/Full*, and *10M/Half*. There is no automatic adjustment of port settings with any option other than *Auto*.

Locking a Port's MAC Address Learning

A given port's (or a range of port's) 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.

The following fields can be set:

Parameter	Description
State <Enabled>	Toggle the State <Enabled> field to either enable or disable a given port.
Speed/Duplex <Auto>	Toggle the Speed/Duplex <Auto> field to either select the speed and duplex/half-duplex state of the port. Auto – auto-negotiation between 10

and 100 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 *100M/Full*, *100M/Half*, *10M/Full*, and *10M/Half*. There is no automatic adjustment of port settings with any option other than *Auto*.

Flow Control: Auto 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.

Lock <*Disabled*> Allows the selected port (or port's) dynamic MAC address learning to be locked such that new source MAC addresses can not be entered into the MAC address table for the locked port. It can be changed by toggling between *Disabled* and *Enabled*.

Serial Port Settings

The **Serial Port Settings** window allows the configuration of the switch's serial port and out-of-band TCP/IP communications using SLIP.

Click on the **Serial Port Settings** link from the **Basic Setup** folder.

Serial Port Settings

Configure the switch's serial port that is used for terminal sessions.

Console Settings

Baud Rate	9600 ▾
Data Bits	8
Parity Bits	None
Stop Bits	1
Auto Logout	Never ▾

Figure 6-23. Serial Port Settings

Use the **Select Protocol** <Console> pull-down menu to select either the **Console** or the **SLIP** protocol.

The following fields can then be set:

Console Settings

Parameter	Description
Baud Rate	Displays the serial bit rate used to communicate with a management station. The console baud rate is 9600 bits per second.
Data Bits	Displays the number of bits that make up a word when communicating with the management station. The console

interface uses 8 data bits.

Stop Bits

Displays the number of bits used to indicate that a word has been completely transmitted. The console interface uses 1 stop bit.

Auto-Logout

This sets the time the interface can be idle before the switch automatically logs-out the user. The options are *2 mins*, *5 mins*, *10 mins*, *15 mins*, or *Never*.

Advanced Setup

Changing switch operation mode setting changes some of the menus and configuration options for the Advanced Setup of the switch. The configuration data for each mode is, however, saved when the switch's operating mode is changed.

Configuring VLANs



The switch allows the assignment of an IP interface to each VLAN, in IP Routing mode. The VLANs must be configured prior to setting up the IP interfaces.

To create a new 802.1Q VLAN:

The VLAN menu adds an entry to edit the VLAN definitions and to configure the port settings for IEEE 802.1Q VLAN support. Go to the **Advanced Setup** folder, select **VLAN Configurations**, and click the **802.1Q VLANs** link to open the following dialog box:

802.1Q VLANs

Configure 802.1Q VLANs by assigning ports a membership status.
Tagged ports can belong to more than one 802.1Q VLAN.

Total Entries: 1

	VLAN ID (VID)	VLAN Name	Advertisement	Members							
				1	to 8	9	to 16	17	to 24	25	26
<input type="checkbox"/>	1	default	Enabled	Unit 1	UUUUUUUU	UUUUUUUU	UUUUUUUU	U	U		

Figure 6-24. 802.1Q VLANs

To delete an existing 802.1Q VLAN, click the corresponding click-box to the left of the VLAN you want to delete from the switch and then click the **Delete** button.

To create a new 802.1Q VLAN, click the New button:

802.1Q VLANs - Add

VLAN ID (VID) Auto Assign

VLAN Name

Advertisement

Unit

Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Non-member	<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"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Tagged	<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"/>	<input type="checkbox"/>
Untagged	<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"/>	<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="checkbox"/>	<input type="checkbox"/>

Figure 6-25. 802.1Q Static VLANs Entry Settings – Add

To edit an existing 802.1Q VLAN, click the corresponding click-box and then click the *Edit* icon to open the following dialog box:

802.1Q VLANs - Edit

VLAN ID (VID)	<input type="text" value="1"/>
VLAN Name	<input type="text" value="default"/>
Advertisement	<input type="text" value="Enabled"/>

Unit	<input type="text" value="1"/>
Port	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26
Non-member	<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"/> <input type="radio"/> <input type="radio"/>
Tagged	<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"/> <input type="radio"/> <input type="radio"/>
Untagged	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>
Forbidden	<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"/> <input type="radio"/>

Figure 6-26. 802.1Q Static VLANs Entry Settings – Edit

The following fields can then be set in either the **Add** or **Edit** dialog boxes:

Parameter	Description
VLAN ID (VID)	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. The Auto Assign click box will instruct the switch to assign VLAN IDs – in ascending numerical order starting with 1 – to each VLAN as it is created.

VLAN Name	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.
Port	Allows an individual port to be specified as member of a VLAN.
Tagged/Untagged	Allows an individual port to be specified as Tagging. A Check in the Tagged field specifies the port as a Tagging member of the VLAN. When an untagged packet is transmitted by the port, the packet header is changed to include the 32-bit tag associated with the VID (VLAN Identifier – see below). When a tagged packet exits the port, the packet header is unchanged.
Untagged	Allows an individual port to be specified as Untagged . When an untagged packet is transmitted by the port, the packet header remains unchanged. When a tagged packet exits the port, the tag is stripped and the packet is changed to an untagged packet.
Egress	Egress Member - specifies the port as being 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.
Forbidden	Forbidden Non-Member - specifies the port as not being a member of

the VLAN and that the port is forbidden from becoming a member of the VLAN dynamically.

The **Port VLAN ID (PVID)** dialog box, shown below, allows you to determine whether the switch will share its VLAN configuration information with other Group 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.

Port VLAN ID (PVID)

Configure whether the switch can exchange VLAN configuration information with other GVRP enabled switches.

To limit traffic to a single VLAN, configure the ports to check the PVID of incoming packets. Packets that don't match the port's PVID are dropped.

Unit

Port	PVID	GVRP	Ingress Checking
1	1	Disabled	Enabled
2	1	Disabled	Enabled
3	1	Disabled	Enabled
4	1	Disabled	Enabled
5	1	Disabled	Enabled
6	1	Disabled	Enabled
7	1	Disabled	Enabled
8	1	Disabled	Enabled
9	1	Disabled	Enabled
10	1	Disabled	Enabled
11	1	Disabled	Enabled
12	1	Disabled	Enabled
13	1	Disabled	Enabled

Port	PVID	GVRP	Ingress Checking
14	1	Disabled	Enabled
15	1	Disabled	Enabled
16	1	Disabled	Enabled
17	1	Disabled	Enabled
18	1	Disabled	Enabled
19	1	Disabled	Enabled
20	1	Disabled	Enabled
21	1	Disabled	Enabled
22	1	Disabled	Enabled
23	1	Disabled	Enabled
24	1	Disabled	Enabled
25	1	Disabled	Enabled
26	1	Disabled	Enabled

Apply

Figure 6-27. Port VLAN ID (PVID)

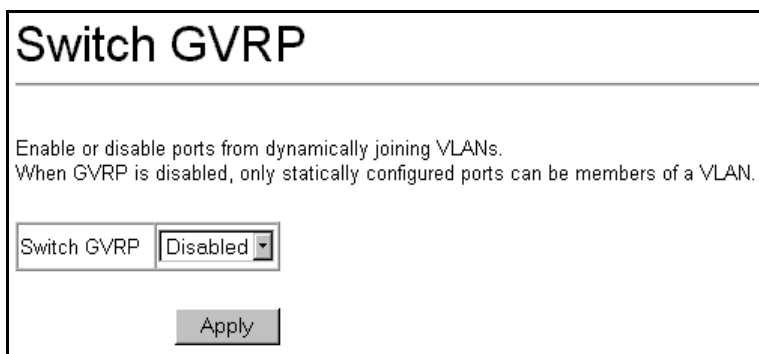
The following field can be set:

Parameter	Description
PVID	A Port VLAN Identifier is a classification mechanism that associates a port with a specific VLAN and is used to make forwarding decisions for untagged packets received by the port. For example, if port #2 is assigned a PVID of 3, then all untagged packets received on port #2 will be assigned to VLAN 3. This number is generally the same as the VID# number assigned to the port in the Edit 802.1Q VLANs menu above.
GVRP <Disabled>	The Group VLAN Registration Protocol (GVRP) enables the port to dynamically become a member of a VLAN.
Ingress Filter <Disabled>	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.

To enable or disable GVRP, globally, on the switch:

Go to the **VLAN Configurations** link and click on the **Switch GVRP** link:



Switch GVRP

Enable or disable ports from dynamically joining VLANs.
When GVRP is disabled, only statically configured ports can be members of a VLAN.

Switch GVRP

Apply

Figure 6-28. – Switch GVRP

Parameter	Description
GVRP <disabled>	Group VLAN Registration Protocol (GVRP) – this enables and disables GVRP on the switch without changing the port GVRP settings.

Layer 3 IP Networking

To access the Layer 3 IP Networking links, select **Configure Layer 3 - IP Networking** from the **Advanced Setup** folder.

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 6-3. 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 6-4. 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 **Advanced Setup** folder, and click on the **Layer 3 IP Networking** link, and then click on the **Setup IP Interfaces** link to open the following dialog box:

IP Interface Settings

Configure an IP interface for each existing 802.1Q VLAN.

Total Entries: 1

	Interface Name	IP Address	Subnet Mask	VLAN Name	Active	Members
C	System	10.42.73.10	255.0.0.0	default	Yes	Unit 1 M M M M M M M M M M M M M M M M M M

Figure 6-29. Setup IP Interface

To setup an new IP interface, click the New button:

IP Interface Settings - Add

Interface Name:

IP Address: . . .

Subnet Mask: . . .

VLAN Name:

Active:

Switch:

Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Member	<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"/>	<input checked="" type="checkbox"/>

Figure 6-30. Setup IP Interface – Add

To edit an existing IP interface, click on the Edit button:

IP Interface Settings - Edit

Interface Name	System																							
IP Address	10	.	42	.	73	.	10																	
Subnet Mask	255	.	0	.	0	.	0																	
VLAN Name	default																							
Active	Yes ▾																							

Switch	1 ▾																									
Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Member	<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"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Figure 6-31. Setup IP Interface – Edit

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.

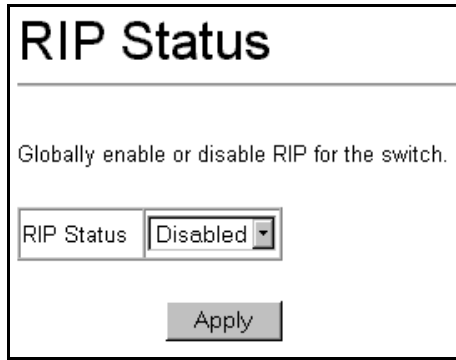
The following fields can be set:

Parameter	Description
Interface Name	This field displays the name for the IP interface. The default IP interface is named "System".
IP Address	This field allows the entry of an IP address to be assigned to this IP

	interface.
Subnet Mask	This field allows the entry of a subnet mask to be applied to this IP interface.
VLAN Name	This field allows the entry of the VLAN Name for the VLAN the IP interface belongs to.
Active <Yes>	This field is toggled between <i>Yes</i> and <i>No</i> using the space bar. This entry determines whether the interface will be active or not.
Switch	This drop-down menu allows the selection of an individual switch from a switch stack, if you have the optional stacking module and have properly interconnected the switches in the stack.
Port/Member	Allows you to specify which of the ports on the switch will be a member of this VLAN.

Setup the Routing Information Protocol (RIP)

Click on the **Setup IP Interfaces** link and then click on the **RIP Settings** folder. Then click on the **RIP State** link to open the following dialog box:



RIP Status

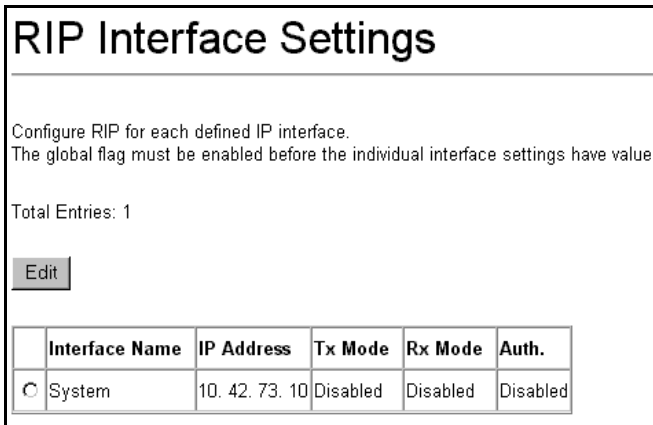
Globally enable or disable RIP for the switch.

RIP Status

Figure 6-32. RIP Status

This window allows RIP to be globally enabled and disabled on the switch without changing the RIP configuration.

To configure RIP on the switch, highlight **Setup RIP** from the **RIP Settings** folder (under the **Layer 3 IP Networking** folder). This will open the following dialog box:



RIP Interface Settings

Configure RIP for each defined IP interface.
The global flag must be enabled before the individual interface settings have value.

Total Entries: 1

	Interface Name	IP Address	Tx Mode	Rx Mode	Auth.
⊖	System	10. 42. 73. 10	Disabled	Disabled	Disabled

Figure 6-33. RIP Interface Settings

To edit a RIP configuration, click the corresponding Interface Name click-box and then click the Edit button:

RIP Interface Settings - Edit

Interface Name	System
IP Address	10 . 42 . 73 . 10
Tx Mode	Disabled ▾
Rx Mode	Disabled ▾
Authentication	Disabled ▾
Password	<input style="width: 90%;" type="text"/>

Back
Apply

Figure 6-34. Setup RIP – Edit

The following fields can be set:

Parameter	Description
Interface Name	The name of the IP interface on which RIP is to be setup. This interface must be previously configured on the Switch.
TX Mode <Disabled>	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.
RX Mode	Toggle among <i>Disabled</i> , <i>V1 Only</i> , <i>V2</i>

<i><Disabled></i>	<i>Only</i> , and <i>V1 and 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.
Password	A password to be used to authenticate communication between routers on the network.
Authentication	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.

OSPF

MD5 Key Table Configuration

The **MD5 Key Table Configuration** menu allows the entry of a 16 character Message Digest – version 5 (MD5) key which 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 Table Configuration link to open the following dialog box:

MD5 Key Table Configuration		
Add / Modify an Entry		
Key ID	Key	
<input type="text"/>	<input type="text"/>	<input type="button" value="Apply"/>
Key ID	Key	Remove

Figure 6-35. MD5 Key Table

The following fields can be set:

Parameter	Description
Key ID	A number from 1 to 255 used to identify the MD5 Key.
Key	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.

Setup OSPF

The **OSPF General Setup** dialog box allows OSPF to be enabled or disabled on the switch – without changing the switch's OSPF configuration. In addition, the switch can be designated as an Autonomous System (**AS**) **Border Router** or not.

From the Layer 3 IP Networking folder, click on the OSPF folder and then click on the General link:

OSPF General Setup	
OSPF Route ID	<input type="text" value="0.0.0.0"/>
Current Route ID	<input type="text" value="10. 42. 73. 10"/>
AS Border Router	<input type="text" value="No"/>
State	<input type="text" value="Disabled"/>

Figure 6-36. Setup OSPF

The following parameters can be set or are displayed:

Parameter	Description
OSPF Route ID	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.

Current Route ID 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.

AS Border Router Autonomous System Border Router – determines whether or not the switch is configured as an AS Border Router.

State Allows OSPF to be enabled or disabled globally on the switch without changing the OSPF configuration.

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 destination.

OSPF Area Setting

Add / Modify an Entry

Area ID	Type	
<input type="text" value="0.0.0.0"/>	Normal ▾	<input type="button" value="Apply"/>

Area ID	Type	Stub Import Summary LSA	Stub Default Cost	Remove
0.0.0.0	Normal	None	None	<input type="button" value="X"/>

Figure 6-37. OSPF Area Setting

The following fields can be set or are displayed:

Parameter	Description
Area ID	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.
Type	This field can be toggled between Normal and Stub using the space bar. When it is toggled to Stub , additional fields appear – Stub Import Summary LSA , and Stub Default Cost .
Stub Import Summary LSA	Displays whether or not the selected Area will allow Summary Link-State Advertisements (Summary LSAs) to be imported into the area from other areas.
Stub Default Cost	Displays the default cost for the route to the stub of between 0 and

65,535. The default is **None** (0).

Remove

Allows for the removal of the selected OSPF Area from the list.

OSPF Interface Configuration

To configure an OSPF Interface, click on the OSPF Interface Configuration link:

OSPF Interface Configuration									
<div style="display: flex; gap: 10px;"> Edit Monitor </div>									
	Name	Interface IP Address	Area ID	Priority	Hello Time	Dead Time	Auth. Type	State	Metric
<input checked="" type="radio"/>	System	10.42.73.10	0.0.0.0	1	10	40	None	Disabled	1

Figure 6-38. OSPF Interface Configuration

All of the IP Interfaces currently configured on the switch will be displayed. Select the IP interface you want to configure OSPF for, and then click the **Edit** button. This will open the following dialog box:

OSPF Interface Configuration - Edit

Interface Name	System
Area ID	0.0.0.0
Router Priority	1
Hello Interval	10
Dead Interval	40
State	Disabled
Auth. Type	None
Metric	1

Figure 6-39. OSPF Interface Configuration

The following fields can be set:

Parameter	Description
Interface Name	Displays the of an IP interface previously configured on the switch.
Area ID	Allows the entry of an OSPF Area ID configured above.
Router Priority	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.
Hello Interval	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.

Dead Interval

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.

State

Allows the OSPF interface to be disabled for the selected area without changing the configuration for that area.

Auth Type

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 8 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.

Metric

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.

OSPF Interface Configuration – Monitor

To view the current configuration of any OSPF Interface on the switch, click the corresponding Interface's click-box and then click the Monitor button to open the following dialog box:

Interface Name: System	IP Address: 10.42.73.10 (Link Up)
Network Medium Type: BROADCAST	Metric: 1
Area ID: 0.0.0.0	Administrative State:
Priority: 1	DR State: DR
DR Address: None	Backup DR Address: None
Hello Interval: 10	Dead Interval: 40
Transmit Delay: 1	Retransmit Time: 5
Authentication: None	

Figure 6-40. OSPF Interface Configuration – Monitor

Virtual Interface Configuration

Virtual Interfaces are used by OSPF to link areas that do not have a physical connection to the backbone (also called Area 0) or to link areas of the backbone itself that are discontinuous. This allows routing information to flow from an area that is physically disconnected from area 0 into area 0 by configuring an interface across one of the areas previously defined above.

To setup an OSPF Virtual Interface on the switch, click the Virtual Interface Configuration link under the OSPF folder:

Virtual Interface Configuration						
Add / Modify an Entry						
Transit Area ID	Neighbor Router ID	Hello Interval	Dead Interval			
<input type="text" value="0.0.0.0"/>	<input type="text" value="0.0.0.0"/>	<input type="text" value="10"/>	<input type="text" value="60"/>			
Auth. Type						
<input type="text" value="None"/>			<input type="button" value="Apply"/>			
Transit Area ID	Neighbor Router ID	Hello Interval	Dead Interval	Auth. Type	Status	Remove

Figure 6-41. Virtual Interface Configuration

The following fields can be set or are displayed:

Parameter	Description
Transit Area ID	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.
Neighbor Router	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.
Status	Displays the current status (UP or DOWN) of the corresponding OSPF Virtual Interface.

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.

To configure OSPF Area Aggregation on the switch, click the Area Aggregation Configuration link under the OSPF folder:

OSPF Aggregation Configuration

Add / Modify an Entry

Area ID	Network Number	Network Mask	LSDB Type	Advertisement	
0.0.0.0	0.0.0.0	0.0.0.0	Summary ▾	Yes ▾	<input type="button" value="Apply"/>

Area ID	Network Number	Network Mask	Advertisement	LSDB Type	Remove
---------	----------------	--------------	---------------	-----------	--------

Figure 6-42. OSPF Area Aggregation Configuration

The following fields can be set or are displayed:

Parameter	Description
Area ID	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.

Network Number	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.
Advertisement	This field can be toggled between Yes and No using the space bar. It determines whether or not the selected OSPF Area will advertise it's summary LSDB (Network-Number and Network-Mask) or not.

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 router's routing tables and assigning appropriate metrics. This information is then exchanged among the various routers according to the individual routers current routing protocol. The DES-3326Ss 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 DES-3326Ss switch is also redistributed.

To configure Route Redistribution on the switch, click on the Route Redistribution link under the Layer 3 IP Network folder.

Route Redistribution Settings				
Add / Modify an Entry				
Source Protocol	Destination Protocol	Metric Type	Metric	
RIP	OSPF	Type-2	20	Apply
Source Protocol	Destinstion Protocol	Metric Type	Metric	Remove

Figure 6-43. Route Redistribution Settings

The following fields can be set or are displayed:

Parameter	Description
Source Protocol	Allows the selection of the protocol of the source device. Available choices are RIP, OSPF, or Static.
Destination Protocol	Allows the selection of the protocol of the destination device. Available choices are RIP and OSPF.
Metric Type	Allows the selection of one of two methods for calculating the metric value. Type-1 calculates the metric (for RIP to OSPF) by adding the destination's interface cost to the metric entered in the Metric field. Type-2 uses the metric entered in the Metric field without change. This field applies only when the destination field is OSPF.
Metric	Allows the entry of an OSPF interface cost. This is analogous to a Hop

Count in the RIP routing protocol.

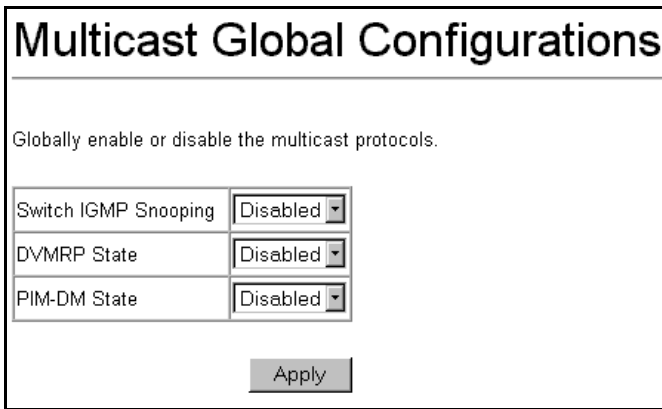
IP Multicasting

The functions supporting IP multicasting are added found under the **IP Multicast Routing Protocols** 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.

To enable or disable IGMP Snooping, DVMRP, and PIM-DM globally on the switch:

From the **Layer 3 IP Networking** folder, click on the **IP Multicast Routing Protocols** link and then click on the **Multicast Global Configurations** link to open the following dialog box:



Multicast Global Configurations	
Globally enable or disable the multicast protocols.	
Switch IGMP Snooping	Disabled ▾
DVMRP State	Disabled ▾
PIM-DM State	Disabled ▾
<input type="button" value="Apply"/>	

Figure 6-44. Multicast Global Configurations

IGMP Snooping, **DVMRP**, and **PIM-DM** routing protocols can be individually enabled or disabled, globally on the switch – without changing the individual protocol's configuration from the above window.

IGMP Snooping Settings

To configure IGMP Snooping:

From the **Layer 3 IP Networking** folder, select the **IP Multicast Routing Protocols** folder, and click **IGMP Snooping Configurations** to open the following dialog box:

IGMP Snooping Configurations						
Configure Internet Group Management Protocol snooping for an existing VLAN.						
<input type="button" value="Edit"/>						
VLAN Name	Query Interval	Max Response Time	Robustness Variable	Last Member Query Interval	Querier State	
C default	125	10	2	1	Disabled	

Querier Setting Behavior	Host Timeout	Host Leave Timer	Route Timeout	State
Non-Querier	260	2	260	Disabled

Figure 6-45. IGMP Control Setup

The following fields can be set:

Parameter	Description
VID	Allows the entry of the VLAN ID (VID) for which IGMP Snooping is to be configured.
State <Disabled>	This field can be switched using the pull-down menu between <i>Disabled</i>

and *Enabled*. This is used to enable or disable IGMP Snooping for the specified VID.

Query

Allows the entry of a value between 1 and 65500 seconds, with a default of 125 seconds. This specifies the length of time between sending IGMP queries.

Max Response

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.

Robustness Var

A tuning variable to allow for sub-networks that are expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for sub-networks that are expected to lose larger numbers of packets.

IGMP Interface Configuration

To configure an IGMP Interface on the switch, click on the IGMP Interface Configuration link under the IP Multicast Routing Protocols folder:

IGMP Interface Configuration

Configure Internet Group Management Protocol for an existing IP interface.

	Interface Name	IP Address	Version	Query	Max Response	Robustness Var	State
<input type="checkbox"/>	System	10.42.73.10	2	125	10	2	Disabled

Figure 6-46. IGMP Interface Setup

The Internet Group Multicasting Protocol (IGMP) can be configured on the switch on a per-IP interface basis. Each IP interface configured on the switch is displayed in the above **IGMP Interface Configuration** dialog box. To configure IGMP for a particular interface, click the corresponding click-box for that IP interface and click the **Edit** button. This will open the following dialog box:

IGMP Interface Configuration - Edit

Interface Name	System
IP Address	10.42.73.10
Version	2 ▾
Query Interval (1 - 65535)	125
Max Response Time (1 - 25)	10
Robustness Variable (1 - 255)	2
State	Disabled ▾

Figure 6-47. IGMP Interface Configuration – Edit

This dialog box 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
Interface Name <System>	Displays the name of the IP interface that is to be configured for IGMP. This must be a previously configured IP interface.
IP Address	Displays the IP address corresponding to the IP interface name above.
Version <2>	Enter the IGMP version (1 or 2) that will be used to interpret IGMP queries on the interface.
Query Interval <125>	Allows the entry of a value between 1 and 65535 seconds, with a default of

<125> 125 seconds. This specifies the length of time between sending IGMP queries.

Max Response Time <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.

Robustness Variable <2> A tuning variable to allow for subnetworks that are expected to lose a large number of packets. A value between 2 and 255 can be entered, with larger values being specified for subnetworks that are expected to lose larger numbers of packets.

DVMRP Interface Configuration

To configure DVMRP for an IP interface, Click the DVMRP Interface Configurations link from the IP Multicast Routing Protocols folder:

DVMRP Interface Configuration

Configure the Distance Vector Multicast Routing Protocol for an existing IP interface.

	Interface Name	IP Address	Neighbor Timeout Interval	Probe Interval	Metric	State
C	System	10.42.73.10	35	10	1	Disabled

Figure 6-48. DVMRP Interface Configuration

DVMRP Interface Configuration - Edit	
Interface Name	System
IP Address	10.42.73.10
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	<input type="text" value="Disabled"/>

Figure 6-49. DVMRP Interface Configuration – Edit

This menu allows the Distance-Vector Multicast Routing Protocol to be configured for each IP interface defined on the switch.

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 relies upon 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.

The following fields can be set:

Parameter	Description
Interface Name <System>	Displays the name of the IP interface for which DVMRP is to be configured. This must be a previously defined IP interface.
IP Address	Displays the IP address corresponding to the IP Interface name entered above.
Probe Interval <10>	This field allows an entry between 0 and 65,535 seconds and defines the interval between 'probes'. The default is 10.

Neighbor Timeout Interval <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.

Metric <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.

State <Disabled>

This field can be toggled between *Enabled* and *Disabled* and enables or disables DVMRP for the IP interface. The default is *Disabled*.

PIM-DM Settings

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 is 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**.

To configure PIMDM for an IP interface, click the PIMDM Interface Configuration link under the IP Multicast Routing Protocols folder.

PIM-DM Interface Configurations

Configure the Protocol Independent Multicast - Dense Mode protocol for an existing IP interface.

	Interface Name	IP Address	Hello Interval	Join/Prune Interval	State
C	System	10.42.73.10	30	60	Disabled

Figure 6-50. PIM-DM Interface Configuration

The Protocol Independent Multicast – Dense Mode (PIM-DM) protocol can be individually configured for each IP interface on the switch. The **PIM-DM Interface Configurations** dialog box will display all of the IP interfaces currently configured on the switch.

To configure PIM-DM for a given IP Interface, click the corresponding click-box and then click the Edit button:

PIM-DM Interface Configurations - Edit

Interface Name	System
IP Address	10.42.73.10
Hello Interval (1 - 18724 sec.)	<input type="text" value="30"/>
Join-Prune Interval (1 - 18724 sec.)	<input type="text" value="60"/>
State	Disable ▾

Figure 6-51. PIM-DM Interface Configuration – Edit

The following fields can be set:

Parameter	Description
Interface Name	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.
IP Address	Displays the IP address for the IP interface named above.
Hello Interval <30>	This field allows an entry of between 0 and 18724 seconds and determines the interval between sending Hello packets to other routers on the network. The default is 30 seconds.

**Join/Prune
Interval <60 >**

This field allows an entry of between 0 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.

State <Disabled>

This field can be toggled between *Enabled* and *Disabled* using the pull-down menu, and is used to enable or disable PIM-DM for the IP interface. The default is *Disabled*.

Static Router Port Settings

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.

To setup a static router port:

Click the **Static Router Port Settings** link under the **IP Multicast Routing Protocols** folder:

Static Router Port Settings

Statically configure how multicast packets are routed.

Total Entries: 1

	VLAN Name	Router Port
<input type="radio"/>	default	Unit 1 1 to 8 9 to 16 17 to 24 25 26 -----M ----- - -

Figure 6-52. Static Router Port Settings

Ports that have been configured as a Static Router Port will be displayed under the **Router Port** heading and signified by a capital M, as shown above (port 8 – M is for Multicast enabled router).

To add a static router port configuration, click the **Edit** button to open the following dialog box:

Static Router Port Settings - Edit

VLAN Name

Switch

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

Member

Figure 6-53. Static Router Port Settings – Add

The following fields can be set:

Parameter	Description
VLAN Name	Displays the name of the VLAN the static router port belongs to.
Port	Each port can be set individually as a router port by clicking the port's click-box entry.

Port Mirroring

To configure a port for port mirroring:

Click the **Mirroring** link and then the **Target Port Selection** link:

Mirroring Configurations

Configure ports so that their traffic can be analyzed on the target port which has an analyzer attached.

Mirror Status: Disabled

Target Port Unit: 1 Port: 1

Unit	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Mirrored Port																										
None	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	
Rx	<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"/>	<input type="radio"/>	
Tx	<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"/>	<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"/>	<input type="radio"/>	

Figure 6-54. Target Port Selection

The target port is the port where information will be duplicated and sent for capture and network analysis. This is the port where a network analyzer would be attached to capture packets duplicated from the source port.

Up to 25 entries can be made to the port mirroring table, but it should be noted that a faster port (a 1000 Mbps Gigabit Ethernet port, for example) should not be mirrored to a slower port (one of the 24 100 Mbps Fast Ethernet port), because many packets will be dropped.

The following fields can be set:

Parameter	Description
Source Port	Allows the entry of the port number of the port to be mirrored. This port is the source of the packets to be duplicated and forwarded to the Target port.
Direction <Ingress>	This field can be toggled between <i>Either</i> , <i>Ingress</i> and <i>Egress</i> . <i>Ingress</i> mirrors only received packets, while <i>Egress</i> mirrors only transmitted packets.

Priority

To configure a forwarding priority for a given MAC address:

Click the **Priority** link on the **Configuration** menu:

MAC Address Priority

Configure a specified MAC addresses to be given a higher or lower priority depending on whether it is the source, the destination, or either.

Total Entries: 1

	MAC Address	VLAN Name	User Priority	Source / Destination
<input type="radio"/>	aa-bb-cc-dd-ee-ff	default	0	Source

Figure 6-55. Setup MAC Address Priority

To add a MAC Address to the MAC Address Priority table, click the New button:

MAC Address Priority - Add	
MAC Address	<input type="text"/>
VLAN Name	<input type="text"/>
User Priority	<input type="text" value="0"/>
Source / Destination	<input type="text" value="Source"/>
<input type="button" value="Back"/> <input type="button" value="Apply"/>	

Figure 6-56. MAC Address Priority – Add

To edit the priority configuration for a given MAC Address entry to the MAC Address Priority table, click the corresponding click-box for the MAC Address entry, and click the Edit button:

MAC Address Priority - Edit	
MAC Address	aa-bb-cc-dd-ee-ff
VLAN Name	default
User Priority	<input type="text" value="0"/>
Source / Destination	<input type="text" value="Source"/>
<input type="button" value="Back"/> <input type="button" value="Apply"/>	

Figure 6-57. MAC Address Priority – Edit

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of the MAC address of the station for which priority queuing is to be specified when adding a MAC address to the priority table. When editing an existing entry, the MAC Address is displayed.
VLAN Name	Allows the entry of the VLAN Name the MAC address above is a member of. When editing an existing entry, displays the name of the VLAN to which the MAC address above is a member of.
User Priority <0>	This field can be toggled using the pull-down menu between 0 and 7, where 0 is the highest priority and 7 is the lowest priority.
Source/Destination <Source>	This field can be toggled using the pull-down menu between <i>Source</i> , <i>Destination</i> , and <i>Either</i> , corresponding to whether the MAC address entered above will be transmitting packets (a source), receiving packets (a destination) or both (either).

Filtering

IP Address Filtering

With the switch configured to Layer 3 Operation mode, both MAC and IP addresses can be entered into the filtering table, using their respective entry menus. To enter an address, open **Configuration**, select **Filtering**, choose **MAC Filtering**, and then click **MAC Address Filtering**:

IP Address Filtering

Configure a specified IP address to be dropped depending on whether it is the source, the destination, or either.

Total Entries: 1

	IP Address	Source / Destination
<input type="radio"/>	10.43.72.120	Source

Figure 6-58. Filter Address Setup

To add a new IP address to the filtering table, click the New button:

Figure 6-59. IP Address Filtering – Add

To edit an existing IP address entry in the filtering table, click the Edit button.

Figure 6-60. IP Address Filtering – Edit

The following fields can be set:

Parameter	Description
IP Address <0.0.0.0>	Allows the entry of an IP address to be filtered from the switch when adding – displays the corresponding IP address when editing and entry.

Source/Destination
n <Source>

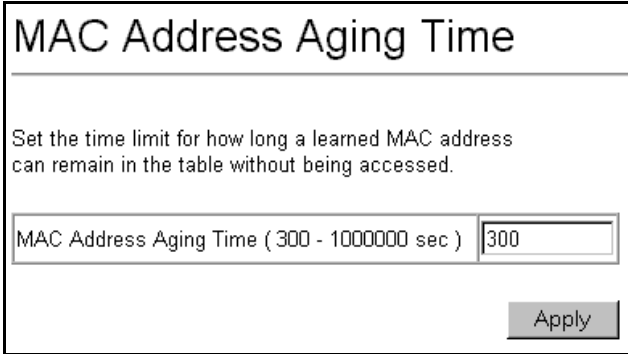
This field can be toggled between *Source*, *Destination*, and *Either*. The IP address entered into the filtering table can be filtered as a source (packets will not be received from the IP address), as a destination (packets will not be transmitted to the IP address), or as either a source or destination (packets will not be received from or transmitted to the IP address).

Forwarding

MAC Address Aging Time

The **MAC Address Aging Time** 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 Aging Time can be set to any value between **10** and **1,000,000** seconds.

To configure the MAC Address Aging Time, click on the Forwarding folder and then the MAC Forwarding folder, then click on the MAC Address Aging Time link:



MAC Address Aging Time

Set the time limit for how long a learned MAC address can remain in the table without being accessed.

MAC Address Aging Time (300 - 1000000 sec)

Figure 6-61. MAC Address Aging Time

Unicast MAC Address Forwarding

MAC addresses can be statically entered into the switch's MAC Address Forwarding Table. These addresses will never age out.

To enter a MAC address into the switch's forwarding table, click on the Forwarding folder and then the MAC Forwarding folder and then click the Unicast MAC Address Setting:

Unicast MAC Address Settings

Configure how specific unicast MAC addresses are forwarded.

Total Entries: 1

	MAC Address	VLAN Name	Unit	Port	Type
C	aa-bb-cc-dd-ee-ff	default	1	1	Static

Figure 6-62. Unicast MAC Address Settings

To add a new MAC address to the MAC Address Forwarding Table, click the New button:

MAC Address	<input type="text"/>
VLAN Name	<input type="text"/>
Type	Static
Unit	1
Port	1

Back Apply

Figure 6-63. Unicast MAC Address Settings – Add

To edit an existing entry in the MAC address in the MAC Address Forwarding Table, click the Edit button:

MAC Address	aa-bb-cc-dd-ee-ff
VLAN Name	default
Type	Static
Unit	1
Port	1

Back Apply

Figure 6-64. Unicast MAC Address Settings – Edit

The following fields can be set:

Parameter	Description
MAC Address	Allows the entry of the MAC address of an end station that will be entered

of an end station that will be entered into the switch's static forwarding table when adding a new entry. Displays the currently selected MAC address when editing.

VLAN Name

Allows the entry of the VLAN Name of the VLAN the MAC address below is a member of – when editing. Displays the VLAN the currently selected MAC address is a member of – when editing an existing entry.

Unit

Allows the selection of a given switch from a switch stack – if you have the optional stacking module installed and have properly interconnected the switches in a switch stack.

Port

Allows the entry of the port number on which the MAC address entered above resides.

Multicast MAC Address Forwarding

Multicast MAC addresses can be statically entered into the switch's MAC Address Forwarding Table. These addresses will never age out.

To enter a Multicast MAC address into the switch's forwarding table, click on the Forwarding folder and then the MAC Forwarding folder and then click on the Multicast MAC Address Settings link:

Multicast MAC Address Settings

Configure how specific multicast MAC addresses are forwarded.

Total Entries: 1

	MAC Address	VLAN Name	Port Map																							
			1 to 8	9 to 16	17 to 24	25	26																			
<input type="checkbox"/>	01-00-5e-ff-dd-cc	default	Unit 1	-----	-----	-----	-	-																		

Figure 6-65. Multicast MAC Address Settings

To add a new multicast MAC address to the switch's forwarding table, click the New button:

Multicast MAC Address Settings - Add

MAC Address

VLAN Name

Unit

State	Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
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"/>	<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"/>	<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="checkbox"/>	<input type="checkbox"/>

Figure 6-66. Multicast MAC Address Settings – Add

To edit an existing entry to the switch's forwarding table, click the entry's corresponding click-box and then click the edit button:

Multicast MAC Address Settings - Edit																												
MAC Address	01-00-5e-ff-ff-cc																											
VLAN Name	default																											
Unit	1																											
State	Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
	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"/>	<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"/>	<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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="button" value="Back"/> <input type="button" value="Apply"/>																												

Figure 6-67. Multicast MAC Address Settings – Edit

The following fields can be set:

Parameter	Description
MAC Address: []	Allows the entry of the MAC address of an end station that will be entered into the switch's static forwarding table.
VLAN Name	Allows the entry of the VLAN name of the VLAN the MAC address below is a member of – when adding a new entry to the table. Displays the VLAN name of the VLAN the MAC address is a member of – when editing an existing entry.
Port: []	Allows the entry of the port number on which the MAC address entered above resides.
None	Specifies the port as being none.
Egress	Specifies the port as being a source of multicast packets originating from the MAC address specified above.

Forbidden

Forbidden Non-Member - specifies the port as not being a member of the VLAN and that the port is forbidden from becoming a member of the VLAN dynamically.

IP Forwarding

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.

To enter an IP address into the switch's IP Forwarding Table, click the Forwarding Folder and then the IP Forwarding folder, and then click the Static/Default Routes link:

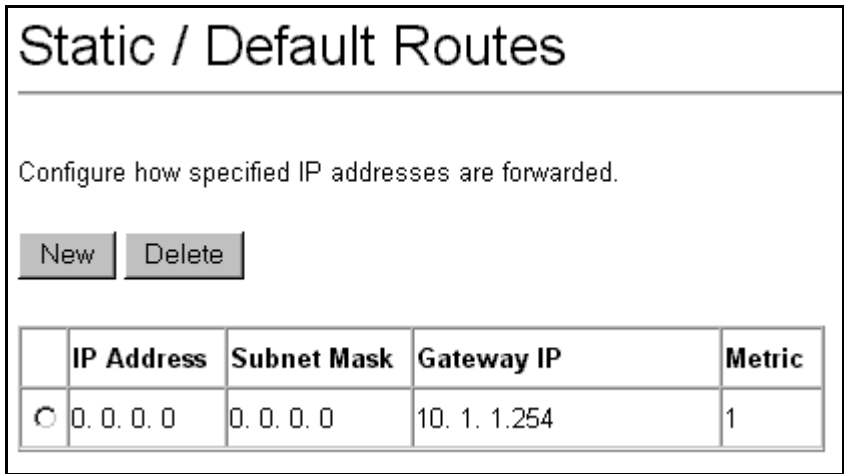


Figure 6-68. Static/Default Routes

To delete an existing static/default route, click corresponding click-box and the click the **Delete** button.

To add a new static/default route, click the New button:

Static / Default Routes - Add				
IP Address	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
Subnet Mask	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
Gateway IP	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
Metric	<input type="text" value="1"/>			

Back Apply

Figure 6-69. Static/Default Routes – Add

The following fields can be set:

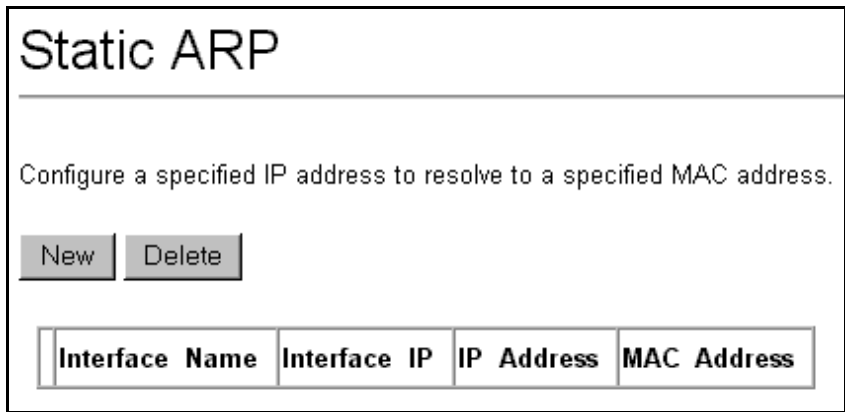
Parameter	Description
IP Address <0.0.0.0>	Allows the entry of an IP address that will be a static entry into the switch's Routing Table.
Subnet Mask <0.0.0.0>	Allows the entry of a subnet mask corresponding to the IP address above.
Gateway IP	Allows the entry of an IP address of a

<0.0.0.0> gateway for the IP address above.

Metric <1 > Allows the entry of a routing protocol metric representing the number of routers between the switch and the IP address above.

Static ARP

*To make a static ARP entry, click the **IP Forwarding** folder and then the **Static ARP** link:*



Static ARP

Configure a specified IP address to resolve to a specified MAC address.

Interface Name	Interface IP	IP Address	MAC Address
----------------	--------------	------------	-------------

Figure 6-70. Static ARP

To delete an existing static ARP entry, click corresponding click-box and then click the **Delete** button.

*To add a new static ARP entry, click the **New** button:*

Static ARP - Add

IP Address: 0 . 0 . 0 . 0

MAC Address: 00-00-00-00-00-00

Back Apply

Figure 6-71. Static ARP – Add

The following fields can be set:

Parameter	Description
IP Address	The IP address of the ARP entry.
MAC Address	The MAC address of the ARP entry.

Spanning Tree

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 globally configure STP on the switch, click the *Spanning Tree* folder, and then the *STP Switch Settings* link:

STP Switch Settings

Configure the switch's global STP settings.
STP must be enabled on the switch before it can be enabled on a particular port.

Status	Disabled ▾
Max Age (6 - 40 sec)	20
Hello Time (1 - 10 sec)	2
Forward Delay (4 - 30 sec)	15
Priority (0 - 65535)	32768

The above values must conform to this formula: $2 * (\text{Hello Time} + 1) \leq \text{Max Age} \leq 2 * (\text{Forward Delay} - 1)$

Figure 6-72. STP Switch Settings



The factory default setting should cover the majority of installations. It is advisable to keep the default settings as set at the factory unless it is absolutely necessary to change them.

The following fields can be set:

Parameter	Description
Status <Enabled>	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.

Max Age: (6 .. 40 sec) <20 >

The Max. Age 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.

Hello Time: (1 .. 10 sec) < 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.

Forward Delay: (4 .. 30 sec) <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.

Priority: (0 .. 65535) <32768>

A Priority for the switch can be set from 0 to 65535. 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.



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:

Max. Age \leq 2 x (Forward Delay - 1 second)

Max. Age \geq 2 x (Hello Time + 1 second)

STP Port 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 configure STP on a per user-defined group of ports basis, click on the Spanning Tree folder and then click on the STP Port Settings link:

STP Port Settings

Configure STP for individual ports.

Unit

Port	Cost	Priority	State	Status	STP Name
1	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
2	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
3	<input type="text" value="19"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
4	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
5	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
6	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
7	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
8	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
9	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
10	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
11	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
12	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
13	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
14	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
15	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
16	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
17	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
18	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
19	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
20	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
21	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
22	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
23	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
24	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
25	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0
26	<input type="text" value="0"/>	<input type="text" value="128"/>	<input type="text" value="Enabled"/>	Forwarding	s0

Figure 6-73. 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
Cost	A Port Cost can be set from <i>1</i> to <i>65535</i> . The lower the number, the greater the probability the port will be chosen to forward packets.
Priority	A Port Priority can be from <i>0</i> to <i>255</i> . The lower the number, the greater the probability the port will be chosen as the Root Port.

Link Aggregation

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 6 link aggregation groups, each group consisting of up 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. A link aggregation group may not cross an 8-port boundary, starting with port 1 (a group may not contain ports 8 and 9, for example) and all of the ports in the group must be members of the same VLAN. Further, the aggregated links must all be of the same speed and should be configured as full-duplex.

The configuration of the lowest numbered port in the group becomes the configuration for all of the ports in the aggregation group. This port is called the Master Port of the group, 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 a link aggregation group, click on the Link Aggregation link from the Advanced Setup folder:

Link Aggregation

Group several ports together so that they can act as a single port.

Group ID	Master Port	Port Members	Status	Anchor
1	Unit 1 Port 10	Unit 1 ----- *----- ***** - -	Enabled	Unit 1 Port 10

Figure 6-74. Link Aggregation

To add a new multicast MAC address to the switch's forwarding table, click the New button:

Link Aggregation

Group ID	<input type="text" value="1"/>																																																				
Master Port	Unit: <input type="text" value="1"/> Port: <input type="text" value="1"/>																																																				
Status	<input type="text" value="Enabled"/>																																																				
Unit	<input type="text" value="1"/>																																																				
Port Member	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 5%;">1</td><td style="width: 5%;">2</td><td style="width: 5%;">3</td><td style="width: 5%;">4</td><td style="width: 5%;">5</td><td style="width: 5%;">6</td><td style="width: 5%;">7</td><td style="width: 5%;">8</td><td style="width: 5%;">9</td><td style="width: 5%;">10</td><td style="width: 5%;">11</td><td style="width: 5%;">12</td><td style="width: 5%;">13</td><td style="width: 5%;">14</td><td style="width: 5%;">15</td><td style="width: 5%;">16</td><td style="width: 5%;">17</td><td style="width: 5%;">18</td><td style="width: 5%;">19</td><td style="width: 5%;">20</td><td style="width: 5%;">21</td><td style="width: 5%;">22</td><td style="width: 5%;">23</td><td style="width: 5%;">24</td><td style="width: 5%;">25</td><td style="width: 5%;">26</td> </tr> <tr> <td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input checked="" type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input checked="" type="checkbox"/></td><td style="text-align: center;"><input checked="" type="checkbox"/></td><td style="text-align: center;"><input checked="" type="checkbox"/></td><td style="text-align: center;"><input checked="" type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td><td style="text-align: center;"><input type="checkbox"/></td> </tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	<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 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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26																												
<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 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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																												

Figure 6-75. Link Aggregation – New

To edit an existing entry to the switch's forwarding table, click the entry's corresponding click-box and then click the edit button:

Link Aggregation																																																					
Group ID	1																																																				
Master Port	Unit: <input type="text" value="1"/> Port: <input type="text" value="10"/>																																																				
Status	<input type="text" value="Enabled"/>																																																				
Unit	<input type="text" value="1"/>																																																				
Port Member	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td> </tr> <tr> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input checked="" type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td> </tr> </table>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	<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 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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26																												
<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 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 checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																												
<input type="button" value="Back"/> <input type="button" value="Apply"/>																																																					

Figure 6-76. Link Aggregation – Edit

The following fields can be set:

Parameter	Description
Group ID	Allows the entry of a number used to identify the link aggregation group – when adding a new group. Displays the Group ID of the currently selected link aggregation group – when editing and existing entry.
Master Port <I>	The Master port of link aggregation group.
Unit	Allows the selection of a particular switch in a switch stack, if you have the optional stacking module installed and have properly

interconnected the switches in the switch stack.

Port Member

Allows the specification of the ports that will make up the link aggregation group.

State <Disabled>

This field can be toggled between *Enabled* and *Disabled*. This is used to turn a link aggregation group on or off. This is useful for diagnostics, to quickly isolate a bandwidth intensive network device or to have an absolute backup link aggregation group that is not under automatic control.

Utilities

TFTP Utilities

Trivial File Transfer Protocol (TFTP) services allow the switch 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.

Update Firmware from Server

To update the switch's firmware, click on the Basic Setup folder and then the Switch Utilities folder and then the

TFTP Services folder and finally click on the Download Firmware from TFTP Server link:

Download Firmware from TFTP Server

Upgrade the switch's firmware.

Select Upgrade Unit	1 <input type="checkbox"/>
Server IP Address	<input type="text" value="0"/> . <input type="text" value="0"/> . <input type="text" value="0"/> . <input type="text" value="0"/>
Path \ Filename	<input type="text"/>

Figure 6-77. Download Firmware from Server

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.

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 **Download** to record the IP address of the TFTP server. Use the **Save Settings** to enter the address into NV-RAM.

Click **Start** to initiate the file transfer.

Use Configuration File on Server

*To download a configuration file for the switch's, click on the **Basic Setup** folder and then the **Switch Utilities** folder and then the **TFTP Services** folder and finally click on the **Download Configuration from TFTP Server** link:*

Download Configuration from TFTP Server

Configure the switch with a file from the TFTP server.

Server IP Address	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
Path \ Filename	<input type="text"/>			
<input type="checkbox"/> Increment				

Figure 6-78. Use Configuration File on Server

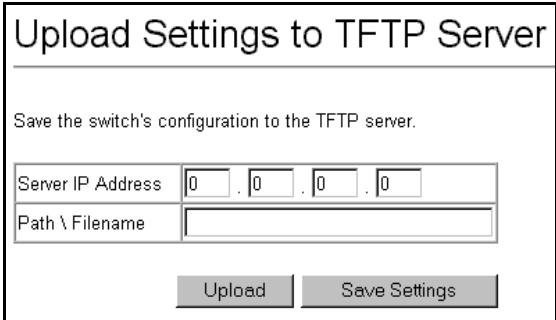
Enter the IP address of the TFTP server and specify the location of the switch configuration file on the TFTP server.

Click **Apply** to record the IP address of the TFTP server. Use **Save Changes** from the **Maintenance** menu to enter the address into NV-RAM

Click **Start** to initiate the file transfer.

Save Settings To Server

*To download a configuration file for the switch's, click on the **Basic Setup** folder and then the **Switch Utilities** folder and then the **TFTP Services** folder and finally click on the **Upload Settings to TFTP Server** link:*



Upload Settings to TFTP Server

Save the switch's configuration to the TFTP server.

Server IP Address: 0 . 0 . 0 . 0

Path \ Filename: _____

Upload Save Settings

Figure 6-79. Save Settings To TFTP Server

Enter the IP address of the TFTP server and the path and filename of the settings file on the TFTP server and click **Apply**. Highlight **Start** to initiate the file transfer.

Save History Log to Server

*To download a configuration file for the switch's, click on the **Basic Setup** folder and then the **Switch Utilities** folder and then the **TFTP Services** folder and finally click on the **Upload history Log to TFTP Server** link:*

Upload History Log to TFTP Server

Save the switch's history log to the TFTP server.

Server IP Address . . .

Path \ Filename

Figure 6-80. Save Switch History To TFTP Server

Enter the IP address of the TFTP server and the path and filename for the history log on the TFTP server. Click **Apply** to make the changes current. Click **Start** to initiate the file transfer.

Utilities

BOOTP/DHCP Relay

BOOTP/DHCP Relay can be configured on both the switch level, or on a per-IP interface level. The **BOOTP/DHCP Relay** link allows for switch-level configuration, and the **BOOTP/DHCP Relay Interface Configurations** link allows for configuration on a per-IP interface basis.

To enable and configure BOOTP or DHCP on the switch, click on the Others folder from the Switch Utilities folder and then click on the BOOTP/DHCP Relay link:

BOOTP/DHCP Relay

Enable BOOTP/DHCP relay so that BOOTP/DHCP messages are forwarded.

BOOTP/DHCP Relay Status	Disabled ▾
BOOTP Hops Count Limit	4
BOOTP/DHCP Relay Time Threshold (sec)	0

Figure 6-81. BOOTP/DHCP Relay

The following fields can be set:

Parameter	Description
BOOTP/DHCP Relay Status <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> .
BOOTP HOPS Count Limit [4]	This field allows an entry between <i>1</i> and <i>16</i> to define the maximum number of router hops BOOTP messages can be forwarded across. The default hop count is <i>4</i> .
BOOTP/DHCP Relay Time Threshold [0]	Allows an entry between <i>0</i> and <i>65535</i> seconds, and defines the maximum time limit for routing a BOOTP/DHCP packet. If a value of <i>0</i> 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.

To configure the BOOTP/DHCP Relay interface, click on the BOOTP/DHCP Relay Interface Configuration link:

BOOTP/DHCP Relay Interface Configurations

Specify which interfaces and servers should receive the forwarded messages.

Interface Name	Server 1	Server 2	Server 3	Server 4

Figure 6-82. BOOTP/DHCP Relay Interface Configuration

To add a new entry, click the New button:

BOOTP/DHCP Relay Interface Configurations - Add

Interface Name

BOOTP/DHCP Server . . .

Figure 6-83. BOOT/DHCP Relay Interface Configuration – Add

The following fields can be set:

Parameter	Description
Interface Name	The interface name of the IP interface on which the BOOTP or DHCP servers reside on.
BOOTP/DHCP Server <0.0.0.0>	Allows the entry of IP addresses for up to four BOOTP or DHCP servers.

DNS Relay

To configure DNS Relay, click on the DNS Relay link:

DNS Relay

Enable DNS relay so the DNS messages are forwarded.

DNS Relay State	Disabled ▾
Name Server [1]	0 . 0 . 0 . 0
Name Server [2]	0 . 0 . 0 . 0
DNS Relay Cache Status	Disabled ▾
DNS Relay Static Table Lookup Status	Disabled ▾

Figure 6-84. DNS Relay

The following fields can be set:

Parameter	Description
DNS Relay State <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.
Name Server (1) <0.0.0.0>	Allows the entry of the IP address of a primary domain name server (DNS).
Name Server (2) <0.0.0.0>	Allows the entry of the IP address of a secondary domain name server (DNS).
DNSR Relay Cache Server Status <Disabled>	This can be toggled between <i>Disabled</i> and <i>Enabled</i> . This determines if a DNS cache will be enabled on the switch.
DNS Relay Static Table Lookup Status <Disabled>	This field can be toggled using the pull-down menu between <i>Disabled</i> and <i>Enabled</i> . This determines if the static DNS table will be used or not.

To make a static DNS table entry, click on the *DNS Relay – Static Table Configurations* link:

DNS Relay - Static Table Configurations

Specify which servers should receive the forwarded messages.

Total Entries: 0

Domain Name	IP Address	Status
-------------	------------	--------

Figure 6-85. DNS Relay Static Table Configuration

To add a new entry to the table, click on the New button:

DNS Relay - Static Table Configurations - Add

Domain Name

IP Address

Figure 6-86. DNS Relay Static Table Configuration – Add

The following fields can be set:

Parameter	Description
Domain Name	The domain name of the static DNS table entry.
IP Address <0.0.0.0>	The IP address of the domain name above.

Network Monitoring

The SR24i provides extensive network monitoring capabilities that can be viewed from the under **Network Monitoring** menu.

Network monitoring on the switch is divided into Layer 2 and Layer 3 functions, depending upon which operating mode the switch is in. Layer 2 network monitoring functions are visible on the console when the switch is in **Layer 2 Only** operating mode. Layer 3 network monitoring functions are added to the console when the switch is in **IP Routing** operating mode.

Port Utilization

The **Port Utilization** window shows the percentage of the total available bandwidth being used on the port.

To view the port utilization, click on the Network Monitoring folder and then the Statistics folder and then the Port Utilization link:

Port Utilization

Select an update interval to view statistics about port utilization.
To gather new statistics, click Clear.

[Show in new browser](#)

Unit:

Refresh Interval:

Port	TX/sec	RX/sec	%Utilization
1	0	0	0
2	0	0	0
3	15	49	1
4	0	0	0
5	0	0	0
6	0	0	0
7	0	0	0
8	0	0	0
9	0	0	0
10	0	0	0
11	0	0	0
12	0	0	0

Port	TX/sec	RX/sec	%Utilization
13	0	0	0
14	0	0	0
15	0	0	0
16	0	0	0
17	0	0	0
18	0	0	0
19	0	0	0
20	0	0	0
21	0	0	0
22	0	0	0
23	0	0	0
24	0	0	0

Port	TX/sec	RX/sec	%Utilization
25	0	0	0
26	0	0	0

Figure 6-87. Port Utilization window

Select the desired port by clicking on the front panel display. The **Update Interval** field sets the interval at which the error statistics are updated.

The following field can be set:

Parameter	Description
Update Interval < <i>Suspend</i> >	The time between updates received from the switch, in seconds. <i>Suspend</i> stops the updates. The default is <i>Suspend</i> .

Port Error Statistics

The **Port Error Packet Statistics** window displays the packet errors that the switch can detect and displays the results on a per port basis.

To view the error statistics for a port, click on the Port Error Packets link:

Port Error Packets

Select a port and an update interval to view statistics about malformed and dropped packets.
To gather new statistics, click Clear.

[Show in new browser](#)

Unit: Port: Interval:

RX Frames		TX Frames	
CRC Error	0	Excessive Deferral	0
Undersize	0	CRC Error	0
Oversize	0	Late Collision	0
Fragment	0	Excessive Collision	0
Jabber	0	Single Collision	0
Drop Packets	0	Collision	0

Figure 6-88. Port Error Packet Statistics window

Select the desired port by clicking on the front panel display. The **Update Interval** field sets the interval at which the error statistics are updated.

The following fields from above are described in more detail:

Parameter	Description
Unit	Allows the selection of a particular switch in a switch stack if you have installed the optional stacking module and have properly interconnected the switches.
Port	Allows the selection of a particular port on the switch.

port on the switch.

Update Interval
<*Suspend*>

The interval (in seconds) that the table is updated. The default is *Suspend*.

RX Frames

Received packets.

CRC Error

For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).

Undersize

The total number of frames received that were less than 64 octets long (excluding framing bits, but including FCS octets) and were otherwise well formed.

Oversize

The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.

Fragment

The total number of frames received that were less than 64 octets in length (excluding framing bits, but including FCS octets) and had either an FCS or an alignment error.

Jabber

The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either an FCS or an alignment error.

Drop Packets	The total number of events in which packets were dropped due to a lack of resources.
TX Frames	Transmitted packets.
Excessive Deferral	The number of frames for which the first transmission attempt on a particular interface was delayed because the medium was busy.
CRC Error	For 10 Mbps ports, the counter records CRC errors (FCS or alignment errors). For 100 Mbps ports, the counter records the sum of CRC errors and code errors (frames received with rxerror signal).
Late Collision	Late Collisions. The number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
Excessive Collision	Excessive Collisions. The number of frames for which transmission failed due to excessive collisions.
Single Collision	Single Collision Frames. The number of successfully transmitted frames for which transmission is inhibited by more than one collision.
Collision	An estimate of the total number of collisions on this network segment.

Port Packet Analysis

The **Port Packet Analysis** window displays the size of packets received or transmitted by a given switch port. In addition, statistics on the number and rate of unicast, multicast, and broadcast packets received by the switch are displayed.

To view an analysis of packets received or transmitted by a port, click on the Port Packet Analysis link:

Port Packet Analysis

Select a port and an update interval to view statistics about packet types and frames.
To gather new statistics, click Clear.

[Show in new browser](#)

Unit: Port: Interval: Clear

Frame Size	Frame Counts	Frames/sec	Packet Type	Total	Total/se
64	943192	48	RX Bytes	1007006387	4522
65-127	307197	9	RX Frames	2185487	50
128-255	108136	0	TX Bytes	8886597	22262
256-511	117813	7	TX Frames	26041	30
512-1023	282124	2			
1024-1518	453053	14			

Frame Type	Frame Counts	Frames/sec
Unicast RX	827850	25
Multicast RX	753319	4
Broadcast RX	604318	21

Figure 6-89. Port Packet Analysis window

The following fields from above are described in more detail:

Parameter	Description
Update Interval < <i>Suspend</i> >	The interval (in seconds) that the table is updated. The default is 2 seconds.
Frames	The number of packets (or frames) received or transmitted by the switch with the size, in octets, given by the column on the right.
Frames/sec	The number of packets (or frames) transmitted or received, per second, by the switch.
Unicast RX	Displays the number of unicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Multicast RX	Displays the number of multicast packets received by the switch in total number (Frames) and the rate (Frames/sec).
Broadcast RX	Displays the number of broadcast packets received by the switch in total number (Frames) and the rate (Frames/sec).
RX Bytes	Displays the number of bytes (octets) received by the switch in total number (Total), and rate (Total/sec).
RX Frames	Displays the number of packets (frames) received by the switch in total number (Total), and rate

	(Total/sec).
TX Bytes	Displays the number of bytes (octets) transmitted by the switch in total number (Total), and rate (Total/sec).
TX Frames	Displays the number of packets (frames) transmitted by the switch in total number (Total), and rate (Total/sec).

MAC Address Table

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 Address Tables folder, click the MAC Address Table link:

MAC Address Table

To discover information about a MAC address, select a method for viewing MAC addresses, enter the required information, and click Browse.

Browse All Table

Clear All Table

Browse Table By VLAN

VLAN Name

Browse

Browse Table By MAC Address

MAC Address

00-00-00-00-00-00

Browse

Browse Table By Port

Unit: 1

Port: 3

Browse

Clear Table By Port

VID	VLAN Name	MAC Address	Unit	Port	Type
1	default	00-00-22-22-22-52	1	3	Learned
1	default	00-00-e2-4f-57-03	1	3	Learned
1	default	00-00-e2-54-22-81	1	3	Learned
1	default	00-00-e2-6b-bc-f6	1	3	Learned
1	default	00-01-02-03-04-00	1	3	Learned
1	default	00-01-30-fa-5f-00	1	3	Learned
1	default	00-01-96-9c-06-00	1	3	Learned
1	default	00-04-76-61-14-66	1	3	Learned
1	default	00-05-5d-0a-c6-d6	1	3	Learned
1	default	00-05-5d-25-9b-26	1	3	Learned
1	default	00-05-5d-26-04-be	1	3	Learned
1	default	00-05-5d-ed-6f-83	1	3	Learned
1	default	00-05-5d-ed-84-ea	1	3	Learned
1	default	00-05-5d-ef-90-fd	1	3	Learned
1	default	00-05-5d-f6-9e-66	1	3	Learned
1	default	00-05-5d-fb-78-81	1	3	Learned
1	default	00-05-5d-fb-79-1c	1	3	Learned
1	default	00-05-5d-fb-96-27	1	3	Learned
1	default	00-05-5d-fb-96-f1	1	3	Learned
1	default	00-05-5d-f9-26-db	1	3	Learned

Total Addresses in Table: 289

Next

Figure 6-90. Browse Address Table – sequential window

IP Address Table

To view the contents of the IP Routing table, click on the IP Address Table link:

IP Address Table

To find a specific IP address, enter the address and click Find.

IP Address: . . .

Total Entries: 402

Interface	IP Address	Unit	Port	Learned
System	10.0.85.168	1	3	Dynamic
System	10.1.1.1	1	3	Dynamic
System	10.1.1.5	1	3	Dynamic
System	10.1.1.151	1	3	Dynamic
System	10.1.1.152	1	3	Dynamic
System	10.1.1.155	1	3	Dynamic
System	10.1.1.158	1	3	Dynamic
System	10.1.1.161	1	3	Dynamic
System	10.1.1.162	1	3	Dynamic
System	10.1.1.163	1	3	Dynamic
System	10.1.1.164	1	3	Dynamic
System	10.1.1.166	1	3	Dynamic
System	10.1.1.167	1	3	Dynamic
System	10.1.1.168	1	3	Dynamic
System	10.1.1.169	1	3	Dynamic
System	10.1.1.170	1	3	Dynamic
System	10.1.1.171	1	3	Dynamic
System	10.1.1.172	1	3	Dynamic
System	10.1.1.173	1	3	Dynamic
System	10.1.1.174	1	3	Dynamic

[\[Next\]](#)

Figure 6-91. IP Address Table

The following fields are displayed:

Parameter	Description
Destination Address	IP address of a learned or statically entered destination.
Mask	Displays the subnet mask corresponding to the above destination IP address.
Gateway	Displays the default or next hop gateway to reach the destination.
Jump	Click the Jump button to go to a particular combination of destination IP address, subnet mask, and gateway address.
Interface Name	Displays the IP interface name the destination resides on.
Hops	Displays the number of hops (routers) between the switch and the destination.
Protocol	Displays the routing protocol in use by the link to the destination.

Routing Table

To view the switch's routing table, click the Routing Table link:

Routing Table

To find the route to a specific address, enter the IP address information and click Find.

Destination Address: . . .
 Mask: . . .

Total Entries: 2

IP Address	Netmask	Gateway	Interface Name	Hops	Protocol
0.0.0.0	0.0.0.0	10.1.1.254	System	1	Default
10.0.0.0	255.0.0.0	0.0.0.0	System	1	Local

Figure 6-92. Routing Table

Parameter	Description
IP Address	The IP address of the router.
Netmask	The subnet mask corresponding to the IP address above.
Gateway	The IP address of the gateway between the switch and this router.
Interface Name	The name of the IP interface on which this router resides.
Hops	The number of routers between the switch and this router.
Protocol	The routing protocol in use by this router.

ARP Table

*To view the switch's ARP table, click on the **ARP Table link**:*

OSPF Link State Database Table

The switch maintains two OSPF Link State Databases (LSDB) – Internal and External. The Internal LSDB describes the Link State Advertisements (LSA) for OSPF Anonymous Systems (AS). The External LSDB describes the LSAA for those ASs not belonging to OSPF.

The internal OSPF Link State Database (LSDB) table can be viewed using the Web-based manager.

To view the switch's OSPF LSDB table, from the Network Monitoring folder, click on the OSPF folder and then click on the OSPF LSDB Table link:

OSPF LSDB Table

Area ID:

Advertise Router ID:

LSDB Type: ALL Browse

Total Entries: 0

Area ID	LSDB Type	Adv. Router ID	Link State ID	Cost	Sequence

Figure 6-94. Monitor LSDB Table

The following fields can be set or are displayed:

Parameter	Description
Area ID	Displays the OSPF Area ID.

LSDB Type Displays which one of four types of link advertisements by which the current link was discovered by the switch – Router link (RTRLINK), Network link (NETLINK), Summary link (Summary), Autonomous System link (ASSUMMARY).

Adv Router ID Displays the Advertising Router's ID.

Link State ID 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.

LS Type Link State ID

5 The destination network's IP address.

Mask Displays the network mask in hexadecimal format. For example, 255.0.0.0 is displayed as FF000000.

Cost Displays the routing metric associated with the link.

Sequence Displays a sequence number corresponding to number of times the current link has been advertised as changed.

OSPF Neighbor Table

OSPF Neighbor Table					
Total Entries: 0					
Neighbor ID	IP Address	Neighbor Options	Neighbor Priority	Neighbor State	State Changes

Figure 6-95. OSPF Neighbor Table

The following fields are displayed.

Parameter	Description
Neighbor ID	The router ID of a neighboring router.
IP Address	The IP address of the neighboring router.
Neighbor Options	This field indicates whether the neighbor router can accept OSPF optional operation within its OSPF domain. For example, TOS routing.
Neighbor Priority	The priority value of the neighboring router.
Neighbor State	Indicates the relationship between the switch and the neighbor router.
State Changes	The number of times the neighbor router has changed state.

OSPF Virtual Neighbor Table

OSPF Virtual Neighbor Table					
Area ID: <input type="text"/>					
Neighbor ID: <input type="text"/> <input type="button" value="Browse"/>					
Total Entries: 0					
Transit Area ID	Virtual Neighbor ID	IP Address	Virtual Neighbor Options	Virtual Neighbor State	State Changes

Figure 6-96. OSPF Virtual Neighbor Table

The following fields can be set or are displayed.

Parameter	Description
Transit Area ID	The area ID of the transit area that the virtual link resides on.
Virtual Neighbor ID	The router ID of the neighboring router via the virtual link.
IP Address	The IP address of the neighboring router.
Virtual Neighbor Options	This field indicates whether the neighbor router can accept OSPF optional operation within its OSPF domain. For example, TOS routing.
Virtual Neighbor State	Indicates the relationship between the switch and the neighbor router.
State Changes	The number of times the neighbor router has changed state.

DVMRP Neighbor Address Table

To view the *DVMRP neighbor address table*, click on the *DVMRP Neighbor Address Table link*:

DVMRP Routing Table

To discover the route of a specific source, enter the IP information and click Find.

Source IP Address: . . .

Source Mask: . . .

Total Entries: 0

Source Address	Source Mask	Next Hop Router	Hop	Learned	Interface Name	Expire

Figure 6-97. DVMRP Routing Table

The **Source Address** and **Source Mask** fields allow the entry of an IP address and corresponding subnet mask to search the table for. Click **Jump** and the DVMRP Routing table will be searched for the IP address and subnet mask above.

The following fields are displayed.

Parameter	Description
Source Address	The IP address of the DVMRP router.
Source Mask	The subnet mask corresponding to the IP address above.
Next Hop Router	The IP address of the next hop router.
Hop	The number of hops (routers) that are between the switch and the listed router.

between the switch and the listed router.

Learned	Indicates whether this entry is dynamic (learned) or not.
Interface Name	The name of the IP interface the router resides on.
Expire	The total number of routers that the packets can cross.

GVRP Status

This allows the GVRP status for each of the switch's ports to be viewed by VLAN. The GVRP status screen displays the ports on the switch that are currently Egress or Untagged ports.

To view the GVRP status table, click on the GVRP Status link:

GVRP Status	
Displays information about the Group VLAN Registration Protocol.	
IEEE 802.1Q VLAN ID	1
Status	Permanent
Creation time since switch power up	07:27:56
Current Egress 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 25 26 Unit 1 <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"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Current Untagged 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 25 26 Unit 1 <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"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Number of IEEE 802.1Q VLANs: 1	

Figure 6-98. GVRP Status

Router Ports

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**.

To view the Router Port table, click on the Router Ports link:

Router Ports

Enter a VLAN name and click Find to discover which ports are routing UDP multicast packets.

VLAN Name:

S: Static router port D: Dynamic router port

VLAN Name	Router Port
	1 to 8 9 to 16 17 to 24 25 26
default	Unit 1 ----- ----- ----- - -

Figure 6-99. Browse Router Port

S signifies a static router port, configured by the user.

D signifies a dynamically assigned router port, configured by the switch.

IGMP Snooping Status

This allows the switch's IGMP Snooping table to be viewed. 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 ports where the IGMP packets were snooped are displayed, signified with an **M**. The number of IGMP reports that were snooped is also displayed in the **Reports** field.

To view the IGMP Snooping table, click on the IGMP Snooping Status link:

IGMP Snooping Status

Enter a VLAN name and click Find to discover the IGMP groups on the VLAN.

VLAN Name:

Total Entries in the VLAN: 0

Multicast Group	MAC Address	Port Map	Reports
		1 to 8 9 to 16 17 to 24 25 26	

Figure 6-100. IGMP Snooping Table

The following fields can be set or are displayed.

Parameter	Description
Multicast Group	The IP address of the multicast group.
MAC Address	The MAC address of the multicast group.
Reports	The total number of reports received for this group.

IP Multicast Forwarding Table

To view the switch's IP multicast forwarding table, click on the IP Multicast Forwarding Table link:

IP Multicast Forwarding Table

To discover information about a specific multicast group, enter the IP information and click Find.

Multicast Group: . . .

Source IP: . . .

Source Mask: . . .

Total Entries: 0

Multicast Group	Source IP Address	Source Mask	Upstream Neighbor	Expire Time	Protocol

Figure 6-101. IP Multicast Forwarding Table

Parameter	Description
Multicast Group	The IP address of the multicast group.
Source IP Address	The IP address of the multicast source.
Source Mask	The subnet mask corresponding to the IP address above.
Upstream Neighbor	The IP address of the next router on the path from the switch to the multicast source.
Expire Time	The number of hops (routers) the packets are allowed to cross.

Protocol The routing protocol in use.

IGMP Group Table

To view the switch's IGMP group table, click on the IGMP Group Table link:

IGMP Group Table

To discover information about a specific IGMP group, enter the interface name and group IP address and click Find.

Interface Name:

Multicast Group: . . .

Total Entries: 0

Interface Name	Multicast Group	Last Reporter IP	Querier IP	Expire

Figure 6-102. IGMP Group Table

Parameter	Description
Interface Name	The name of the IP interface the IGMP Group resides on.
Multicast Group	The IP address of the multicast group.
Last Reporter IP	The IP address of the last IGMP report sender.

- Querier IP** The IP address of the IGMP querier.
 - Expire** The total number of hops (routers) packets are allowed to cross.
-

DVMRP Routing Table

To view the switch's DVMRP routing table, click on the DVMRP Routing Table link:

DVMRP Routing Table

To discover the route of a specific source, enter the IP information and click Find.

Source IP Address: . . .

Source Mask: . . .

Total Entries: 0

Source Address	Source Mask	Next Hop Router	Hop	Learned	Interface Name	Expire

Figure 6-103. DVMRP Routing Table

Parameter	Description
Source Address	The IP address of the DVMRP router.
Source Mask	The subnet mask corresponding to the IP address above.
Next Hop Router	The IP address of the next hop router.
Hop	The number of hops (routers) that are between the switch and the listed router.

between the switch and the listed router.

Learned	Indicates whether this entry is dynamic (learned) or not.
Interface Name	The name of the IP interface the router resides on.
Expire	The total number of routers that the packets can cross.

Switch History

This allows the Switch History Log to be viewed. The switch records all traps, in sequence, that identify events on the switch. The time since the last cold start of the switch is also recorded.

To view the switch history log:

Click the **Switch History** link on the **Applications** menu:

Switch History

Displays the log of switch events with the newest event at the top.

Sequence	Time	Log Text
47	000d07h35m	Successful login through Web (Username: Mike)
46	000d07h12m	Successful login through Web (Username: Mike)
45	000d07h04m	Successful login through Web (Username: Mike)
44	000d06h56m	Successful login through Web (Username: Mike)
43	000d06h30m	Successful login through Web (Username: Mike)
42	000d06h18m	Port 3 link up, 100Mbps FULL duplex
41	000d06h18m	Port 3 link down
40	000d06h17m	Port 3 link up, 100Mbps FULL duplex
39	000d06h17m	Port 3 link down
38	000d06h15m	Successful login through Web (Username: Mike)
37	000d06h03m	Successful login through Web (Username: Mike)
36	000d05h50m	Successful login through Web (Username: Mike)
35	000d05h43m	Successful login through Web (Username: Mike)
34	000d05h30m	Successful login through Web (Username: Mike)
33	000d05h19m	Port 3 link up, 100Mbps FULL duplex
32	000d05h19m	Port 3 link down
31	000d05h19m	Port 3 link up, 100Mbps FULL duplex
30	000d05h19m	Port 3 link down
29	000d05h04m	Successful login through Web (Username: Mike)
28	000d04h52m	Successful login through Web (Username: Mike)

Figure 6-104. Switch History



TECHNICAL SPECIFICATIONS

General													
Standards:	<p>IEEE 802.3 10BASE-T Ethernet</p> <p>IEEE 802.3u 100BASE-TX Fast Ethernet</p> <p>IEEE 802.3z 1000BASE-SX Gigabit Ethernet</p> <p>IEEE 802.3ab 1000BASE-T Gigabit Ethernet</p> <p>IEEE 802.1 P/Q VLAN</p> <p>IEEE 802.3x Full-duplex Flow Control</p> <p>ANSI/IEEE 802.3 Nway auto-negotiation</p>												
Protocols:	CSMA/CD												
Data Transfer Rates:	<table style="width: 100%; border: none;"> <tr> <td style="width: 33%;"></td> <td style="width: 33%; text-align: center;">Half-duplex</td> <td style="width: 33%; text-align: center;">Full-duplex</td> </tr> <tr> <td>Ethernet</td> <td style="text-align: center;">10 Mbps</td> <td style="text-align: center;">20Mbps</td> </tr> <tr> <td>Fast Ethernet</td> <td style="text-align: center;">100Mbps</td> <td style="text-align: center;">200Mbps</td> </tr> <tr> <td>Gigabit Ethernet</td> <td style="text-align: center;">n/a</td> <td style="text-align: center;">2000Mbps</td> </tr> </table>		Half-duplex	Full-duplex	Ethernet	10 Mbps	20Mbps	Fast Ethernet	100Mbps	200Mbps	Gigabit Ethernet	n/a	2000Mbps
	Half-duplex	Full-duplex											
Ethernet	10 Mbps	20Mbps											
Fast Ethernet	100Mbps	200Mbps											
Gigabit Ethernet	n/a	2000Mbps											
Topology:	Star												

General	
Network Cables: 10BASE-T:	2-pair UTP Cat. 3,4,5 (100 m) EIA/TIA- 568 100-ohm STP (100 m)
100BASE-TX:	2-pair UTP Cat. 5 (100 m) EIA/TIA-568 100-ohm STP (100 m)
Fiber Optic:	IEC 793-2:1992 Type A1a - 50/125um multimode Type A1b - 62.5/125um multimode Both types use MTRJ or SC optical connector
Number of Ports:	24 x 10/100 Mbps NWay ports 2 Gigabit Ethernet (optional)

Physical and Environmental	
AC inputs:	100 - 240 VAC, 50/60 Hz (internal universal power supply)
Power Consumption:	29 watts maximum
DC fans:	2 built-in 40 x 40 x10 mm fan
Operating Temperature:	0 to 50 degrees Celsius
Storage Temperature:	-25 to 55 degrees Celsius
Humidity:	Operating: 5% to 95% RH non-condensing; Storage: 0% to 95% RH non-condensing
Dimensions:	441 mm x 207 mm x 44 mm (1U), 19 inch rack-mount width

Physical and Environmental	
Weight:	2.5 kg
EMI:	FCC Class A, CE Class A, VCCI Class A, BSMI Class A, C-Tick Class A FCC Part 15/IECES-003 (Canada), VCCI Class A ITE, EN55022/EN50082-1 or EN%o24, C-Tick (AS/NZS3548, BSMI (CNS 13438)
Safety:	CSA International, CE Mark, CSA 60950, UL60950, IEC60950, EN60950

Performance	
Transmission Method:	Store-and-forward
RAM Buffer:	8 MB per device
Filtering Address Table:	8K MAC address per device
Packet Filtering/ Forwarding Rate:	Full-wire speed for all connections. 148,800 pps per port (for 100Mbps) 1,488,000 pps per port (for 1000Mbps)
MAC Address Learning:	Automatic update.
Forwarding Table Age Time:	Max age:10-9999 seconds. Default = 300.

B

UNDERSTANDING AND TROUBLESHOOTING THE SPANNING TREE PROTOCOL

When the spanning-tree algorithm determines a port should be transitioned to the forwarding state, the following occurs:

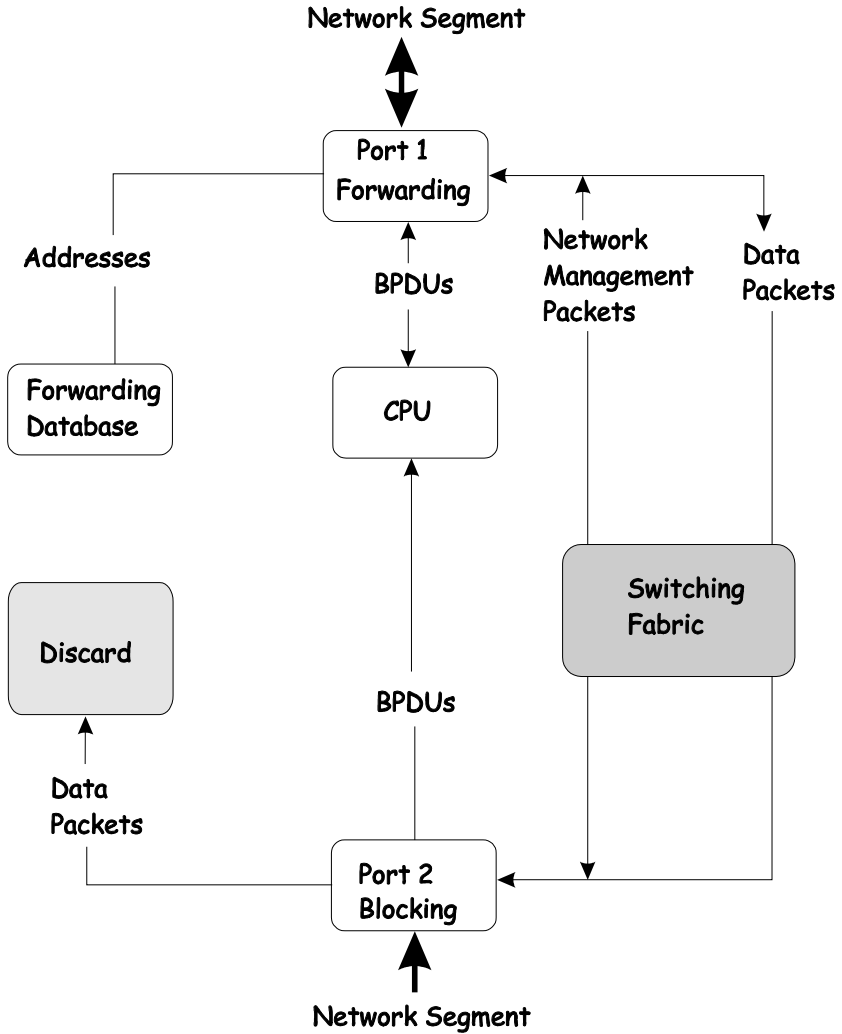
- The port is put into the listening state where it receives BPDUs and passes them to the switch's CPU. BPDU packets from the CPU are processed. If no BPDUs that suggest the port should go to the blocking state are received:
- The port waits for the expiration of the forward delay timer. It then moves to the learning state.
- In the learning state, the port learns station location information from the source address of packets and adds this information to its forwarding database.
- The expiration of forwarding delay timer moves the port to the forwarding state, where both learning and forwarding are enabled. At this point, packets are forwarded by the port.

Blocking State

A port in the blocking state does not forward packets. When the switch is booted, a BPDU is sent to each port in the switch putting these ports into the blocking state. A switch initially assumes it is the root, and then begins the exchange of BPDUs with other switches. This will determine which switch in the network is the best choice for the root switch. If there is only one switch on the network, no BPDU exchange occurs, the forward delay timer expires, and the ports move to the listening state. All STP enabled ports enter the blocking state following switch boot.

A port in the blocking state does the following:

- Discards packets received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database
- Receives BPDUs and directs them to the CPU.
- Does not transmit BPDUs received from the CPU.
- Receives and responds to network management messages.



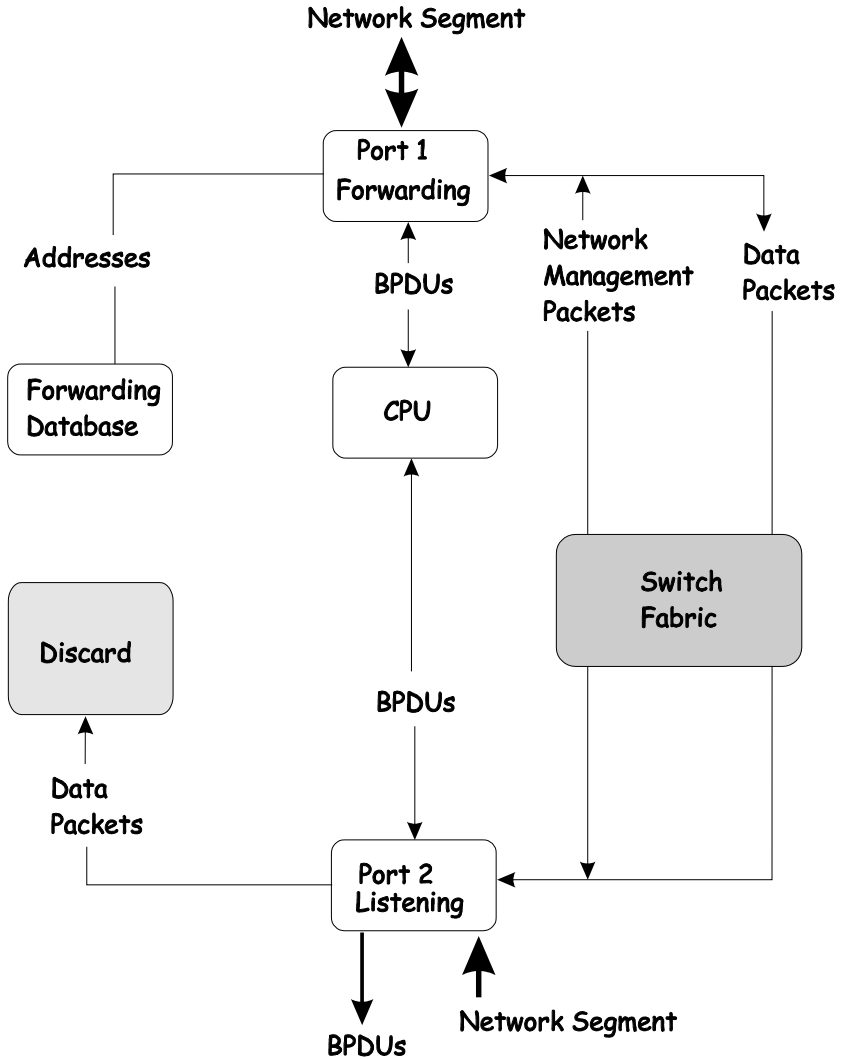
Listening State

The listening state is the first transition for a port from the blocking state. Listening is an opportunity for the switch to receive BPDUs that may tell the switch that the port should not continue to transition to the forwarding state, but should return to the blocking state (that is, a different port is a better choice).

There is no address learning or packet forwarding from a port in the listening state.

A port in the listening state does the following:

- Discards frames received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database
- Receives BPDUs and directs them to the CPU.
- Processes BPDUs received from the CPU.
- Receives and responds to network management messages.

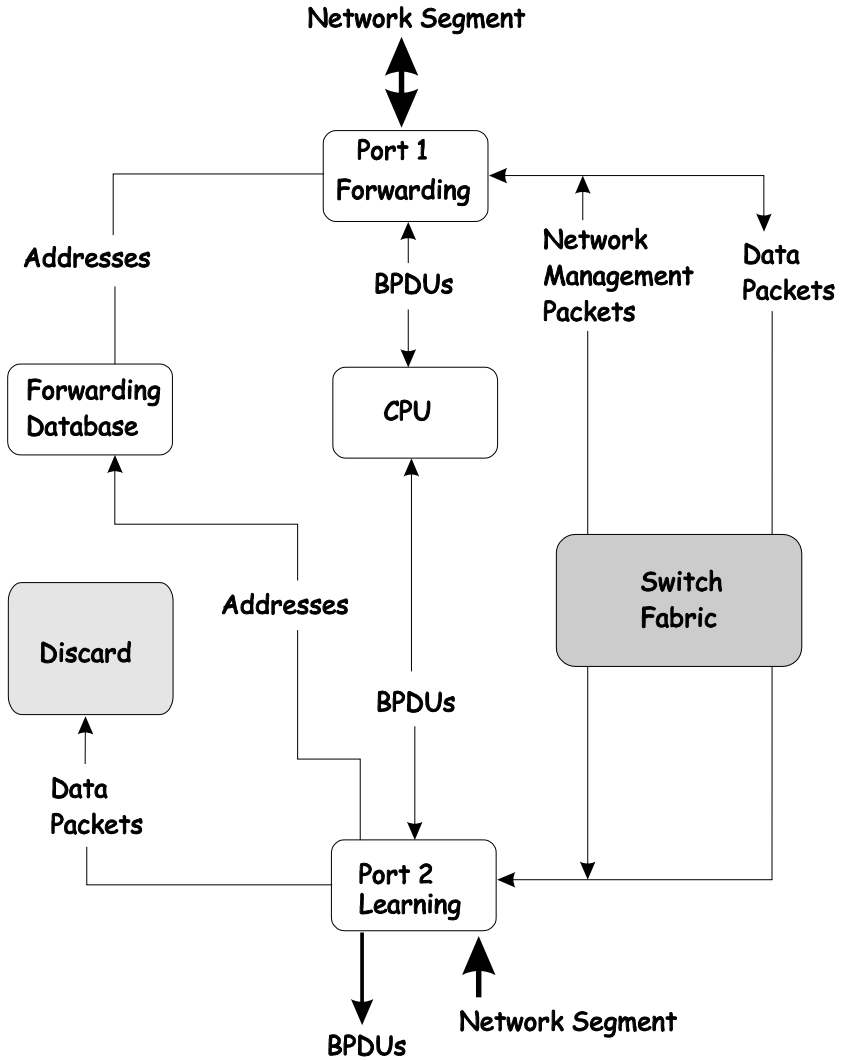


Learning State

A port in the learning state prepares to participate in frame forwarding. The port enters the learning state from the listening state.

A port in the learning state does the following:

- Discards frames received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Adds addresses to its forwarding database.
- Receives BPDUs and directs them to the CPU.
- Processes and transmits BPDUs received from the CPU.
- Receives and responds to network management messages.

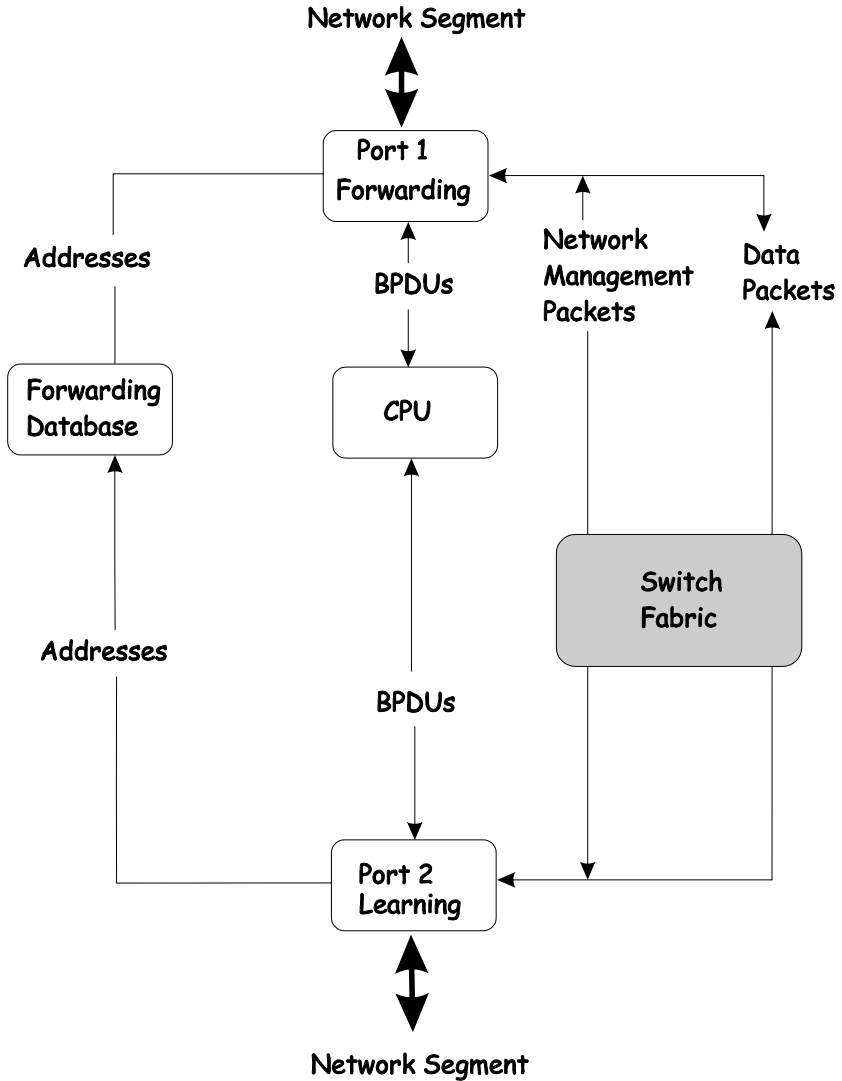


Forwarding State

A port in the forwarding state forwards packets. The port enters the forwarding state from the learning state when the forward delay timer expires.

A port in the forwarding state does the following:

- Forwards packets received from the network segment to which it is attached.
- Forwards packets sent from another port on the switch for forwarding.
- Incorporates station location information into its address database.
- Receives BPDUs and directs them to the system CPU.
- Receives and responds to network management messages.

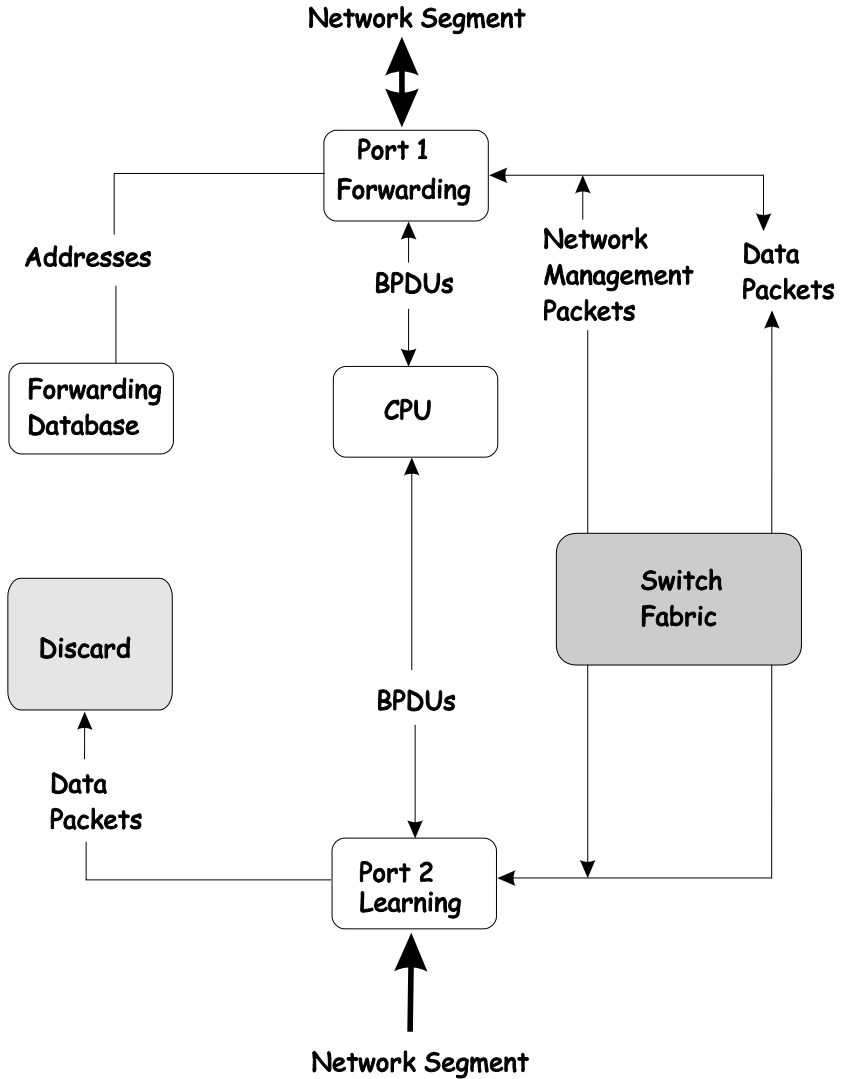


Disabled State

A port in the disabled state does not participate in frame forwarding or STP. A port in the disabled state is virtually non-operational.

A disabled port does the following:

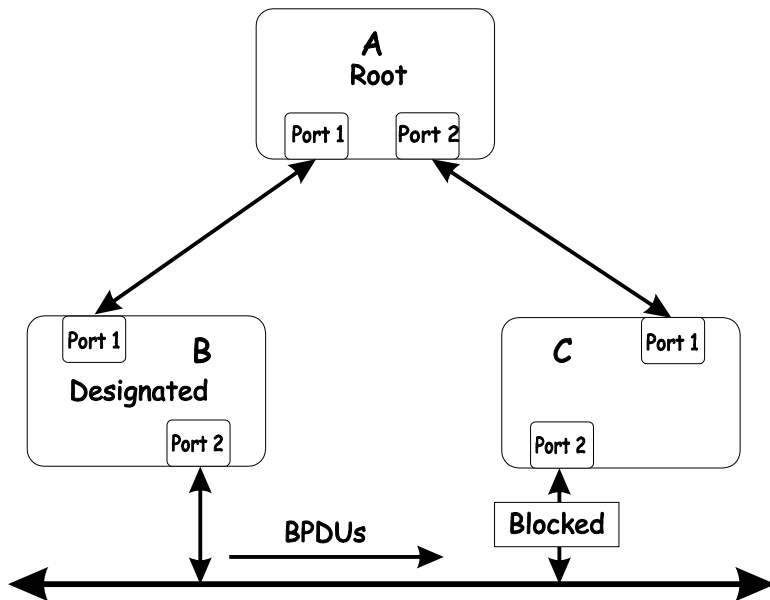
- Discards packets received from the network segment to which it is attached.
- Discards packets sent from another port on the switch for forwarding.
- Does not add addresses to its forwarding database.
- Receives BPDUs, but does not direct them to the system CPU.
- Does not receive BPDUs for transmission from the system CPU.
- Receives and responds to network management messages.



Troubleshooting STP

Spanning Tree Protocol Failure

A failure in the STA generally leads to a bridging loop. A bridging loop in an STP environment comes from a port that should be in the blocking state, but is forwarding packets.



In this example, B has been elected as the designated bridge and port 2 on C is in the blocking state. The election of B as the designated bridge is determined by the exchange of BPDUs between B and C. B had a better BPDU than C. B continues sending BPDUs advertising its superiority over the other bridges on this LAN. Should C fail to receive these BPDUs for longer than the MAX AGE (default of 20 seconds), it could start

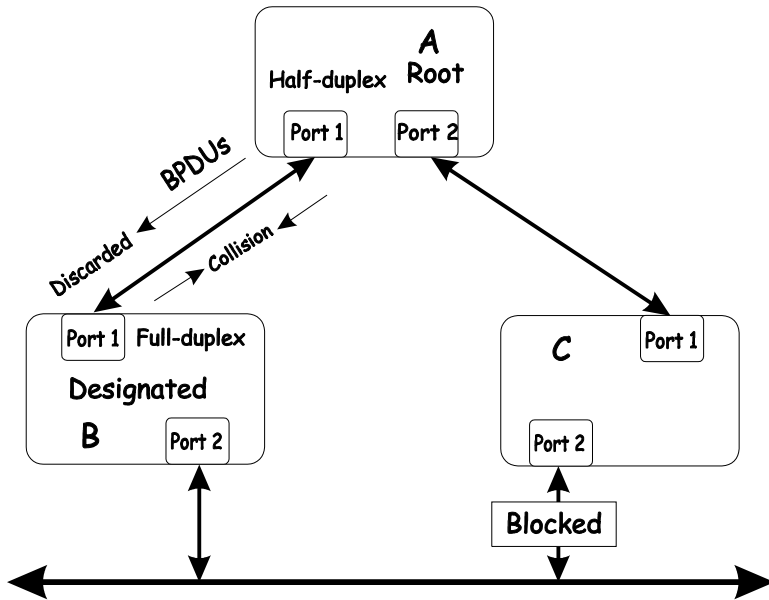
to transition its port 2 from the blocking state to the forwarding state.

It should be noted: A port must continue to receive BPDUs advertising superior paths to remain in the blocking state.

There are a number of circumstances in which the STA can fail – mostly related to the loss of a large number of BPDUs. These situations will cause a port in the blocking state to transition to the forwarding state.

Full/Half Duplex Mismatch

A mismatch in the duplex state of two ports is a very common configuration error for a point-to-point link. If one port is configured as a full duplex, and the other port is left in auto-negotiation mode, the second port will end up in half-duplex because ports configured as half- or full-duplex do not negotiate.

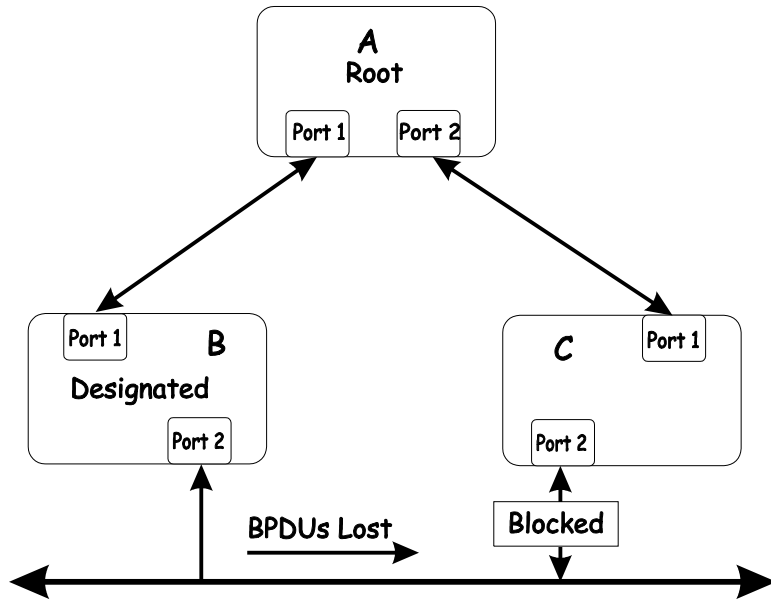


In the above example, port 1 on B is configured as a full-duplex port and port 1 on A is either configured as a half-duplex port, or left in auto-negotiation mode. Because port 1 on B is configured as a full-duplex port, it does not do the carrier sense when accessing the link. B will then start sending packets even if A is using the link. A will then detect collisions and begin to run the flow control algorithm. If there is enough traffic between B and A, all packets (including BPDUs) will be dropped. If the BPDUs sent from A to B are dropped for longer than the MAX AGE, B will lose its connection to the root (A) and will unblock its connection to C. This will lead to a data loop.

Unidirectional Link

Unidirectional links can be caused by an undetected failure in one side of a fiber cable, or a problem with a ports transceiver.

Any failure that allows a link to remain up while providing one-way communication is very dangerous for STP.



In this example, port 2 on B can receive but not transmit packets. Port 2 on C should be in the blocking state, but since it can no longer receive BPDUs from port 2 on B, it will transition to the forwarding state. If the failure exists at boot, STP will not converge and rebooting the bridges will have no effect. (Note: Rebooting would help temporarily in the previous example).

This type of failure is difficult to detect because the Link-state LEDs for Ethernet links rely on the transmit side of the cable to detect a link. If a unidirectional failure on a link is suspected, it is usually required to go to the console or other management software and look at the packets received and transmitted for the port. A unidirectional port will have many

packets transmitted but none received, or vice versa, for example.

Packet Corruption

Packet corruption can lead to the same type of failure. If a link is experiencing a high rate of physical errors, a large number of consecutive BPDUs can be dropped and a port in the blocking state would transition to the forwarding state. The blocking port would have to have the BPDUs dropped for 50 seconds (at the default settings) and a single BPDU would reset the timer. If the MAX AGE is set too low, this time is reduced.

Resource Errors

The DES-3326S Layer 3 switch performs its switching and routing functions primarily in hardware, using specialized ASICs. STP is implemented in software and is thus reliant upon the speed of the CPU and other factors to converge. If the CPU is over-utilized, it is possible that BPDUs may not be sent in a timely fashion. STP is generally not very CPU intensive and is given priority over other processes, so this type of error is rare.

It can be seen that very low values for the MAX AGE and the FORWARD DELAY can result in an unstable spanning tree. The loss of BPDUs can lead to data loops. The diameter of the network can also cause problems. The default values for STP give a maximum network diameter of about seven. This means that two switches in the network cannot be more than seven hops apart. Part of this diameter restriction is the BPDU age field. As BPDUs are propagated from the root bridge to the leaves of the spanning tree, each bridge increments the age field. When this field is beyond the maximum age, the packet is discarded. For large diameter networks, STP convergence can be very slow.

Identifying a Data Loop

Broadcast storms have a very similar effect on the network to data loops, but broadcast storm controls in modern switches have (along with subnetting and other network practices) have been very effective in controlling broadcast storms. The best way to determine if a data loop exists is to capture traffic on a saturated link and check if similar packets are seen multiple times.

Generally, if all the users of a given domain are having trouble connecting to the network at the same time, a data loop can be suspected. The port utilization data in the switch's console will give unusually high values in this case.

The priority for most cases is to restore connectivity as soon as possible. The simplest remedy is to manually disable all of the ports that provide redundant links. Disabling ports one at a time, and then checking for a restoration of the user's connectivity will identify the link that is causing the problem, if time allows. Connectivity will be restored immediately after disabling a data loop.

Avoiding Trouble

Know where the root is located.

Although the STP can elect a root bridge, a well-designed network will have an identifiable root for each VLAN. Careful setup of the STP parameters will lead to the selection of this best switch as the root for each VLAN. Redundant links can then be built into the network. STP is well suited to maintaining connectivity in the event of a device failure or removal, but is poorly suited to designing networks.

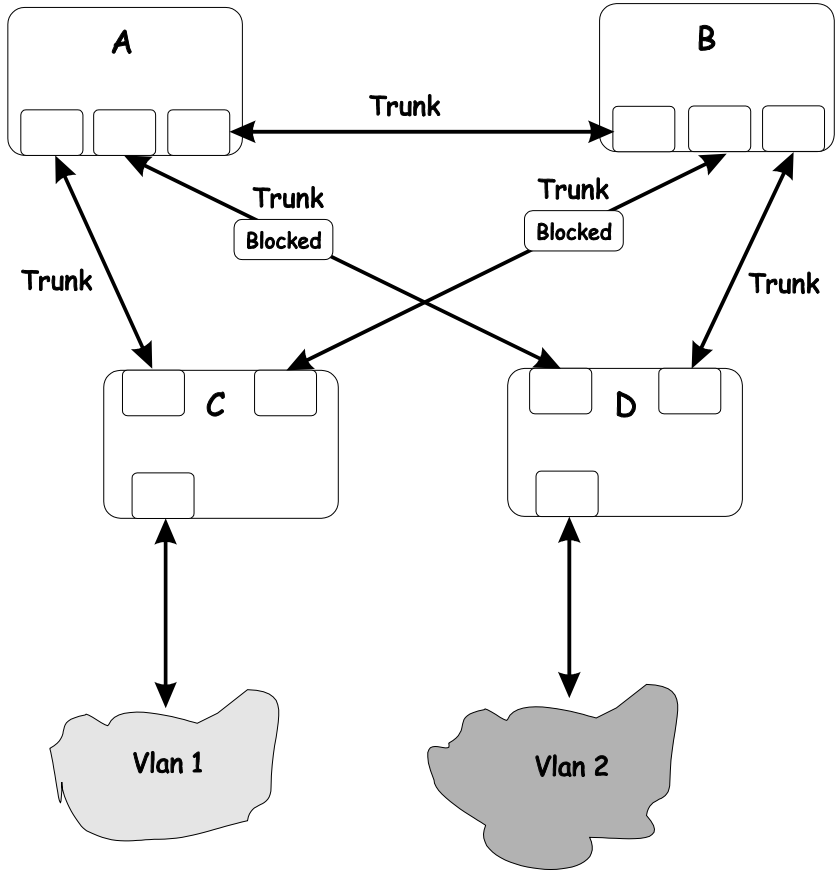
Know which links are redundant.

Organize the redundant links and tune the port cost parameter of STP to force those ports to be in the blocking state.

For each VLAN, know which ports should be blocking in a stable network. A network diagram that shows each physical loop in the network and which ports break which loops is extremely helpful.

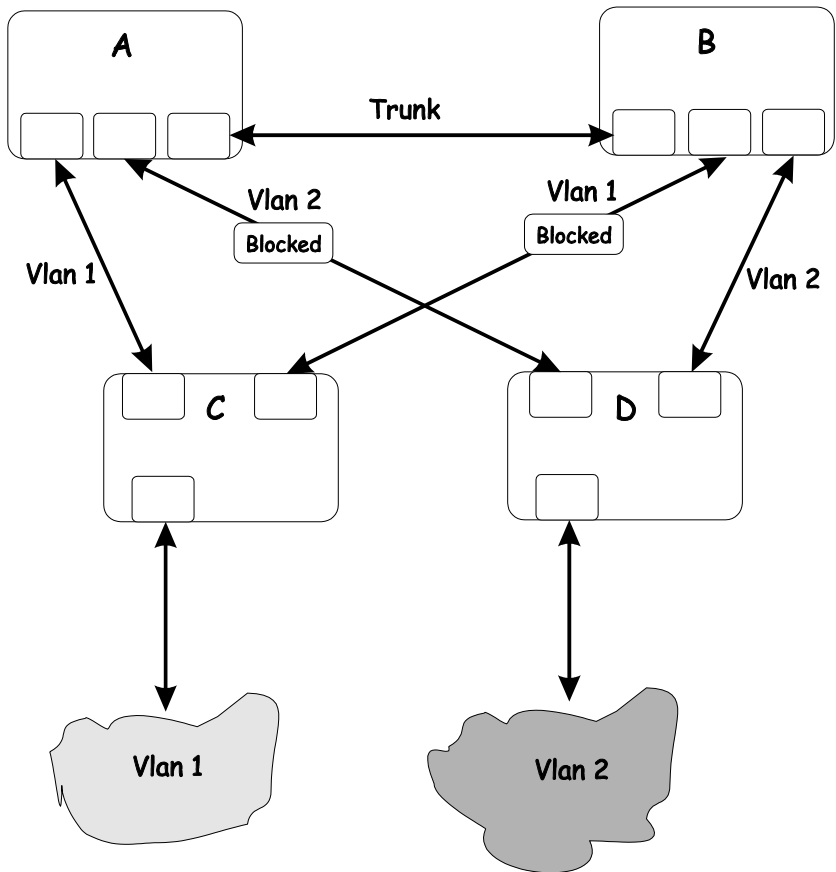
Minimize the number of ports in the blocking state.

A single blocking port transitioning to the forwarding state at an inappropriate time can cause a large part of a network to fail. Limiting the number of blocked ports help to limit the risk of an inappropriate transition.



This is a common network design. The switches C and D have redundant links to the backbone switches A and B using trunks. Trunks, by default, carry all the VLAN traffic from VLAN 1 and VLAN 2. So switch C is not only receiving traffic for VLAN 1, but it is also receiving unnecessary broadcast and multicast traffic for VLAN 2. It is also blocking one port for VLAN 2. Thus, there are three redundant paths between

switches A and B and two blocked ports per VLAN. This increases the chance of a data loop.



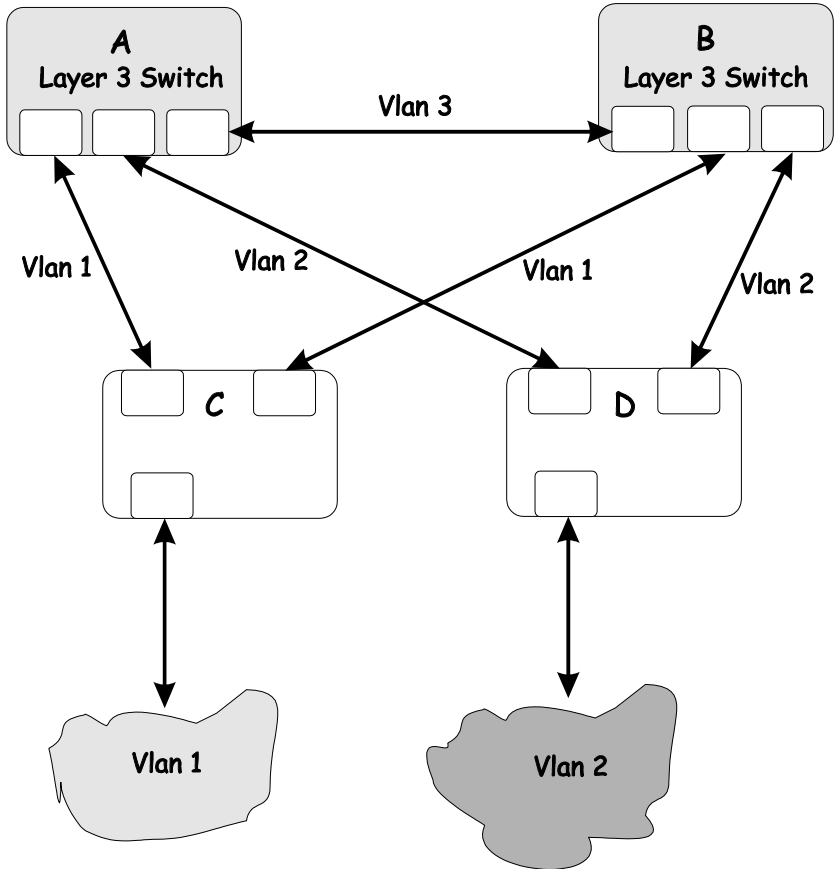
In this example, the VLAN definitions are extended to switches A and B. This gives only a single blocked port per VLAN and allows the removal of all redundant links by removing switch A or B from the network.

Impact of Layer 3 Switching.

The IP routing operational mode of the DES-3326S Layer 3 switch can accomplish the following:

- Building a forwarding table, and exchanging information with its peers using routing protocols.
- Receiving packets and forwarding them to the correct interface based upon their destination address

With layer 3 switching, there is no performance penalty to introducing a routing hop and creating an additional segment of the network.



Using layer 3 switches and IP routing eliminates the need for STP port blocking because the packets are routed by destination addresses. The link redundancy remains, and relying on the routing protocols gives a faster convergence than with STP.

The drawback is that the introduction of layer 3 switching usually requires a new addressing scheme.



BRIEF REVIEW OF BITWISE LOGICAL OPERATIONS

AND

The logical **AND** operation compares 2 bits and if they are both "1", then the result is "1", otherwise, the result is "0".

	<i>0</i>	<i>1</i>
<i>0</i>	0	0
<i>1</i>	0	1

OR

The logical **OR** operation compares 2 bits and if either or both bits are "1", then the result is "1", otherwise, the result is "0".

	<i>0</i>	<i>1</i>
<i>0</i>	0	1
<i>1</i>	1	1

XOR

The logical **XOR** (exclusive **OR**) operation compares 2 bits and if exactly one of them is a "1", then the result is "1", otherwise the result is "0".

	<i>0</i>	<i>1</i>

0	0	1
1	1	0

NOT

The logical NOT operation simply changes the value of a single bit. If it is a "1", the result is "0", if it is a "0", the result is "1". This operation is carried out on a single bit.

0	1
1	0

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D-Link® Offices

AUSTRALIA

D-LINK AUSTRALASIA

Unit 16, 390 Eastern Valley Way, Roseville, NSW 2069, Australia
TEL: 61-2-9417-7100 FAX: 61-2-9417-1077
TOLL FREE: 1800-177-100 (Australia), 0800-900900 (New Zealand)
WEB: www.dlink.com.au E-MAIL: info@dlink.com.au

CANADA

D-LINK CANADA

2180 Winston Park Drive, Oakville, Ontario L6H 5W1 Canada
TEL: 1-905-829-5033 FAX: 1-905-829-5223
WEB: www.dlink.ca FTP: ftp.dlinknet.com E-MAIL: techsup@dlink.ca

CHILE

D-LINK SOUTH AMERICA

Isidora Goyenechea #2934 of.702, Las Condes, Santiago, Chile
TEL: 56-2-2323185 FAX: 56-2-2320923 WEB: www.dlink.cl

CHINA

D-LINK CHINA

15th Floor, Science & Technology Tower,
No. 11, Baishiqiao Road, Haidian District, Beijing 100081 China
TEL: 86-10-68467106-9 FAX: 86-10-68467110 WEB: www.dlink.com.cn

DENMARK

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Naverland 2, DK-2600 Glostrup, Copenhagen, Denmark
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7 Assem Ebn Sabet Street, Heliopolis Cairo, Egypt
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Le FLORILEGE #2, Allee de la Fresnerie
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WEB: www.dlink-france.fr E-MAIL: info@dlink-france.fr

GERMANY

D-LINK GERMANY

Bachstr. 22, D/65830 Kriftel Germany
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D-LINK INDIA

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ITALY

D-LINK ITALY

Via Nino Bonnet No. 6, 20154 Milano, Italy
TEL: 39-2-2900-0676 FAX: 39-2-2900-1723 E-Mail: dlink@tin.it

JAPAN

D-LINK JAPAN

10F, 8-8-15 Nishi-Gotanda, Shinagawa-ku, Tokyo 141 Japan
TEL: 81-3-5434-9678 FAX: 81-3-5434-9868 WEB: www.d-link.co.jp

SINGAPORE

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1 International Business Park, #03-12 The Synergy, Singapore 609917
TEL: 65-774-6233 FAX: 65-774-6322
WEB: www.dlink.intl.com E-MAIL: info@dlink.com.sg

SWEDEN

D-LINK SWEDEN

World Trade Centre P. O. Box 70396, 107 24 Stockholm Sweden
TEL: 46-8-700-6211 FAX: 46-8-219-640 E-MAIL: info@dlink.se

TAIWAN

D-LINK TAIWAN

2F, No. 119 Pao-Chung Road, Hsin-Tien, Taipei, Taiwan
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U.S.A.

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Registration Card

Print, type or use block letters.

Your name: Mr./Ms _____
 Organization: _____ Dept. _____
 Your title at organization: _____
 Telephone: _____ Fax: _____
 Organization's full address: _____

 Country: _____
 Date of purchase (Month/Day/Year): _____

Product Model	Product Serial No.	* Product installed in type of computer (e.g., Compaq 486)	* Product installed in computer serial No.

(* Applies to adapters only)

Product was purchased from:

Reseller's name: _____
 Telephone: _____ Fax: _____
 Reseller's full address: _____

Answers to the following questions help us to support your product:

1. Where and how will the product primarily be used?

Home Office Travel Company Business Home Business Personal Use

2. How many employees work at installation site?

1 employee 2-9 10-49 50-99 100-499 500-999 1000 or more

3. What network protocol(s) does your organization use ?

XNS/IPX TCP/IP DECnet Others _____

4. What network operating system(s) does your organization use ?

D-Link LANsmart Novell NetWare NetWare Lite SCO Unix/Xenix PC NFS 3Com 3+Open
Banyan Vines DECnet Pathwork Windows NT Windows NTAS Windows '95
Others _____

5. What network management program does your organization use ?

D-View HP OpenView/Windows HP OpenView/Unix SunNet Manager Novell NMS
NetView 6000 Others _____

6. What network medium/media does your organization use ?

Fiber-optics Thick coax Ethernet Thin coax Ethernet 10BASE-T UTP/STP
100BASE-TX 100BASE-T4 100VGAnyLAN Others _____

7. What applications are used on your network?

Desktop publishing Spreadsheet Word processing CAD/CAM
Database management Accounting Others _____

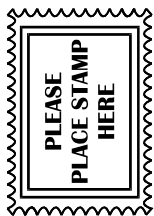
8. What category best describes your company?

Aerospace Engineering Education Finance Hospital Legal Insurance/Real Estate Manufacturing
Retail/Chainstore/Wholesale Government Transportation/Utilities/Communication VAR
System house/company Other _____

9. Would you recommend your D-Link product to a friend?

Yes No Don't know yet

10. Your comments on this product?



TO: _____

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